

Guidelines for the Event

An event for a finance enthusiast in which one can try their hands at the world of stock trading. Trade during the stock market trading hours with real-time price feeds. Bring the best stock trading acumen and compete with real players to win rewards. With technology merging with finance on various levels, Trade Star is indeed the most-awaited event. Participate and test your skill set and knowledge about the financial markets in both practical and theoretical domains.

INNOVERSE presents **TRADE STAR: A Trading Event**

Members in a team: maximum 5 and minimum 3 members.

Eligibility Criteria: Class 9th to 12th

Only one team per school is allowed.

Event Overview: Four rounds to test the knowledge and skills in various domains.

The four rounds of the Trade Star are as follows:

FIRST ROUND: PLANETARY SECTORAL BRAWL

The round focuses on strategic trading maneuvers on a sector basis. Sectors will be allotted to teams on a chit basis, which would be done right before the round starts. Teams would be restricted to trade in respective sectors with the provided virtual cash of ₹5,00,000.

- Platform for the event would be **StockGro**. This round would last for an hour and fifteen minutes.
- **The team exceeding the limit even once would be disqualified.**
- Only two electronic devices would be allowed during the round (one for trading and the other for research purposes).

- **The following will serve as the judging criteria for this round:**

1. Profit
2. Trading Strategy and Adaptability
3. Risk Management
4. Market analysis and sector knowledge

SECOND ROUND: THE INVESTOR'S IQ

The round focuses on participants' theoretical knowledge. A printed document containing objective-type questions will be made available to the participants. The same will have a 20-minute time constraint. The first round would be solely based on theoretical knowledge about trading, financial markets, technicalities, and other basic things related to trading and investment.

- The marking would be as follows: +4 marks for each correct answer and (-1) for one wrong answer.
- The following will serve as the judging criteria:
 1. Accuracy
 2. Theoretical understanding
 3. Analytical and comprehension abilities

THIRD ROUND: THE TRADE FACEOFF

This round would be based on practical trading in which the team will be provided with virtual cash of ₹7,00,000 in which they will have to show their skill set and analysis by trading in the live market with real-time prices for 60 minutes.

- Platform for the event would be **StockGro**. This round would last for a hour and fifteen minutes.
- **The team exceeding the limit even once would be disqualified.**
- The platform will be disclosed right before the round. Its working will be explained to the participants.

- Only two electronic devices would be allowed during the round (one for trading and the other for research purposes).
- Teams will have to mail screenshots of their portfolio.
- **The following will serve as the judging criteria for this round:**
 1. Profit
 2. Market research
 3. Market analysis

FOURTH ROUND: THE PORTFOLIO POWERPLAY

In this round, the team will have to pitch their portfolio to the judges, where judges will judge them and ask questions regarding their portfolio made in round three.

- The teams should be prepared for the explanation for the selection of a particular stock.
- The team will be provided with a screen to present their portfolio to judges; they'll have to speak approximately for 5-7 minutes explaining and presenting their portfolio (time taken will not be a criteria for marking).
- After the presentation, judges would take a Q&A round with the team and would mark the team accordingly.
- **The following will serve as the judging criteria for this round:**
 1. Justification for selection of stocks
 2. Presentation
 3. Knowledge (practical, theoretical, and technical)
 4. Market Analysis

NOTE: All the teams will be allowed to participate in all four rounds, and the marking and final evaluation will be based on the cumulative score of all four rounds.

Services Provided:

1. Internet access will be allowed.
2. Platform for trading would be provided for trading in real time*.
3. Extension boards for charging devices will be provided.

Rules:-

1. Usage of any electronic device other than the laptop and tablet is prohibited in certain rounds. **Each team must bring their own laptop.**
2. Participants will be ranked based on their performances, trading skills, return on investment, knowledge, and presentation.
3. Real-time market prices* will be used, and the participants cannot influence the price.

Any participant or team found breaking the rules will immediately be disqualified.