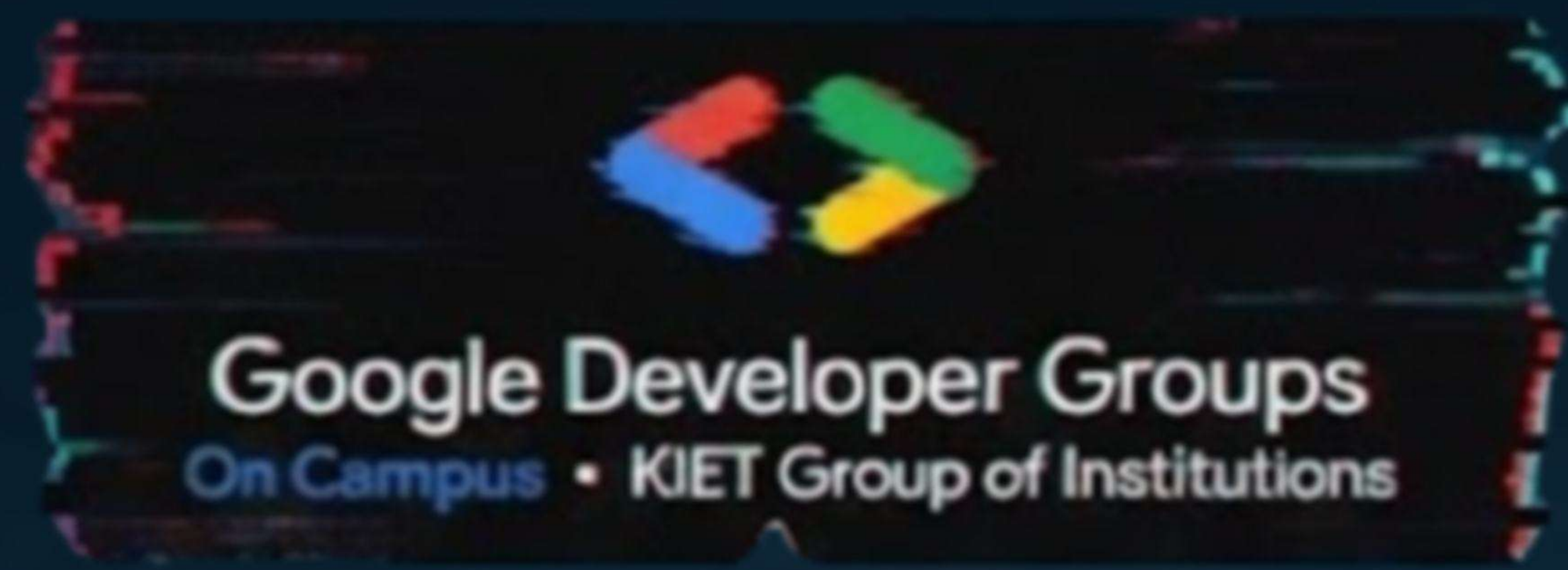




INTER CAMPUS ALGORITHMIC CUP —(ICAC)—

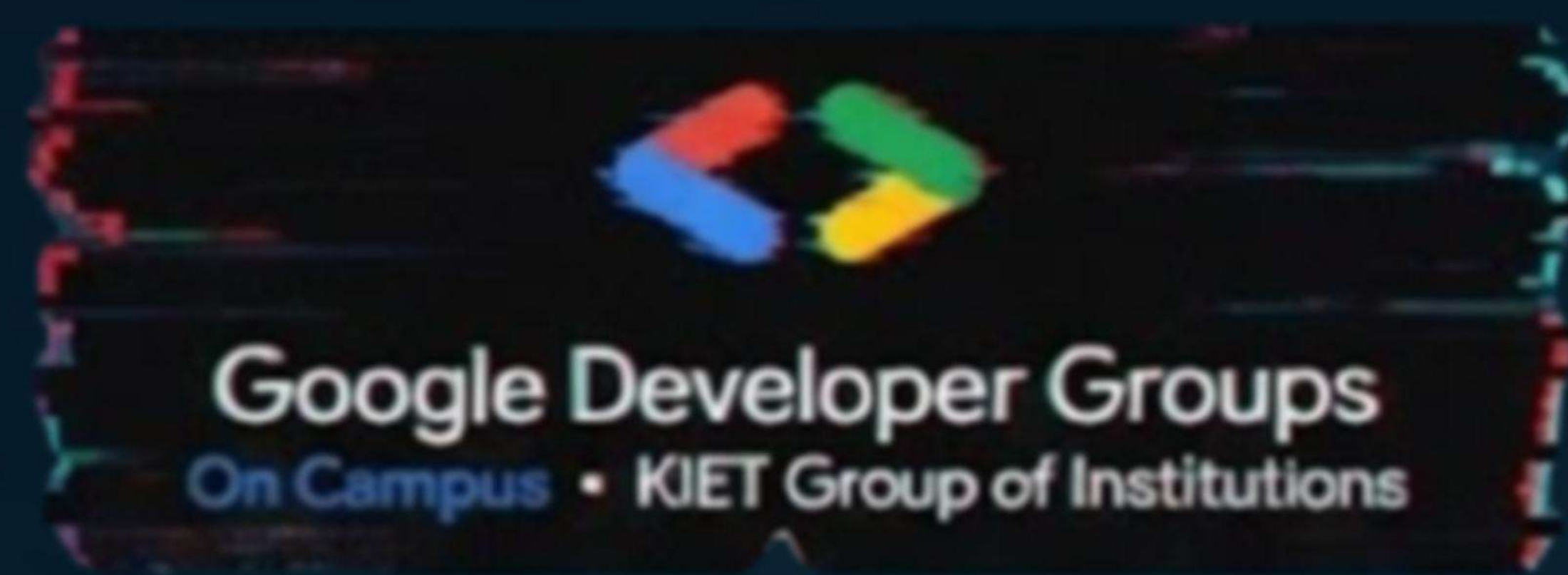
