



BUILD.X // OFFICIAL RULEBOOK & CODE OF CONDUCT

1. PURPOSE & SCOPE

Build.X is an Open Innovation Challenge dedicated to **Hardware-Software Integration**, Embedded Systems, IoT, and Robotics. We aim to foster practical technological applications that solve real-world problems.

2. ELIGIBILITY

- **Open to All:** While tailored for students from ECE, EE, IC, Robotics, Mechanical, and Biomedical disciplines, participation is open to **any student** with a viable hardware-based project.
- **Interdisciplinary Teams:** Teams combining hardware (mech/elec) and software (CS/IT) expertise are highly encouraged.

3. PROJECT INTEGRITY & PRE-FABRICATION

- **Component Policy:** Standard development boards (Arduino, ESP32, Raspberry Pi) and sensors are allowed.
 1. **Allowed:** 3D printed chassis parts, mechanical frames, and loose components.
 2. **Required On-Site:** Final assembly, circuit integration, wiring, and code deployment must be demonstrated/done during the event or explicitly explained if it's a "Showcase" category.
- **Disclosure:** Teams must clearly declare which parts were pre-built and what was implemented during the hackathon/innovation challenge.

4. SAFETY & HAZARD PROTOCOLS (CRITICAL)

- **Prohibited Items:** Explosives, open flames, corrosive chemicals, and high-voltage setups (above standard mains without isolation) are **Strictly Prohibited**.
- **Wiring Safety:** Loose wiring, exposed high-current terminals, or short-circuit hazards will lead to immediate disqualification.
- **Workspace:** Teams must keep their station clean. Soldering must be done with care using a stand. Any damage to venue furniture (burn marks, cuts) will incur a fine.

5. POWER & EQUIPMENT

- **BYOD (Bring Your Own Device):** Participants must bring all required hardware, tools (soldering irons, multimeters, glue guns), and laptops.
- **Power Supply:** The venue will provide standard 230V AC sockets.
- **Extension Cords:** Teams are **REQUIRED** to bring their own spike guards/extension boards to manage multiple connections safely.

6. INTELLECTUAL PROPERTY (IP)

- The team retains full ownership of their hardware design and code. However, Build.X reserves the right to photograph/video the project for publicity.

7. DEMONSTRATION GUIDELINES

- **Live Demo:** Projects must be fully functional for a live demo. "Video-only" proofs are not accepted unless the hardware is physically present but too dangerous/large to operate indoors (subject to prior approval).
- **Q&A:** Judges may ask teams to disassemble specific parts to prove the authenticity of the build.

8. EVALUATION CRITERIA

- **Judging is based on:** Innovation, Circuit/System Complexity, Integration Quality (Cable Management/Housing), Feasibility, and Societal Impact.
- The Jury's decision is final.

BUILD.X // QUICK FACTS (THE "TL;DR")

- **Format:** Open Innovation & Hardware Challenge (Offline).
- **Team Size:** 1 to 4 Members.
- **Composition:** Cross-college and Interdisciplinary teams are highly encouraged.
- **Mandatory Gear:** You MUST bring your own components, laptop, tools (soldering iron/glue gun), and an extension board/spike guard.

BUILD.X // FREQUENTLY ASKED QUESTIONS

Q: What kind of projects are allowed in Build.X?

A: We accept projects in IoT, Embedded Systems, Robotics, Automation, and Physical Product Design.

Q: Can I bring a pre-made chassis or robot body?

A: Yes. You can bring mechanical frames, 3D printed parts, or a basic chassis. However, the **logic, wiring, and sensor integration** should be demonstrated or explained in depth. Bringing a store-bought robot and claiming it as your own is prohibited.

Q: What is the team size limit?

A: To accommodate the complexity of hardware projects, teams can range from **1 to 4 members**.

Q: Do you provide soldering irons or components?

A: No. You must bring your own toolkit, components, sensors, and laptop. We only provide the workspace, internet, and electricity.

Q: Can I use high-voltage equipment?

A: For safety reasons, direct high-voltage experiments are restricted. If your project requires high power, please contact the **HTS'26 Team** for approval before setting up.

Q: Will participants receive certificates?

A: All verified participants who successfully complete the event requirements will receive a Certificate of Participation. Winners and Runners-up will receive Certificates of Merit along with their prizes.

BUILD.X // COMPETITION GUIDE

1. Offline Round 1: Prototype Evaluation

- On-campus evaluation.
- Status : Evaluation and Elimination Round.
- Time : 20 Feb 26, 11:00 AM IST - 20 Feb 26, 02:00 PM IST.
- Goal : Prove your concept.
- Prototypes will be evaluated on predefined parameters. Shortlisted teams will qualify for Round 2.
- Deliverables :
 - (i) Functional prototype / working model.
 - (ii) Clear explanation of problem and solution approach.
 - (iii) Overview of technologies, tools, or components used.
- Evaluation Parameters :
 - (i) Innovation and originality.
 - (ii) Feasibility and practicality.
 - (iii) Quality and completeness of the prototype.
 - (iv) Understanding of the solution.
- Outcome : Shortlisted teams qualify for the Final Round.

2. Offline Round 2: Final Presentation

- On-campus Final round.
- Status : Evaluation and Final Round.

- Time : 20 Feb 26, 02:00 PM IST - 20 Feb 26, 05:00 PM IST
- Goal : Q&A about your prototype/project.
- Based on jury evaluation, presentation, and Q&A, using the given parameters, the top 3 teams will be selected.
- Presentation Expectations :
 - (i) Problem statement and motivation
 - (ii) Live demo or walkthrough of the prototype
 - (iii) Technical design and implementation details
 - (iv) Use cases and real-world applicability
- Evaluation Parameters :
 - (i) Technical depth and clarity
 - (ii) Demo effectiveness
 - (iii) Ability to answer jury questions
 - (iv) Impact and future scope.
- Outcome : Winner and Runner-up announced.