



NEXT-GEN FOUNDERS

IDEAS FOR INDIA'S PROGRESS

Official Rule Book

GRADES 5-12 • SCHOOLS ACROSS INDIA

Read this before submitting your idea.

WHO
Grades 5-12

TEAM
2 students

SELECTION
Top 100

SUBMIT BY
5 Nov 2026

01
IDEA

02
SUBMIT

03
TOP 100

04
BUILD

05
TEST

06
PRESENT

THE CORE PRINCIPLE

Students lead. Teachers, parents, mentors and experts support.

The idea, understanding, development and presentation must remain student-driven.

1 Who Can Participate?

The participation rules are simple and open.

Grades	Students from Grades 5–12 can participate.
Schools	Students from any school across India can participate.
Cross-grade teams	Students from different grades may form a team, as long as all members are in Grades 5–12.
Team size	A team consists of 2 students.
Solo Phase 1	A student who has not yet found a team member may submit an idea independently in Phase 1.
If selected	A solo participant selected in the Top 100 must add a second eligible student before entering Phase 2.
Multiple ideas	There is no limit on the number of ideas a student or team can submit. Each idea must be submitted separately.
Multiple teams	A student cannot be a member of more than one team.

CRITICAL — WHO CANNOT TAKE PART THIS YEAR



Students who are officially part of the **YuviPep Young Founders Network** cannot participate this year.



Finalists of last year's edition cannot participate this year.

2 School Role

Schools support participation, while students own the project.

- School nominations are not mandatory. However, students are encouraged to inform the school management to receive guidance and support with registration, communication, and required permissions.
- Verify student and school details where required.
- Provide a school coordinator or contact for official communication, where applicable.
- Support participation logistics where required.

STUDENT-LED IS THE CORE PRINCIPLE

Teachers, parents, mentors and experts may guide and support students, but the idea, understanding, development and presentation must remain student-driven.

KEY DATES

OFFICIAL
LAUNCH
9 October 2026

IDEA SUBMISSION
9 October – 5 November
2026

TOP 100
ANNOUNCEMENT
14 November 2026

GRAND FINALE
Bengaluru, Karnataka

Date and Venue details
will be announced
separately.

3 Theme — Ideas for India's Progress

Choose one focus area and identify a meaningful problem within it.

01 Sustainable India Water conservation, waste management, renewable energy, sustainable agriculture and environmental protection	02 Technology for People Accessibility, safety, inclusion and everyday solutions.	03 Healthy Communities Health, hygiene, wellbeing and assistive solutions.
04 Learning & Skills for Tomorrow Education, skills, learning and future readiness.	05 Smart & Self-Reliant Communities Mobility, infrastructure, local systems and communities.	? Not sure which fits? Choose the area closest to the problem you care about. Ask through the official programme channel if you need help.

4 What Should Your Idea Answer?

A strong Phase 1 submission should make these five things clear.

01 PROBLEM What problem are you solving?	02 USER Who is affected?	03 RESEARCH What evidence or learning do you have?	04 SOLUTION What are you proposing to create?	05 IMPACT What could change if it works?
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THINK BEYOND TECHNOLOGY

Start with a real problem. Your idea can be simple or advanced, as long as it addresses a meaningful problem.

A GOOD SUBMISSION IS...

✓ Clear about the problem and the people affected	✓ Backed by research or evidence
✓ Specific about the proposed solution	✓ Practical and clear about how the solution could work
✓ Clearly linked to the selected challenge area	✓ Based on the team's own original thinking

5 Phase 1 — Idea Submission

Phase 1 is about the idea. A working prototype is not required.

OFFICIAL LAUNCH
9 October 2026

IDEA SUBMISSION WINDOW
9 October – 5 November 2026

TOP 100 ANNOUNCEMENT
14 November 2026

HOW TO SUBMIT

1

Choose

Select one challenge area.

2

Form your team

Enter as a team of 2 or submit solo in Phase 1.

3

Submit the form

Submit through the official Microsoft Form.

4

Check

Make sure everything is complete, accurate and easy to understand.

WHERE TO FIND THE FORM

- The submission form will be available on the YuviPep website.
- The same form can also be accessed by scanning the official QR code shared on programme posters.
- Students may apply independently. School nomination is not mandatory, but informing the school is recommended for guidance and support.
- Each idea must be submitted separately.

WHAT THE FORM WILL ASK

- Team/student details and selected challenge area
- The problem and who is affected
- Research, observation or evidence
- Proposed solution and how it could work
- Expected impact

FOUNDER VIDEO — OPTIONAL

A Founder Video of up to 90 seconds is optional but may strengthen the submission. Students can briefly explain the problem, who faces it, their solution and why it matters.