**ONLY THE SHARPEST MINDS RETURN FROM
THE UPSIDE DOWN**



21 FEBRUARY, 2026.



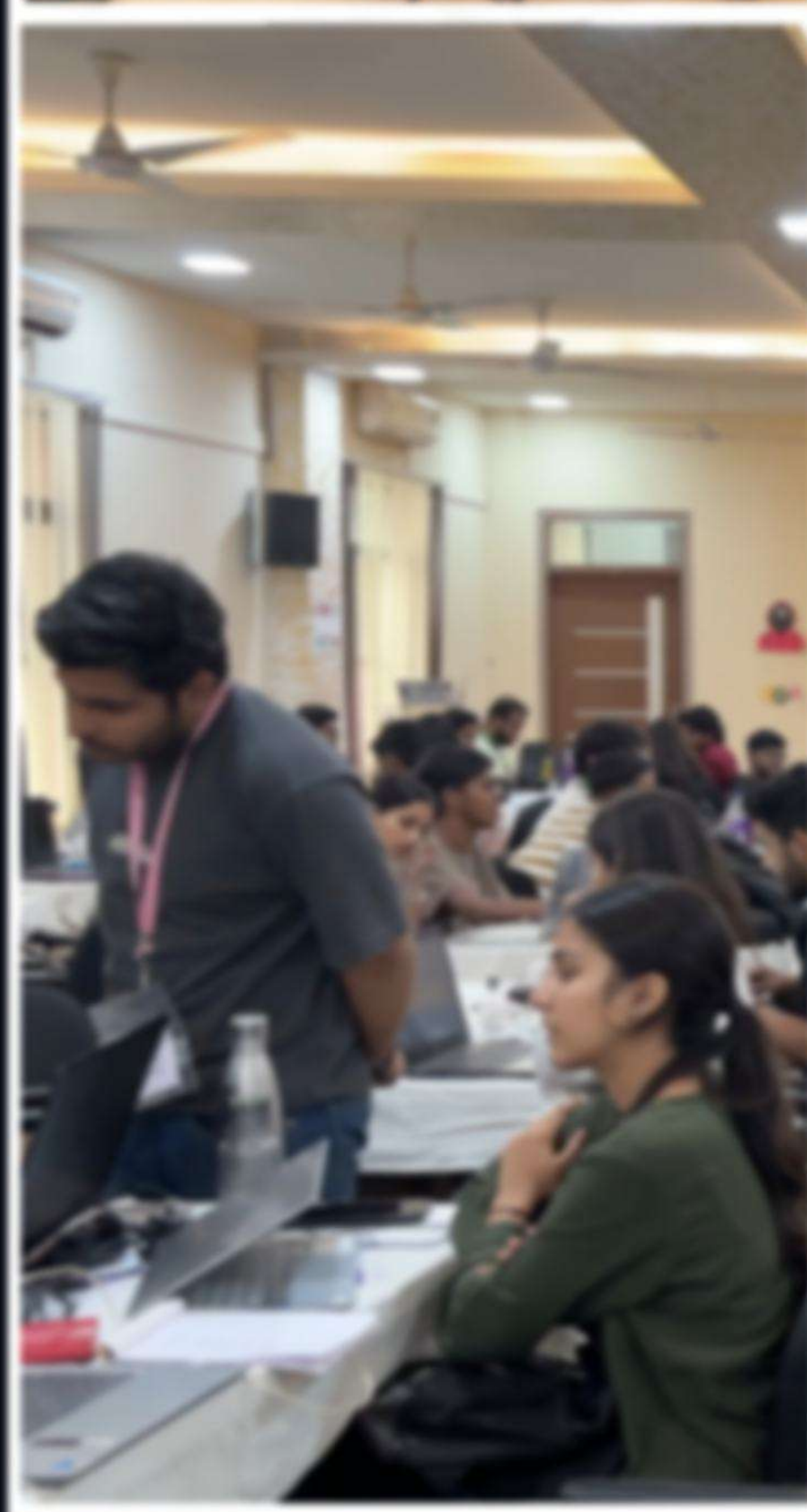
KIET GROUP OF INSTITUTIONS.



