



JUNKYARD WARS

Waste material is anything that is normally intended to be thrown away. But many of these things alone or in combined form can be used for some other purpose. Junkyard Wars is an innovation based competition which will make the participants enhance their thinking and creativity skills and solve issues caused by trash

EVENT DETAILS:

- The event is an on-spot design & fabrication challenge where the teams will be tested on their ability to crack the problem and come up with solutions from the available junk given to them.
- The teams have to go for making/fabricating their design in the allotted time from the heap of junk available to them.(junk like iron pipes,broken bicycle,chairs etc.)
- All teams are expected to have a prior knowledge on the use of cutting, drilling and grinding etc.(Lab assistants will be there to help you)
 - Teams are restricted to use any material apart from the available junk they are allotted.
 - Teams must be able to explain the working mechanism involved in their model to the judges at the end.

RULES AND REGULATIONS:

- Participants must register as a team
- Each team must consist of 4-6 members.
 - Teams must have 1 project leader, 1 design expert and 2 members (minimum) as the fabrication unit.
- Teams are expected to have a basic knowledge over working principles of kinematic links software and fabrication works.
- The equipments from Mechanical Workshop should be handled with care.
 - Event organizers decision is final. Team must abide by the rules and conduct of the Workshop.
- Teams found violating any rules will be disqualified.

JUDGING CRITERIA:

- Neatness in the design and fabrication work.
- Working mechanism.
- Following problem statement or not.
- Presentation.

Coordinators:

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