

The first-of-its-kind International
Competition focused on Mediation Advocacy

VIRTUAL MEDIATION ADVOCACY COMPETITION

INAUGURAL EDITION | 2026

RULEBOOK



Preliminary Rounds : 04, 05, 11, 12, 18 & 19 July 2026

**07th – 09th
August, 2026**

Offline Knockouts in HYDERABAD

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1. General Competition Information

1.1 About VMAC

The Virtual Mediation Advocacy Competition (“VMAC”) is a first-of-its-kind international competition dedicated exclusively to the advancing and cultivating of mediation advocacy as a core legal skill. VMAC is organised by SettleWiseNow in association with IAMC Hyderabad.

VMAC is founded on a simple but important premise: most law students are trained to argue, but very few are trained to resolve. The competition is designed to address this gap through a format that takes participants across the different phases of mediation advocacy.

1.2 Organising Committee

VMAC 2026 is organised by the VMAC Organising Committee (referred to in this Rulebook as the “OC”). The OC operates under the guidance of an Advisory Committee. All administrative and operational decisions rest with the OC, whose decisions on competition matters are final and binding.

For any queries:

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1.3 Format and Mode of Conduct

VMAC 2026 is a hybrid competition conducted across two modes:

- Training and Orientation: online, all sessions conducted via Zoom.
- Preliminary Rounds: online, all three rounds conducted via Zoom.
- Knockout Rounds: in person, Quarterfinals, Semifinals, and Grand Final held in Hyderabad, India.

The OC reserves the right to change the mode of conduct of any round or session, including converting in-person events to online format, at its sole discretion. Any such change will be communicated to all registered teams with reasonable notice. Teams will not be entitled to claim any refund or relief solely on account of a change in the mode of conduct.

1.4 Key Dates

Registration Opens	11th April 2026
Registration Closes	5th June 2026
Training Programme	June - July 2026
Preliminary Rounds	July 4 th - 5 th – Preliminary Round 1 July 6 th – 10 th – Preliminary Round 2 July 11 th /12 th – Preliminary Round 3
Knockout Rounds	7th - 9th August 2026, Hyderabad

1.5 Official Language

The official language of VMAC 2026 is **English**.

All competition sessions, submissions, and communications must be conducted in English. Statements made in any other language during a competition session will not be considered for scoring.

2. Eligibility and Team Composition

2.1 Eligibility

VMAC 2026 is open to full-time law students enrolled in a 3-year or 5-year LLB programme, or an LLM programme, at any recognised university or institution worldwide. Students of all years of study are eligible. Cross-university teams are permitted, subject to the team composition rules below.

VMAC requires participants to demonstrate a genuine interest in mediation and mediation advocacy. One of the most important components of an application remains the Statement of Purpose (“SOP”) of the team.

Universities may provisionally register teams by writing to the official VMAC email ID.

2.2 Team Composition

Each team must comprise 2 (two) to 3 (three) members. Once a team is registered, its members may not be changed without prior written approval from the OC. All registered members must remain part of the team throughout the competition.

Role assignments within a team is at the team’s discretion and may vary from round to round. Teams are not required to assign fixed roles to fixed members. The only requirement is that the same team members participate throughout the competition.

2.3 Coaches

Teams may be supported by a coach or faculty advisor. Coaches may observe sessions as spectators but may not communicate with or advise their team during any active competition session, including during strategy breaks or caucuses.

Violation of this rule may result in a penalty against the team.

3. Registration

3.1 Application Process

Applications for VMAC 2026 opened on 11th April 2026 and close on 5th June 2026. Teams must register through the official registration form available at www.vmacompetition.com.

3.2 Registration Fee

Fee (India)	INR 6,500 per person
Fee (International)	USD 80 per person (approx.)
Includes	All training resources (INR 30,000+ value), competition access, and certification
Payment Deadline	72 hours from receipt of confirmation email

Teams that do not complete payment within the stipulated 72-hour window will have their slot offered to the next team. The OC may grant an extension at its sole discretion, if approached before the deadline.

3.3 Scholarship

VMAC offers a scholarship programme for teams with demonstrated financial need. Applications are made through the registration form. Scholarship decisions are made by the OC and are final. Teams that apply for a scholarship but are not awarded one remain eligible to register through the regular route and must complete payment in accordance with Section 3.2.

3.4 Team Codes and Zoom Identification

Each registered team will be assigned a Unique Team Code (“UTC”) upon confirmation of registration. UTCs are used for identification across all competition sessions, scoresheets, and communications.