ABOUT GDG ON CAMPUS KIET

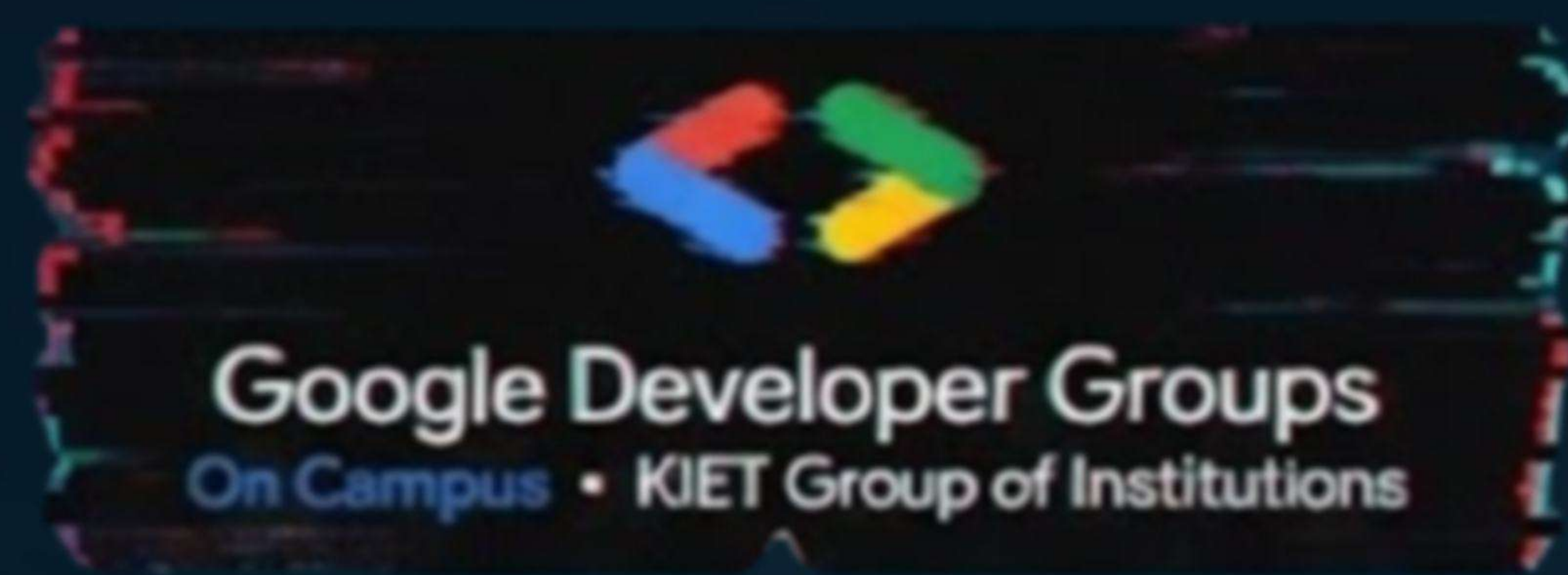


The Google Developer Groups On Campus is a community designed to assist students in expanding their understanding of developer technologies and related areas. This initiative facilitates knowledge growth through peer-to-peer workshops and events, offering students opportunities to gain valuable industry experience.



We try to engage student developers through our hack events, bootcamps and meetups. The motive is to create a local ecosystem of programmers & hackers in and around the Campus. Technology awareness is the main goal of the group.

