



JUNKYARD

WARS

**Description:**

To build a working mechanism from given scrap and other sets of specific instruments and given standard parts which can perform the given task within the stipulated time.

**Rule book:**

- 1) Each team should contain maximum of three participants.
- 2) There is no restriction of participants being of any specific branch.
- 3) Teams exceeding the time limit will be subjected to negative marking.
- 4) The coordinators reserve the right to disqualify any team in case of any misbehavior.
- 5) The number of rounds is liable to change before the event and changes will be informed to applicant before starting of event.
- 6) You need to explain special features of design, junk items used in your sketch clearly.
- 7) In case of any dispute, decision of the judges shall be treated as final and binding to all in any circumstances.

**Judging criteria:**

- Innovation. (20 points)
- Simplicity applied in connecting movement. (15 points)
- Explanation of prototype. (10 points)
- Compactness of prototype. (15 points)
- Completion of job under time limit. (15 points)

**Competition criteria:**

- The problem statement of event will be given.
- Teams will have to think and sketch the solution for problem statement.
- With reference of performance in Part A and Part B top 50% team will be shortlisted for next round.
- Selected teams will have to build a prototype of their design using the junk material provided. The best team among all will be winner.

**Contact details:**

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