When joining any Zoom session, all participants must display their UTC as their Zoom display name in the following format:

Display	Name	[UTC] - [Team Name] - VMAC26
Format		e.g. T01 - Team Resolute - VMAC26 -

Failure to use the correct display name format may result in a delay to the start of a session. The OC is not responsible for sessions delayed by a team's failure to comply.

4. Competition Structure

4.1 Overview

VMAC 2026 is structured across three phases. Phase 1 is the Training and Orientation phase, conducted entirely online. Phase 2 comprises the 3 Preliminary Rounds, also conducted online. Phase 3 is the Knockout stage including the Quarterfinals (“QF”), Semifinals (“SF”), and Grand Final (“GF”) held in person in Hyderabad.

All registered teams participate in all three Preliminary Rounds. At the conclusion of the Preliminary Rounds, teams are ranked by their total cumulative score, which combines the Training and Competition Phases. The top 8 teams advance to the Knockout Rounds, which proceed as a single-elimination bracket.

The entire competition from Round 1 through to the Grand Final is governed by a single problem. Round 1 places teams at the table when the initial agreement is being negotiated. Round 2 asks whether mediation is the right path forward, evaluating how you as counsel, outline your clients' options to them. Round 3 takes teams into the mediation room itself. The Knockout Rounds advance the same story under heightened stakes. Teams should approach each round as a successive chapter in the same matter, not as standalone exercises.

4.2 Round Structure at a Glance

Round	Name	Format	Duration	Assessors
1	Deal-Making & Negotiation	Online: 1 client and 1 counsel per team, opposing teams negotiate directly	1.5 hours	1 assessor per session

2	Mediation Pitch	Online: 1 counsel per team with a volunteer client	25 - 30 minutes	1 assessor per session
3	Mediation Brief + Mediation Session	Brief submitted 5 days prior; session online with a professional mediator presiding Online: 1 client and 1 counsel per team, opposing teams negotiate directly	1.5 hours	1 assessor; 1 mediator that manages the process
QF/ SF/ GF	Mediation Session	In person, Hyderabad (professional mediators presiding) At Venue: 1 client and 1 counsel per team, opposing teams negotiate directly	1.5 hours each	2 or more assessors; 1 mediator that manages process

4.3 Group Stage and Qualification

All registered teams will be placed into groups by draw of lots conducted by the OC. Each team participates in all three Preliminary Rounds. Teams are ranked by their cumulative total score (Rounds + Trainings). The top 8 teams qualify for the Quarterfinals.

In the event of a tie, the OC will apply the following tiebreaker criteria in order:

1. Higher Number of Wins in the Preliminary Rounds



2. Total Score in Preliminary Round Excluding Trainings
3. Higher score in Round 3 (Mediation Session).
4. OC decision, which is final.

5. The Rounds - Detailed Format

5.1 Round 1: Deal-Making and Negotiation (Pre-1)

Duration	1.5 hours (90 minutes)
Format	Online: both teams appear as counsel for their respective parties
Participants	1 client and 1 counsel per team (both members participate)
Assessors	1 (one) assessor per session
Strategy Break	1 (one) break of up to 10 minutes permitted per team

Round 1 is the opening chapter of the competition problem. The parties are entering into an agreement- this is a deal-making round. Teams represent opposing sides in a commercial negotiation to help make the agreement happen. Counsels are expected to demonstrate legal acumen, interest-based negotiation, and the ability to construct a durable deal. The assessor scores each team independently on the VMAC Round 1 Scoresheet.

Each team may request 1 (one) strategy break of up to 10 minutes during the session. During a strategy break, team members may confer with each other with audio off and video on. No external assistance is permitted.

5.2 Round 2: Mediation Pitch (Pre-2)

Duration	25 – 30 minutes
Format	Online: 1 (one) counsel per team with a volunteer or designated client

Participants	1 (one) counsel per team (team chooses which member participates)
Problem Materials	Released prior to the round on a date communicated by the OC
Strategy Break	1 (one) break of up to 5 minutes permitted

Round 2 is the second chapter of the competition problem. Negotiations from Round 1 have not produced a resolution, and the dispute has escalated.

1 (one) counsel per team will sit with a client (played by a volunteer or designated participant). The counsel must assess where things stand, understand the client's interests, and make a reasoned case for choosing mediation as the way forward. This round is designed to simulate a real first client meeting. Counsel are expected to conduct the conversation naturally, not as a structured presentation.