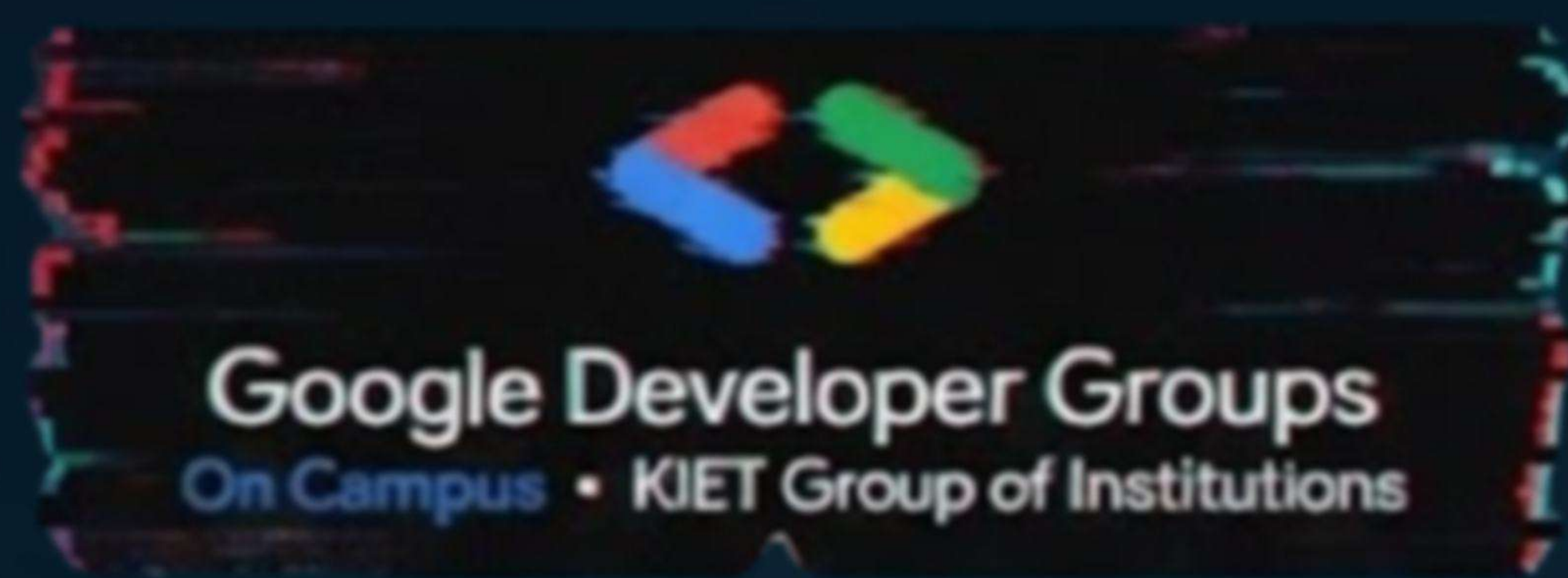




ABOUT ICAC

ICAC isn't just a programming contest -it's a full scale battlefield where logic becomes your weapon, speed becomes your shield, and precision decides your fate. Gear up for an adrenaline charged showdown where only the sharpest minds survive the grind. Step into the arena to crack brutal problems, outsmart rival teams, and race against the clock as every second pulls you closer to victory or elimination. Whether you're a seasoned warrior of code or a rising contender hungry for glory, ICAC is your moment to rise, dominate, and etch your name onto the leaderboard

Think fast. Code faster. Escape the Upside Down. Because only your strongest make it back



CONTEST FORMAT

ICAC will be conducted in 2 challenging rounds

Round 1- Online Elimination

Date: 15th February 2026

Duration: 150 min

Mode: Online

Platform: Codeforces

Format: Teams compete to solve algorithmic problems within the time limit. After a plagiarism check, the top performing teams will qualify for the offline final round.

