

Catapult Event Rulebook

Introduction:

The Catapult event challenges participants to unleash their creativity and engineering skills in designing and constructing a functional catapult. Teams will be tasked with assembling their catapult from scratch during the event and testing its efficiency in launching projectiles. This is a hands-on event that combines both theoretical knowledge and practical skills, pushing teams to innovate while working under pressure. The event promises a thrilling experience, with participants competing to build the most effective catapult within the set constraints.

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2.Name: - Devendra Sawant

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Event Rules:

1. Team Composition:

- Each team can consist of a maximum of **4 members**.

2. Pre-made or Market-bought Catapults:

- **Pre-assembled or commercially purchased catapults** are strictly **prohibited**.
- Teams must assemble their catapults on-site during the event, ensuring originality and hands-on involvement.

3. Catapult Assembly:

- While parts of the catapult may be **manufactured beforehand**, the final assembly must be done **during the event**.

4. Catapult Breakage:

- In the event that the catapult breaks during a shot, that particular shot will **not be counted**.

- Teams will be granted a **30-minute window** to repair any damage to the catapult.
5. Size Restrictions:
- There are **no size restrictions** on the catapult, allowing teams complete freedom to design their mechanism.
6. Material Restrictions:
- There are **no material restrictions** for the catapult, giving participants the flexibility to use any material they deem fit for their design.
7. Judges' Decision:
- The **judges' decision** will be considered **final** and binding in all matters related to the event.
8. Item to be thrown: **A tennis ball**

Judging Criteria:

1. **Distance of the Throw:**
- The primary judging criterion will be the **distance** the catapult can launch the given **tennis ball**.
 - Teams will be evaluated based on how far their catapult can propel the ball in a single shot. The catapult with the **farthest throw** will receive higher scores.
2. **Additional Round (Target Hit):**
- In the event of multiple teams achieving similar results in the distance round, an **additional round** will be conducted.
 - In this round, teams will need to **adjust** their catapult to hit a **specific target** placed at a set distance.
 - Accuracy in hitting the target will determine the winner in case of a tie in the distance round. The closer the projectile lands to the target, the higher the score.

Prizes Worth Rs 8500/-

1st prize: 5000/-

2nd prize: 3500/-