5.3 Round 3: Mediation Brief and Mediation Session (Pre-3)

Duration	Brief: Submitted 5 (five) days before the session Session: 1.5 hours (90 minutes)
Format	Online: session chaired by a practicing professional mediator
Participants	1 client and 1 counsel (both members participate in the session)
External Research	Teams may reference publicly available information (such as legislations, case laws, publicly available standards, etc.)
Brief Submission Deadline	Mediation Briefs are required to be submitted before these rounds and the OC shall specify the dates for the same.

Presiding Mediator	From the SettleWiseNow or IAMC, Hyderabad, Panel of Mediators
Scoring	The Mediation Brief and Round both are marked

Round 3 is the culmination of the Preliminary Round story. Having failed to resolve the dispute through negotiation and having taken stock of the mediation option, the parties now enter the mediation room. Round 3 has 2 (two) assessed components: The Mediation Brief and the Mediation Rounds.

The problem materials for Round 3 are released 2 (two) weeks before the round. Teams may also reference publicly available information such as legislation, case laws, or publicly available industry standards in preparing their brief. No proprietary or confidential external material may be used.

Mediation Brief: Each team must draft and submit a mediation brief of no more than 2 (two) pages. Briefs must be submitted 5 (five) days before the session and will be cross-shared between opposing teams and the presiding mediator 2 (two) days before the rounds. The brief must clearly distinguish between the shared section and the confidential section.

Briefs are assessed on the VMAC Mediation Brief Scoresheet. The OC will provide participants with Guidelines for Mediation Brief Submission during the training session on Drafting Mediation Briefs.

Mediation Session: Teams appear as client and mediation advocate in a full session presided over by a practising professional mediator. The presiding mediator manages the session process and does not score. An independent assessor scores each team on the VMAC Round 3 Scoresheet, covering

mediation advocacy skills, including strategic use of the mediator, framing, interest-based advocacy, and use of the mediation brief at the table.

Caucus: The presiding mediator may call a caucus at any time. Client/Counsel may also request a caucus through the mediator. The mediator’s decisions on process are final.

5.4 Knockout Rounds: Quarterfinals, Semifinals, and Grand Final

Duration	1.5 hours (90 minutes) per session
Format	In person, Hyderabad
Participants	1 client and 1 counsel per team
Mediation Brief	No mediation brief component in Knockout Rounds
Presiding Mediator	From the SettleWiseNow or IAMC, Hyderabad, Panel of Mediators
Scoring	VMAC Knockout Scoresheet (issued separately)

The Knockout Rounds will be held in person in Hyderabad, India, from 7th to 9th August 2026. All Knockout Rounds continue within the same problem universe, advancing the dispute to its final stages. The format is a full mediation advocacy session presided over by practitioners. There is no mediation brief component. An updated set of problem materials consistent with the unified competition problem is released 1 (one) hour before each session.

NOTE: Teams qualifying for the Knockout Rounds are responsible for arranging their own travel. The OC will communicate the venue, details of accommodation and schedule at least three weeks prior to the rounds.

6. Training and Orientation Phase

6.1 Overview

VMAC does not merely evaluate and assess the participants, it prioritises training and skill-building first. All registered teams will have access to a structured training programme conducted online before the Preliminary Rounds begin. The Training and Assessment Phase contributes to a team's final score. Exact dates for all training sessions will be communicated to registered teams following the close of registration. The marking of the training phase and the issuance of the certificates would be based on the attendance and quizzes.

6.2 Training Programme

Training 1: Self-Paced (Online)	ASCL-PACT-SWN Certificate Course on Mediation Advocacy. Teams complete this independently before the live sessions begin.
Training 2: Live (Zoom)	Pitching Mediation to Clients: advising clients toward mediation, handling resistance, and aligning the recommendation with client interests.
Training 3: Live (Zoom)	Drafting Effective Mediation Briefs: structure, language, and strategy of a professional mediation brief.
Training 4: Live (Zoom)	Closing Deals and Using a Mediator: moving parties toward agreement, leveraging the mediator effectively, and closing on terms that serve the client's real interests.

6.3 Attendance

Attendance at each live training session (Trainings 2, 3, and 4) is recorded and contributes towards a team's scores. Partial attendance does not qualify.

6.4 Post-Training Quizzes

A quiz is administered immediately at the end of each live training session. Quizzes must be completed individually by each team member. The team's quiz score for that session is the average of its members' scores. Teams that miss a session receive zero for that session's quiz.

7. Scoring and Final Score Calculation

7.1 Score Components

Your final score is made up of two components: how you perform in the Competition Rounds (which counts for 80%) and how you do in the Training & Assessment sessions (which counts for the remaining 20%). Both are combined to give your final score. Detailed scoring criteria and scoresheets will be shared by the OC during the orientation. Scoring will be done in Binary Units for the Competition Rounds. Scores in the Knockout Rounds will not be impacted by the Training scores, and each round will have its own independent scoresheet. The scoresheets for the Competition will be released on the 10th of June, 2026.