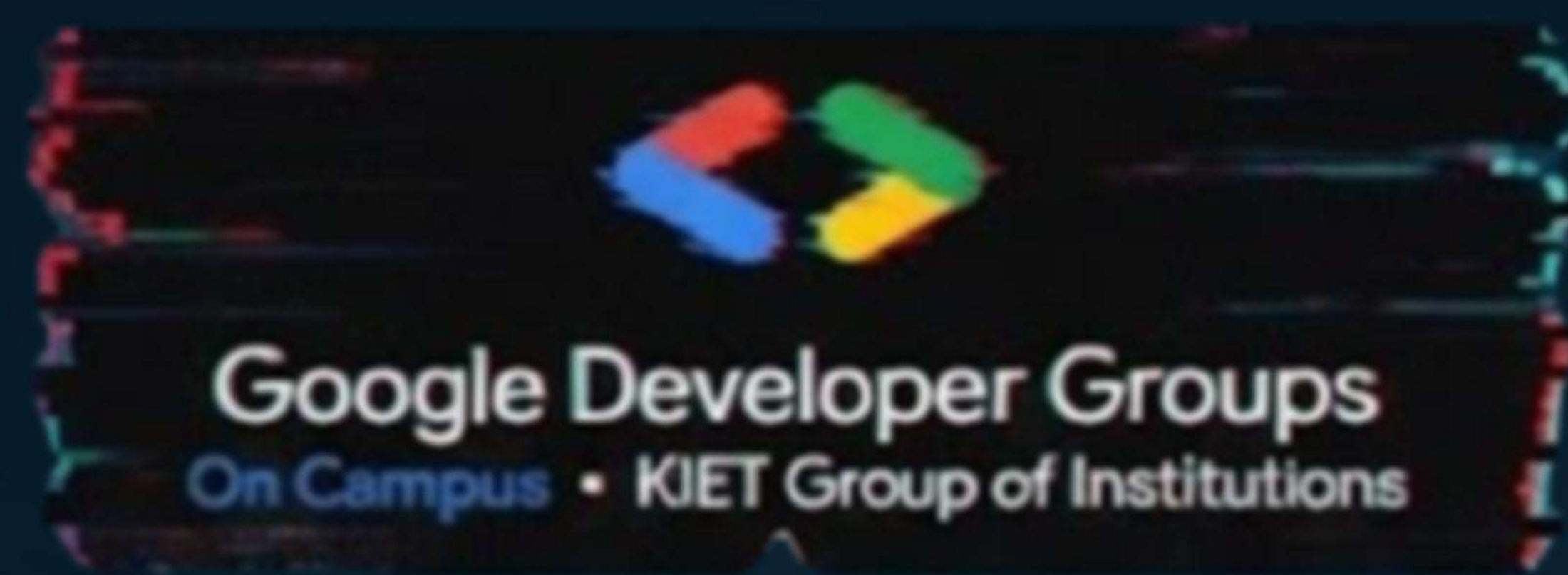
Round 2- Offline Final

Date: 21st February 2026

Duration: 200 min

Venue: KJET Group Of Institutions, Ghaziabad

Format: Qualified teams face a set of challenging problems that test speed, logic, and precision. Winners are determined based on accuracy and problem-solving time.



REGISTRATION PROCESS

In collaboration with Unstop, we bring you ICAC, the ultimate battleground for coders to test their problem-solving skills under intense time constraints.

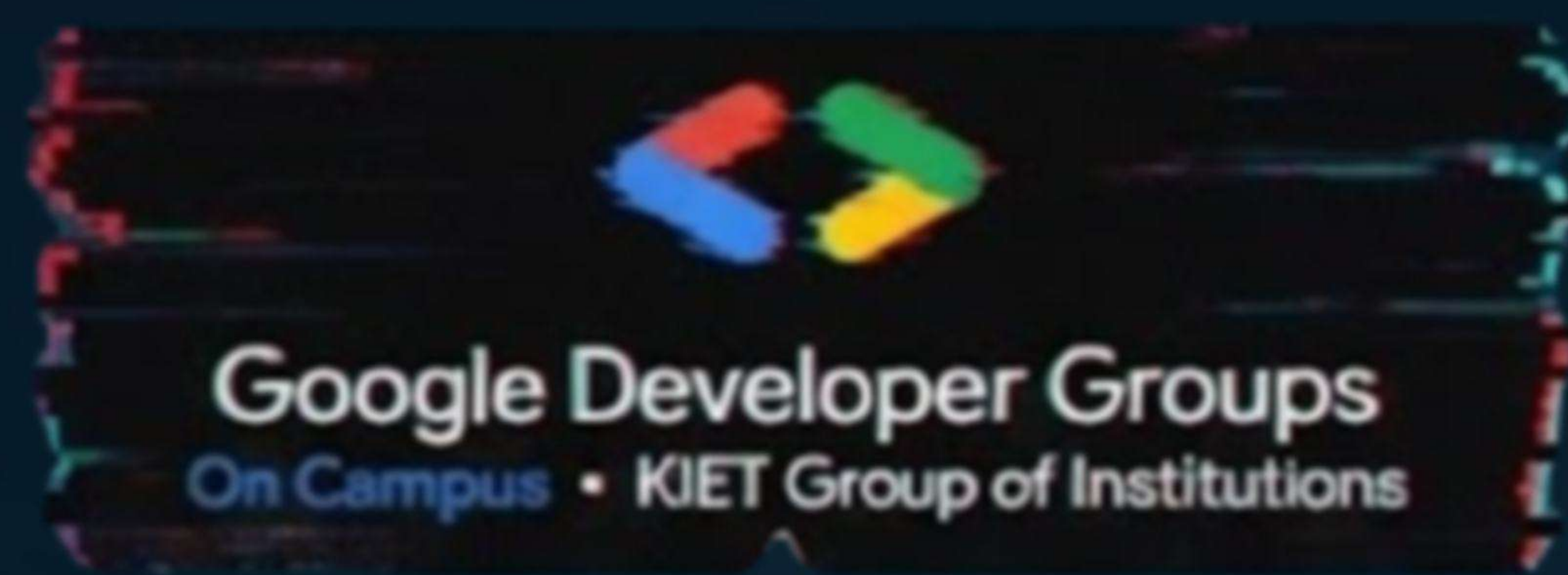
All participating teams are required to register on Unstop and complete the payment to take part in the competition. After completing Unstop registration and payment, teams must also fill out the Google Form to confirm their participation.

Eligibility: The competition is open to all B.tech, MCA, BCA students.

Participation: This is a team-based contest. Each team must consist of 1 to 3 members.

Registration:

- All teams must register through Unstop before the deadline.
- The registration fee is ₹199 per team.
- Google Form submission is mandatory after completing Unstop registration and payment.



