

- The goal of the competition is to make from scratch a Rube Goldberg Machine (chain reaction machine) that needs to contain an Arduino board in any way.
- The total number of teams will be 10 and each one of them will have 3 - 4 members.
- The first stage of the competition (selection round) consists of two online tests that evaluates the basic knowledge of the team in electronics and Arduino manipulation.
- Contestants will have 10 hours to create their device. The competition will begin at 9 a.m. and we will finish at 9 p.m.
- Each team will receive a box filled with all sorts of objects that they can use to build their device.
- It is mandatory that each team uses at least 10 objects.
- During the competition 3 auctions of objects will be held. Those 3 objects are not included in the boxes given at the beginning. To win an auction, the teams must bet some of their own objects but not the Arduino board (it is mandatory to use it). Each object has the same value and the bid is won by the team who offers the biggest quantity of objects. The term of objects define things such as balloons, matches etc. (an object is represented by all units of that kind). Attention: in case of a bid with an object, the team will lose all entities of that object (example: all matches).
- The winner team is going to be chosen by: reaction time, number of used objects and number of penalty points gained by human interventions. Also, a special prize will be given to the team with the most "outside of the box" idea.
- Before the evaluation time each team has to explain the flow of their mechanism. Each team can do the chain reaction 2 times and for each human intervention a point is going to be taken.