Adding a video is optional. **Originality is important.**

LINKS — OPEN TO ALL TO VIEW

Every link you attach in the form, such as video, document or image folder, must be set to allow anyone with the link to view it. Check each link before submitting.

NOT REQUIRED FOR PHASE 1

You do not need a working prototype, a complete project, a business plan or a specific hardware/software setup to submit an idea.

BEFORE YOU SUBMIT — FINAL CHECK

☐ Your problem and solution are clearly explained.

☐ Your information is accurate and complete.

☐ Your submission represents your team's own thinking.

☐ Every link you have attached is open for everyone to view.

☐ You have reviewed the submission before sending it.

☐ You have chosen one challenge area.

6 Important Rules

These rules apply throughout participation.

01 STUDENT OWNERSHIP

Students must understand and own their ideas and projects. Teachers, parents, mentors and experts may guide and support but should not complete the project for students.

02 ORIGINALITY

The idea and submission must represent the students' own thinking. Existing products and solutions may be researched, but copied ideas or submissions are not allowed. Teams should explain what is different or meaningful about their approach.

03 AI USE

AI tools may be used for research, brainstorming, learning, coding, design and development support. The submission should not be completely AI-generated. Students must understand and be able to explain their ideas and decisions.

04 HARDWARE & SOFTWARE

There is no restriction on the hardware, software, programming language, platform, or technology used for an idea or prototype.

05 COSTS

All costs related to components, materials, prototyping, development, travel and participation are to be borne by the participating students, team or school.

06 ACCURACY & CONDUCT

Information submitted must be accurate. Respect other teams, judges, mentors, schools and programme staff. False information, copied work or serious rule violations may lead to removal from the programme.

07 CONSENT & SAFEGUARDING

Required student, parent/guardian and school permissions will be collected through the official programme process where applicable. Media/publication consent will also be handled through the official process.

08 JUDGES' DECISIONS

All final decisions of the judges will be considered final.

DO's AND DON'Ts

DO's

- ✓ Understand the problem before you propose a solution
- ✓ Back your idea with research and evidence
- ✓ Be honest about your work and the help you had
- ✓ Make sure every attached link is open for all to view
- ✓ Check official messages often and act on time

DON'Ts

- ✗ Copy work or submit something fully AI-generated
- ✗ Let an adult build the project for you
- ✗ Submit an incomplete form or miss a deadline
- ✗ Attach links that others cannot open

7 Phase 1 Evaluation

The Top 100 selection focuses on the quality of the idea, its potential and student ownership.

CRITERION	MARKS	WHAT IT MEANS
Problem Understanding	15	How clearly does the team understand the problem, the people affected and the evidence behind it.
Solution Clarity & Practicality	20	How clearly the solution is explained and how realistically it can address the problem.
Innovation & Creativity	25	How original, creative or meaningfully improved the proposed approach is.
Impact & Relevance	25	The potential to create meaningful value for people, communities or the environment.
Student Ownership	15	Whether students genuinely understand the idea, can explain their choices and are driving the project.
TOTAL	100	

EVALUATION PRINCIPLE

Phase 1 evaluates the idea and the students' understanding. A sophisticated prototype is not required and is not the basis for selection at this stage.

8 Top 100 — Results & Next Steps

- Submissions will be checked for eligibility, completeness, and accuracy before evaluation.
- The official evaluation rubric and moderation process will be used to identify the Top 100.
- Top 100 results will be announced on **14 November 2026** through official programme communication.
- Selected teams will be informed through their registered email ID and added to an official programme group for Phase 2 communication.
- Selected teams will complete the required onboarding and permissions before entering the development stage.
- A solo participant selected in the Top 100 must add a second eligible student before entering Phase 2.
- Grand Finale – Bangalore: The Grand Finale will be held in Bengaluru, Karnataka. Shortlisted teams will be required to attend the Grand Finale in person. The final date, venue and detailed event schedule will be communicated to the shortlisted teams separately.

PHASE 2 — OVERVIEW

TOP 100	MENTOR SUPPORT	BUILD	TEST	IMPROVE	CHECKPOINTS	GRAND FINALE
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PHASE 2 DETAILS — SHARED WITH SHORTLISTED TEAMS

Detailed Phase 2 rules, checkpoint requirements, prototype guidelines, judging criteria and Grand Finale requirements will be shared with the shortlisted teams at the relevant stages, **including the venue and the process**. The Grand Finale date will be announced separately.

CONTACT & OFFICIAL COMMUNICATION

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