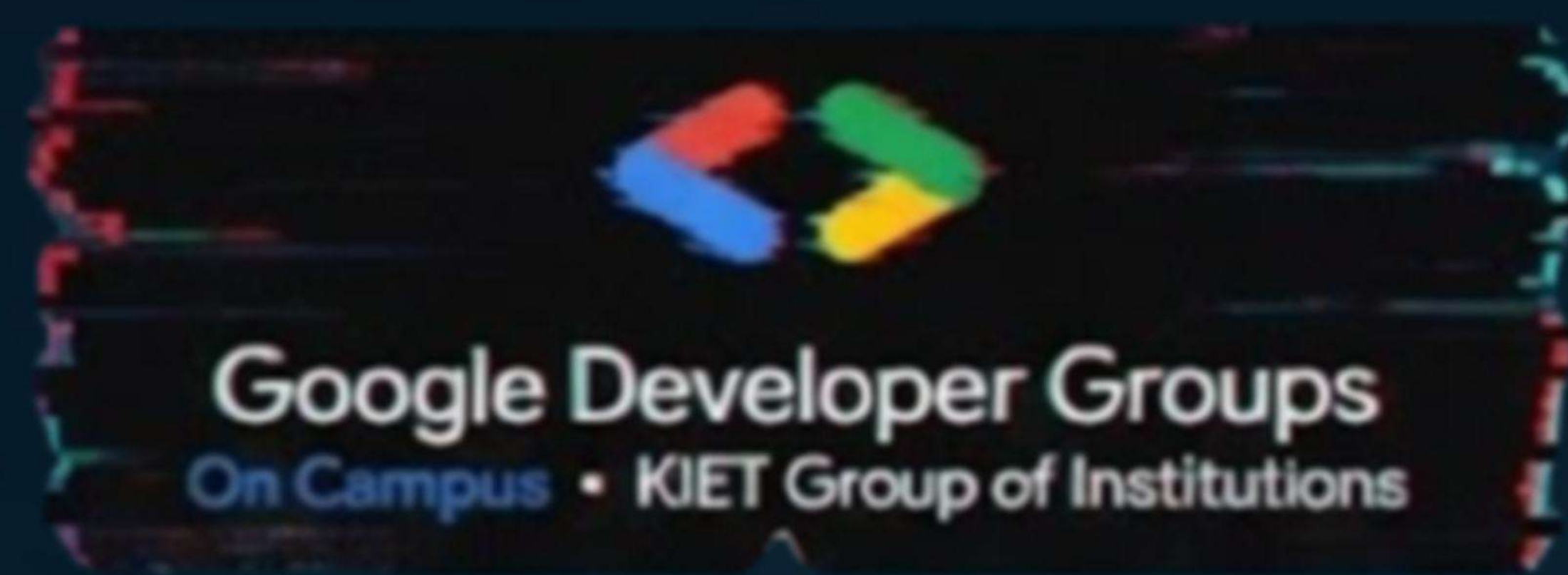
IMPORTANT REGULATIONS

Programming Languages :

Participants may use C, C++, Java, Python or any other contest approved programming language.

Code of Conduct :

- Plagiarism, discussion with others, or use of unauthorized resources will result in disqualification.
- AI-powered tools (e.g., ChatGPT, GitHub Copilot) are strictly prohibited and will lead to immediate disqualification.
- Participants may refer to official documentation or syntax lookup during the contest.
- Only one laptop per team is allowed in the offline contest.
- Teams are allowed to use a programming reference documentation/book of up to 25 pages during the offline round.



