



K.L.E. INSTITUTE OF TECHNOLOGY



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(ISO 9001 – 2015 Certified)

DEPARTMENT OF ELECTRICAL AND ELECTRONICS ENGINEERING

ADVITIYA 2024 – 25

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EVENT NAME: INGENIOUS ARENA

RULES & REGULATIONS

General Guidelines:

- Teams must consist of two members. Registration of both the members should be done individually.
- Participants will compete in teams for the first two rounds, while the final round will be an individual challenge.

Round 1: Match the mechanism:

- Teams will be given descriptions along with functions or applications of various multidisciplinary mechanisms, and they must identify the correct component or mechanism based on this information within the allotted time.
- The teams scoring maximum points will advance to the next round.

Round 2: Mixed Puzzles:

- Teams will be given with a set of puzzles which need to be solved in a given set of time. They earn points for each completed puzzle.
- If there's a tie, an additional logic puzzle will be provided, and the team solving it fastest advances.

Round 3: Grid Grab:

- **Participants will be competing individually.**
- Each participant will be asked a series of 10 questions. Each correct answer gives them the power to “make a move” that will impact the final outcome of the game. Full details on how moves are tracked will be unveiled at the start of the round with a twist.
- At the end of the round, the participants with the highest impact based on their moves will win.
- In case of a tie, a rapid-fire round with additional questions will decide the winner.

Note: In events where the number of participants is fewer than 15, first prize will not be awarded. In these cases, only second and third prizes will be presented.

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