

NEXUS CLUB PRESENTS

CODELOCK — THE ESCAPE PROTOCOL

Think Smart. Solve Fast. Unlock Your Team. Win!



CODELOCK — Every Second Counts.

DATE

Wednesday, October 14, 2026

TIME

1:00 PM – 4:00 PM

VENUE

**MG-502, 503 & 505, ITM
University, Gwalior**

PARTICIPATION

Team · Exactly 4 members

ELIGIBILITY

Open to all branches, with a special focus on 1st-year students

REGISTRATION FEE

₹100 per team

STUDENT COORDINATOR

Sahil Manjhi

Contact : +91 8080584135

FACULTY COORDINATOR

Ms. Bharti Gole

FACULTY CO-COORDINATOR

Mr. Naveen

RULES & REGULATIONS

Latest updates — read with this rulebook

- Start time updated: CodeLock runs 1:00 PM – 4:00 PM, as confirmed by the organizers. Earlier copies of this rulebook and the poster say 12:00 PM – 4:00 PM.
- Eligibility updated to match the latest official poster: open to all branches, with a special focus on 1st-year students. Earlier copies of this rulebook said 1st and 2nd year students only.

1. ABOUT THE EVENT

CODELOCK is a time-based, three-round team competition designed to test participants' technical knowledge, logical reasoning, problem-solving abilities, programming skills, teamwork, and execution under time pressure.

Teams must successfully complete each challenge to unlock the next stage. The team that completes all three rounds in the lowest total time will secure the highest rank.

2. EVENT DETAILS

- **Event Date:** 14 October 2026 (Wednesday).
- **Event Time:** 1:00 PM–4:00 PM.
- **Venue:** ITM University, Gwalior.
- **Organized By:** NEXUS CLUB.
- **Team Size:** 4 members per team.
- **Eligibility:** Open to all branches, with a special focus on 1st-year students.
- **Registration Fee:** ₹100 per team.

3. GENERAL RULES AND REGULATIONS

1. Each team must consist of exactly four members.
2. The event is open to all branches, with a special focus on 1st-year students.
3. All teams will receive the same challenge in each respective round.
4. CODELOCK follows a continuous-timer format. The timer starts at the beginning of Round 1 and continues until the team successfully completes Round 3.
5. The clock never stops. Time spent solving challenges, transitioning between rounds, or waiting for evaluation will count toward the total completion time.
6. Teams must successfully complete the current round according to the organizers' evaluation criteria to unlock the next round.
7. Only the permitted number of team members may participate in each round.
8. Team members must follow the instructions provided by the event organizers and evaluators.
9. Mobile phones, external assistance, online resources, or other aids may be restricted or prohibited as announced by the organizers before the competition.
10. Plagiarism, cheating, code sharing between teams, or any other form of unfair practice will not be tolerated.
11. Participants must maintain discipline and cooperate with the organizers throughout the event.
12. The organizers reserve the right to disqualify teams violating the rules.
13. The organizers' decisions regarding challenge evaluation, rule interpretation, disqualification, and final results will be final.

4. ROUND-WISE RULES

ROUND 1 — BRAIN BYPASS

1

2



Challenge type Quiz

Participation 2 team members

Objective Test technical knowledge, general aptitude, and logical reasoning.

Rules

1. Only two members from each team may participate in this round.
2. Participants must answer the quiz questions within the instructions and time constraints specified by the organizers.
3. Answers will be evaluated according to the criteria announced before the round.
4. A team must meet the required qualifying criteria to complete the round.
5. Successful completion unlocks the third team member, allowing the team to proceed to Round 2.
6. The team timer continues running throughout the round and evaluation process.

ROUND 2 — MIND MAZE



Challenge type	Puzzle / Crossword / Sudoku
Participation	3 team members
Objective	Evaluate logical thinking, analytical ability, accuracy, and collaborative problem-solving.

Rules

1. Three team members will participate in this round, including the member unlocked after Round 1.
2. Teams must solve the assigned puzzle or logical challenge correctly.
3. Participants must follow the instructions and submission format provided by the organizers.
4. The challenge will be considered complete only after the solution satisfies the organizers' evaluation criteria.
5. Successful completion unlocks the fourth team member, allowing the team to proceed to Round 3.
6. The timer will continue running throughout the round, including during evaluation and transitions.

ROUND 3 — CODE BREAKER

1

2

3

4

Challenge type	Programming
Participation	All 4 team members
Objective	Assess programming knowledge, algorithmic thinking, debugging, teamwork, and implementation skills.

Rules

1. All four team members may participate in the final round.
2. Teams must solve the programming problem assigned by the organizers.
3. The submitted solution must execute successfully and satisfy the specified requirements and test cases.
4. Teams must use only the programming languages, software, and resources permitted by the organizers.
5. Sharing code or receiving unauthorized external assistance is strictly prohibited.
6. The challenge will be considered complete only after the solution meets the organizers' evaluation criteria.
7. The team's total completion time will be recorded once successful completion is confirmed.

5. WINNING CRITERIA

The lowest total completion time wins!

1. Teams must successfully complete all three rounds to qualify for the final rankings.
2. The timer begins when Round 1 starts and stops only when the team's successful completion of Round 3 is officially confirmed.
3. The total completion time includes the time spent on all challenges, evaluation, and transitions between rounds.
4. Teams will be ranked in ascending order of their total completion time.
5. The team with the lowest verified completion time will be declared the winner, followed by the teams with the next-lowest times.
6. Incomplete or unsuccessful challenges do not count as completed rounds. Teams must satisfy the qualifying criteria before proceeding.
7. In case of a tie, the organizers will apply a tie-breaking method announced before the competition.

8. Teams that fail to complete all three rounds within the event's permitted duration will not qualify for the completed-team rankings, unless the organizers announce otherwise.

6. PRIZE POOL

- **First Prize:** ₹2,100.
- **Second Prize:** ₹1,100.
- **Third Prize:** ₹500.

Prizes will be awarded according to the final verified rankings announced by the organizers.

7. CODE OF CONDUCT

All participants are expected to:

- Demonstrate sportsmanship, honesty, and professionalism.
- Respect fellow participants, evaluators, and organizers.
- Avoid misconduct, disruption, or attempts to manipulate the competition.
- Follow all instructions related to challenge submission, evaluation, and event logistics.
- Accept the final results and decisions made by the organizers.

Any violation may result in penalties or disqualification at the organizers' discretion.

8. ORGANIZERS' AUTHORITY

NEXUS CLUB reserves the right to clarify or modify event procedures when necessary, resolve unforeseen situations, verify challenge submissions, and take appropriate action in cases of rule violations.

Any changes to the competition rules will be communicated to participants by the organizers. All final decisions concerning evaluation and rankings will rest with the organizing committee.

9. CONTACT INFORMATION

- **Organized by:** NEXUS CLUB.
- **Institution:** ITM University, Gwalior.
- **Student Coordinator:** Sahil Manjhi.

- **Contact Number:** +91 8080584135.

**THINK SMART. SOLVE FAST. UNLOCK YOUR TEAM.
WIN!**

NEXUS CLUB | TECHUTSAV 1.0
CODELOCK — Every Second Counts.

TechUtsav 1.0 2026 · ITM University Gwalior

Register: <https://parakh.itmuniversity.ac.in/pay/45f4d813-62af-4630-87af-990a2f7d6aa3>

Source: CODELOCK official rulebook (Nexus Club).