Started in 2003 as a program for students at the Interaction Design Institute Ivrea in Ivrea, Italy, the Arduino Project soon became a global phenomenon for budding technocrats who loved tinkering with circuits. It aimed to provide a low-cost and simplified means for novices and professionals to create devices that can interact with their environment using sensors. In this event, teams will get their shot at building circuits using the beloved open source electronic prototyping platform – Arduino!

**Rules:**

* Teams must have at most two members.
* Prior knowledge of using the Arduino is required.
* Each team must bring their own laptop to participate in the event.
* A three round rally begins with Round 1, in which teams would need to juice up their brain cells to face the Memory Retention test!
* Each right answer will earn your team points. The more you guess correct more points you earn and there are no negative points for wrong answers.
* Once through to Round 2, each team will receive an array of riddles, decrypting which will lead you to the project you are supposed to design.
* Round 3 is building up the prototype. From this round onwards, you get to choose the prototype you want to undertake and according to its given level you will be awarded the points.
* Each team can make as many circuit prototypes as are possible for them under the given time.
* It is to be kept in mind that teams will have a default level of difficulty according to their respective year.
* In a bit of a miff?? Teams have the option to ask for hints but that will cause a deduction in the teams’ points.

When the final bell rings, the team with the most points will be the one to “**Ace the Arduino**”.