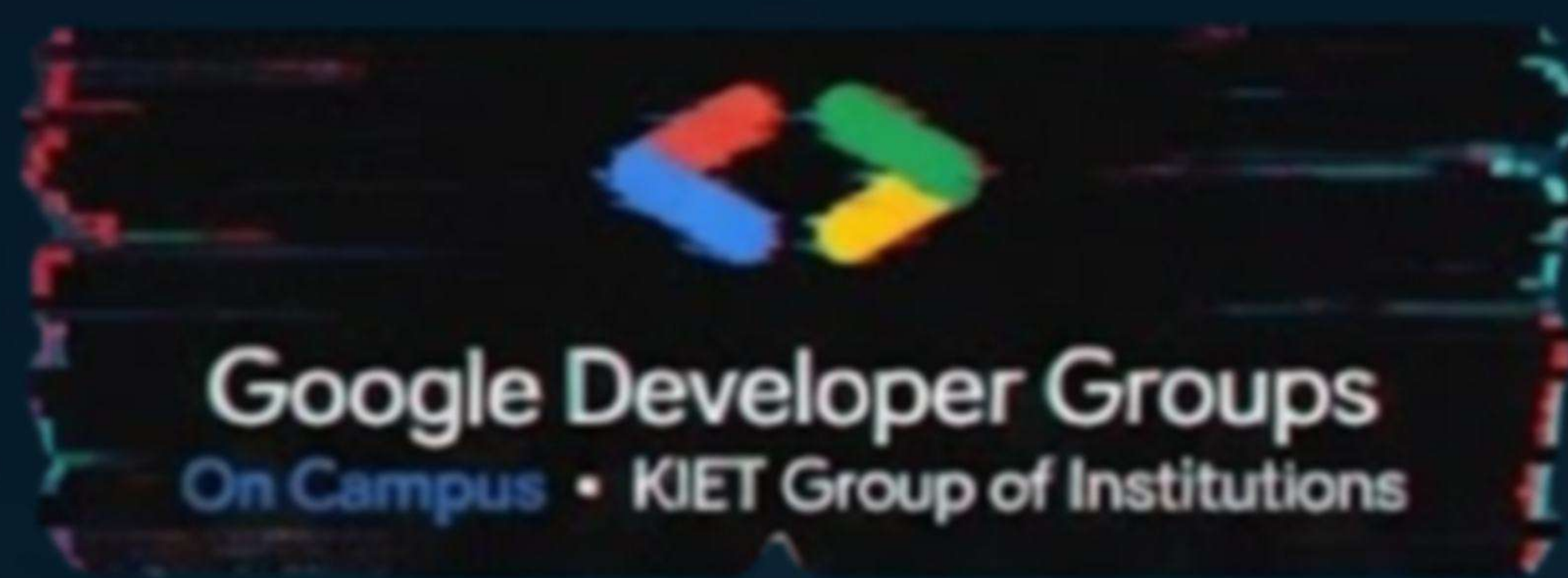
PRIZES AND REWARDS

- Top 3 Teams in the offline final will receive cash prizes.
- All participants will get certificates of participation.
- Additional goodies and swags for deserving participants.

RANKING CRITERIA

The rankings in ICAC (both online and offline rounds) will be determined based on the following:

1. Number of Problems Solved:
Teams solving more problems correctly will be ranked higher.
2. Total Time Taken (Including Penalties):
Among teams solving the same number of problems, total time will be considered.
 - Time is counted from the start of the contest to the submission of each correct solution.
 - Each incorrect submission for a problem adds a penalty of 20 minutes to the total time.
3. Tie-Breaker:
If teams are still tied after considering problems solved and total time (with penalties), the earliest submission time of the last solved problem will determine the higher rank.
4. Plagiarism Check:
Teams found copying solutions or violating contest rules will be disqualified.