7.4. Assessors

Assessors for all rounds are selected by the OC in consultation with the Advisory Committee. Assessors are practising professionals with experience in mediation, dispute resolution, or legal practice. All assessors will be briefed prior to the competition and provided with the relevant scoresheets.

Assessors must remain independent and impartial. Before each session, assessors must disclose any conflict of interest to the OC. If a conflict is identified during a session, the assessor must immediately notify the OC, who will determine the appropriate course of action.

7.5 Feedback

Following each live session, the assessor will provide an oral feedback to the participating teams after the scoresheet has been submitted to the OC. Written scoresheets will not be shared directly with teams, but the OC may share anonymised score summaries at the end of the competition upon such request being raised.

7.6 Finality of Scores

Scores awarded by assessors are final. Teams may not challenge a score on the basis of disagreement with an assessor's judgment. Challenges may only be raised on grounds of procedural irregularity and must be submitted in writing to the OC within 24 hours of the session. The OC's decision on any challenge is final.

8. Conduct During Sessions

8.1 Permitted Materials

Participants may bring to any session their own notes, printed problem materials, and reference documents. Use of a timer is permitted. In all online sessions, each participating counsel must appear on a separate device with video on throughout the session. Use of headsets is encouraged during online rounds.

8.2 External Assistance

No external assistance of any kind is permitted during a live session. This includes communication with coaches, non-participating team members, or any other person. In online sessions, counsel may not use any communication tool other than the official Zoom session during the round. Violation will result in an immediate penalty or disqualification at the OC's discretion.

8.3 Strategy Break

Each team may request 1 (one) strategy break of up to 10 (ten) minutes during Rounds 1, 3 and the knockout rounds. During a strategy break, team members may confer with each other only, with audio off and video on in online rounds. Coaches may not participate. Exceeding the time limit will be noted by the assessor and may affect the team's score.

8.4 Caucus

In Round 3 and the Knockout Rounds, caucuses may be called by the presiding mediator or requested by counsel through the mediator. During a caucus, client and counsel for the other party must move to the designated breakout room and may not communicate with the mediator or the caucus party.

8.5 Online Session Requirements

For all online sessions (training and competition), all participants must comply with the following:

- Join Zoom using the assigned UTC display name: [UTC] - [Team Name] – VMAC26.
- Join from a stable internet connection.
- Ensure video is on and the background is professional and non-distracting.
- Be in a quiet, uninterrupted environment.
- Join at least 10 (ten) minutes before the scheduled start time for a technical check.

The OC will not delay a session by more than 10 (ten) minutes for a team that fails to join on time. A team that joins late will not receive additional time. A team that fails to join within 10 (ten) minutes of the scheduled start will be recorded as absent for that session and awarded zero for that round.

8.6 In-Person Session Requirements (Knockout Rounds)

For all in-person Knockout Round sessions, teams must:

- Arrive at the venue at least 30 (thirty) minutes before the scheduled session time.
- Present valid identification at registration.
- Dress in professional legal attire.
- Switch off or silence all personal devices before entering the session room.

8.7 Recording and Media Consent

By participating in VMAC 2026, all participants and assessors consent to the recording, photography, and use of session footage and images by the OC for educational, promotional, and archival purposes. Recording of sessions by



participants, coaches, or any third party is prohibited without explicit written permission from the OC.

9. The Competition Problem and Confidentiality

9.1 The Unified Competition Problem

VMAC 2026 is built around a single problem. One dispute, one set of parties, one underlying contract runs through every round from the Preliminary stage to the Grand Final. Each round represents a different stage in the lifecycle of that dispute from negotiation to client counselling to mediation. Teams carry their understanding of the facts, the parties, and the issues forward across all rounds. The core problem materials are released before the Preliminary Rounds begin. Additional round-specific materials Confidential Instructions for Rounds 1 and 2, and updated context for Knockout sessions layer further detail onto the same foundation.

9.2 Confidentiality Obligations

Teams must not share, discuss, or disclose their Confidential Instructions with any other team or person outside their own team at any point before or during the competition. This obligation applies to all team members and coaches.

A breach of confidentiality is a serious violation and may result in disqualification. If a team becomes aware that they have received or accessed another team's confidential information, they must immediately notify the OC.

