

# MOOTCOURT

## The Pharma Series Event

The event's main aim is to create awareness concerning the various types of laws, ethics, regulation policies, procedures, pharmacy law, and working of the FDA – one of the world's most comprehensive and effective networks of public health and consumer protection. The moot 'court' should reflect, as far as possible, a courtroom scene in reality. The moot court does not involve actual testimony by witnesses, cross-examination, or the presentation of evidence. Still, it is focused solely on applying the law to a standard set of evidentiary assumptions and facts to which the competitors must be introduced. The moot is presided over by at least one judge who delivers a judgment at the end of the moot on the law and on the result of the moot itself. As many students will be aware, the legal profession is an increasingly difficult one to enter. Mooting may also help students to build confidence in public speaking, general research, and presentation skills. In other words, the mooting experience can benefit every student whether or not they plan to follow a traditional legal career path upon graduation.

Format of events: A total of 3 rounds will be conducted to test the patents and laws, pharmacy knowledge of the participants, and soft skills like public speaking, research, and presentation skills will also be tested.

### **Round 1: ( BUZZER ROUND )**

1. This round will be in the form of a quiz which will be offline and act as an elimination round.
2. One team must comprise a maximum of two participants.
3. Each team will be provided with a buzzer and the questions will be shown on the projector screen, the team that presses the buzzer first and gives the correct answer will get 2 points. 1 point will be subtracted for every wrong answer. Other teams can answer if the first team gets it wrong but only 1 point will be awarded to them.
4. Total of 20 questions will be asked

### Round 2: ( DEBATE ROUND )

1. The participants must prepare a debate for the problem statement released after round 1. This will help us understand the participant's knowledge, research, and communication skills. Teams/Participants will be judged based on the validity of points and the level of counterargument presented. Only the best teams from both groups will be selected.
2. Teams/participants will be divided equally in favour and against by event heads.
3. This allotment will be final.
4. The problem statement will be released 30 minutes before round 2.
5. It will be an offline event in KV Auditorium

6. Approx 12 teams will be selected for round 2

Round 3: ( COURTROOM ROUND )

1. Mode-offline.

2. Location - K. V Auditorium/ pharma conference room

3. Maximum teams - 8 (4 in favor and 4 against)

4. Three rounds of legal argument will be conducted, and the judges will select the corresponding winners based on the best argument presented.

R U L E S:

1. In case of a tie, participants with the maximum number of correctly solved questions and time to complete them will be considered.

2. During all three rounds, participants cannot access any information source (internet, library, etc.).

3. Participants should refrain from asking for help from the volunteers or the coordinators.

4. The decision taken by the authorities will be the final decision.

5. This Problem statement will be released on the Vortex ICT website, on which a debate has to be performed between the two teams judged by the professionals.

6. The order in which the mooters will speak will be predefined.

7. Each team consists of two mooters; each mooter gets 5 minutes to speak

8. The judge can stop them and question them at any point. The clock will be halted during that time.

9. The opposition team does not have the right to reply or question during the 5 minutes.

10. At the end of both the team's proposals, there will be 10 minutes allotted, where the format will be like a debate at this point, and even the audience gets to participate. (Extra points for audience participation). Four teams will be qualified. Two moot courts will be held with two different cases to be fought. Thus, there will be two winning teams. (May change depending on the elimination results).

11. In case of any disputes, the decision of the event heads and the overall event head shall be final and abiding by all.

12. The number of participants: One team must comprise a maximum of two students.

13. Participation certificates will be allotted to those who participate until they are eliminated