Past events

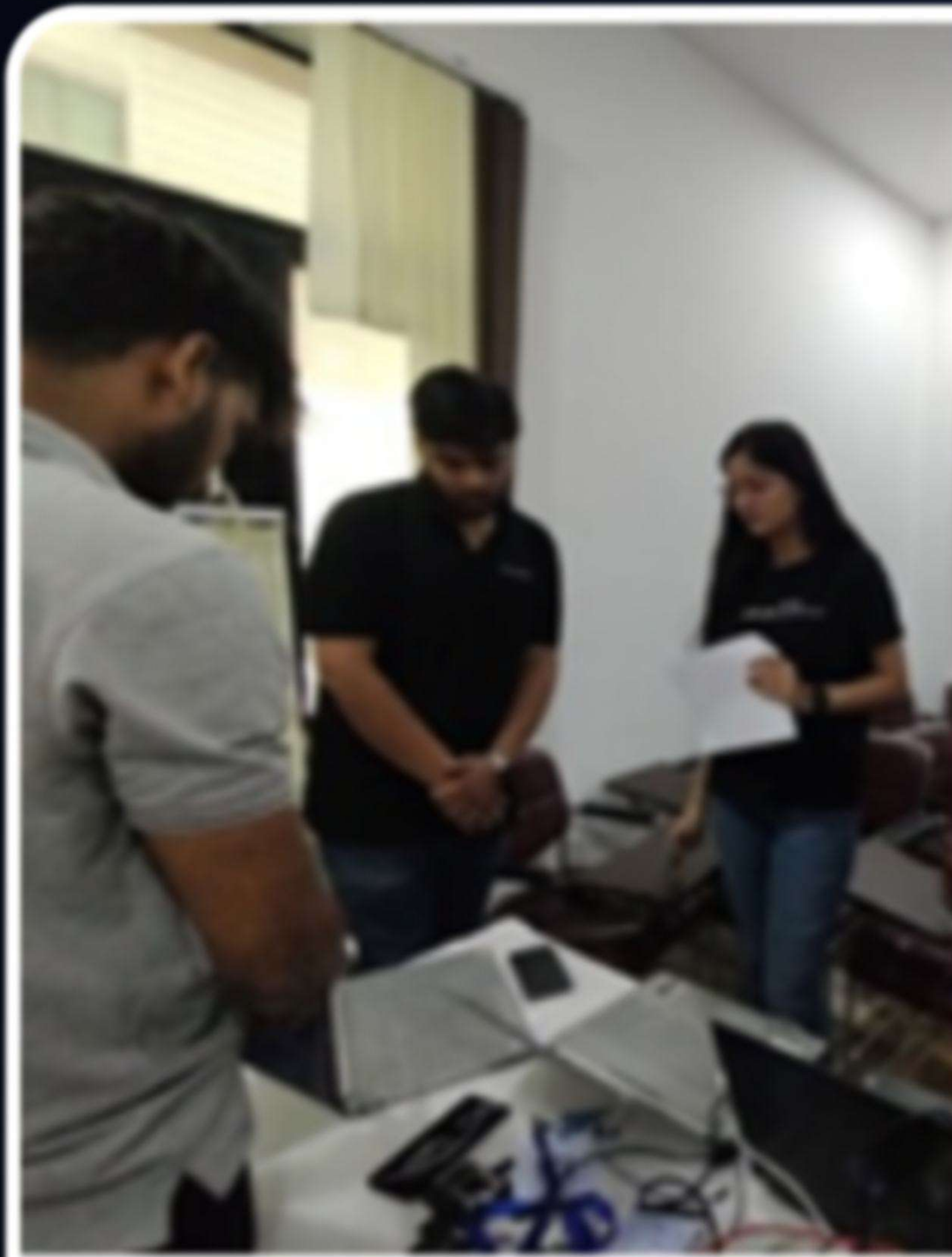
SPRINTHACKS 3.0





Past events

SPRINTHACKS 2.0



3000+ REGISTRATIONS



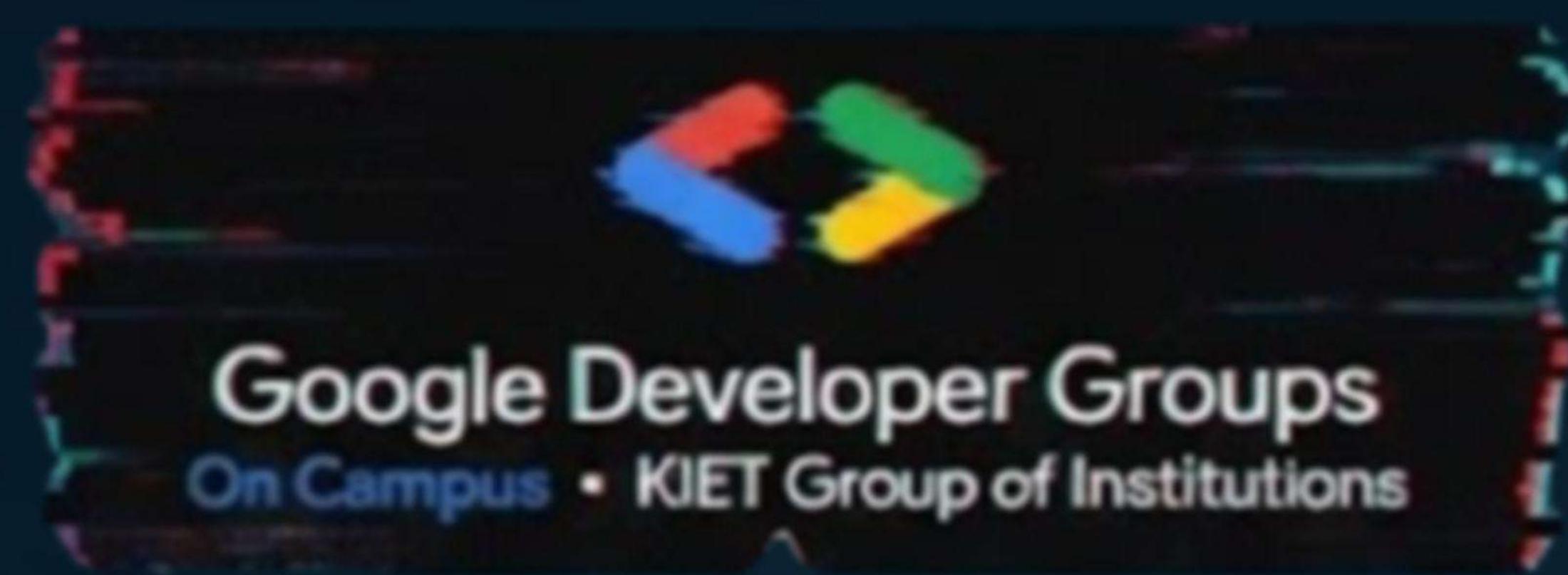
500+ ATTENDEES IN SESSION

50+ ORGANIZERS



50+ FINAL TEAMS





CONTACT US

Contact the Gatekeepers

The Gatekeepers

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