



On Spot Challenge Rules and Regulations

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Objective

Participants must complete a surprise Arduino-based project using the provided components **within the given time frame**. The challenge title and task will be **revealed on the spot**.

● Participation · Group event

- Two participants per team
- **Grade 6 to Grade 8 - Junior**
- **Grade 9 to Grade 12 - Senior**
- Open to students with basic knowledge of **Arduino programming** and **Electronics**.

Hardware & Tools

● Provided on the spot:

- 1 x **Arduino UNO** (or compatible board)
- Standard **sensors and modules** (e.g., IR, ultrasonic, temperature, servo, buzzer, LEDs, etc.)

● To be brought by participants:

- **Laptop with pre-installed Arduino IDE or PictoBlox**
- **Breadboard, jumper wires, batteries**
- **Basic tools** :screwdriver, wire cutter/stripper, tape, glue,etc.

Time Limit

- A total of 30 minutes will be provided for programming and hardware construction.

Coding Options

- Participants can choose between:
 - Block-based coding** (e.g., using Scratch/PictoBlox)
 - Text-based coding** (Arduino C/C++ via Arduino IDE)

Gameplay/Challenge Format

- The title and task of the challenge will be disclosed on spot
- Challenges may involve:
 - Sensor activation logic
 - Automation
 - Object detection
 - Light or sound control, etc.
- Judges may test the output based on task accuracy and timing

Winner Criteria

- The participant who successfully completes the challenge in the shortest time will be awarded credit points.
Credits: Within 15 minutes — 100 points; within 20 minutes — 75 points; within 25 minutes — 50 points; above 25 minutes — 25 points.
- In case of a tie, code efficiency will be used as the tiebreaker.
- In case of a tie code efficiency and output accuracy is used as tiebreaker
- If both code efficiency and output accuracy are tied, Explanation and presentation will be used as the final tiebreaker.

Disqualification Rules

- Using external help or copying code.
- Unsafe circuit design or mishandling hardware.
- Bringing pre-coded programs or pre-wired setups.
- In case of any disrespectful or rude behavior towards judges or referees or other participants, the team will be disqualified.

General Instructions

- All work must be done **on the spot**.
- Judges' decisions are **final and binding**.
- Participants must ensure their laptop, tools, and components are fully prepared before the challenge begins.