9.3 Mediation Briefs

Mediation briefs submitted for Round 3 will be cross-shared between opposing teams and the presiding mediator. Briefs will not be shared with any other team or person. The confidential section of a brief will be shared only with the presiding mediator. Teams are responsible for clearly labelling which section is shared and which is confidential.

10. Disqualification and Penalties

10.1 Grounds for Disqualification

A team or individual member may be disqualified for any of the following:

1. Breach of confidentiality obligations under Section 9.
2. Use of external assistance during a session in violation of Section 8.2.
3. Misconduct toward assessors, opposing counsel, volunteer clients, or OC staff.
4. Submission of false information during registration or any other stage of the competition.
5. Failure to comply with the OC's directions during a session or the competition generally.
6. Any conduct that, in the OC's judgment, brings the competition or the field of mediation advocacy into disrepute.
7. Any other violation of these Rules as determined by the OC.

10.2 Penalties Short of Disqualification

The OC may impose penalties including a reduction in score, a warning, or exclusion from a specific session. Assessors may note violations during a session, which will be reflected in the scoring.

10.3 Process

Before imposing disqualification, the OC will inform the team of the alleged violation and provide a brief opportunity to respond in writing. The OC's decision following that process is final.

10.4 Grievance Panel



In cases of disqualification, the matter will be reviewed by a Grievance Panel comprising 2 (two) members of the OC, 2 (two) members of the Advisory Committee, and 1 (one) member of the assessor panel.

The Grievance Panel's decision is final and binding.

11. Rights of the Organising Committee

The OC reserves the following rights, exercisable at its sole discretion:

1. To amend any rule in this Rulebook at any time, with amendments communicated to all registered teams.
2. To change the mode of conduct of any round or session, including converting in-person events to online format, without entitling teams to any refund or relief.
3. To reschedule any round in the event of technical failure, force majeure, or any other circumstance beyond the OC's reasonable control.
4. To cancel, postpone, or modify the competition in whole or in part, in which case the OC will separately communicate its position on fees.
5. To disqualify, penalise, or warn any team or individual in accordance with Section 10.
6. To make the final determination on any matter not expressly covered by these Rules.
7. To interpret any provision of these Rules. The OC's interpretation is final and binding on all participants.
8. To admit or reject any team's application at the registration stage without providing reasons.

Submission of a registration application constitutes the team's unconditional acceptance of these Rules and all decisions of the OC made in accordance with them.

12. Awards and Recognition

12.1 Prizes

Prize Pool	INR 1,50,000+
Course Prizes	INR 30,000 worth of courses for all registered participants 1 month of SCC Online Subscription to participants for the research needs during the competition phase of VMAC 2026
Networking	Exclusive internship and networking opportunities with leading law firms (to be announced)
Knockout Invitations	Qualifying teams receive invitations to VMAC Conference and Networking Events in Hyderabad

12.2 Certificates

All registered participants will receive a Certificate of Participation.

Teams completing the ASCL-PACT-SWN self-paced course will receive a Certificate of Mediation Advocacy.

All participants will get Certificates for the Live Trainings conducted at VMAC 2026 on:

- Pitching Mediation to Clients
- Drafting Mediation Briefs
- Closing Deals and Leveraging Mediation

All knockout stage teams will receive certificate of merit.

Certificates for All different Award Categories.

The OC may issue additional awards such as Best Mediation Brief or Best Oral Advocate at its discretion.

12.3 Awards

- Winners of VMAC 2026
- Runners Up of VMAC 2026
- Best Mediation Pitch
- Best Mediation Brief
- Best Deal Makers
- Winner of Quiz 1
- Winner of Quiz 2
- Winner of Quiz 3
- Best Score in Preliminary Rounds

13. Miscellaneous

13.1 Binding Nature of Rules

Submission of a registration application constitutes agreement to be bound by these Rules. Participation in any round confirms this acceptance.

13.2 Interpretation

The interpretation of any provision in this Rulebook rests solely with the OC. The OC's interpretation is final and binding on all participants, assessors, and coaches.

13.3 Amendments

The OC reserves the right to amend these Rules at any time. Amendments will be communicated to all registered teams via email and posted on the VMAC website. Continued participation after an amendment is communicated constitutes acceptance of the amended Rules. The Final Version of the Rulebook for VMAC 2026 shall be released with the participants of VMAC, 2026 upon the expiry of the registration process.

13.4 Force Majeure

The OC shall not be liable for any failure or delay arising from circumstances beyond its reasonable control, including natural disasters, government action, platform outages, or public health emergencies.

13.5 Contact

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Virtual Mediation Advocacy Competition

