MECHANICAL ENGINEERING STUDENTS' ASSOCIATION

(MESA)
Department of Mechanical Engineering

Agnel Charities'
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CALIBRE 2K22
DREAM F1

GENERAL RULEBOOK

DATE: 7th – 8th April

TIME: DAY 1 – 2:30 PM - 4:00 PM
            DAY 2 – 4:00 PM – 6:00 PM

REPORTING TIME: 2:00 PM (Day 1)
                    3:30 PM (Day 2)

NO. OF MEMBERS IN EACH TEAM: 5 (TEAM EVENT)

ENTRY FEE: ₹450/- per team

PRIZE MONEY:
    1st Prize: ₹5000/-
    2nd Prize: ₹3000/-

EVENT COORDINATORS:
- MALCOLM DIAS   -   +91 7678006279
- SHRIYANS MURARI   -   +91 8422079560
- MONISH BAFNA   -   +91 9167042227
- ATHARVA BAPAT   -   +91 7506953876

GENERAL RULES:

The event will have **limited entries**.

1. This game consists of **2 rounds.** The Team should consist of **4 members (Min)** - **5 members (Max).**

2. Teams have to create **a virtual F1 Car** by buying the Component Cards from the **MESA Inventory.**

3. **There would be 3 Tracks** provided to the teams as a questionnaire.

4. Teams can **buy Component and Time cards** from inventory **using points earned in round 1.**

5. Teams have to arrange the component cards to create a virtual F1 car compatible to any single race circuit chosen.

6. This **game requires** teams to have **CAD modelling software** and a QR code scanner.

7. **DAY 01→** Round 1 (Treasure Hunt)

8. **DAY 02→** Round 2 (CAD Modelling + Sales pitch)

9. **Autodesk Inventor is the only Software allowed.**

10. **Only one team** would be the **winner** of this game along with a **runner up**.

11. The team with max points at the end of the game wins.

12. All the participants present will be awarded with **CERTIFICATE OF PARTICIPATION.**

13. Each Participant will be asked to present their **college IDs** before the commencement of event.

14. In case of any genuine issue, kindly intimate MESA team members and officials.

15. **It is considered that the participating members have agreed upon all the terms and conditions and should not take any objection during the competition.**

REGULATIONS:

1. All teams must abide by the COVID-19 norms at all times and failing to do so may lead to disqualification. All the participants must wear a mask and maintain social distancing at all times.

2. All the registered members of the team must remain present during the day of competition and must report **at least 30 minutes before** the mentioned time. Participants should carry their ID Card throughout the Game.

3. Concerned with the **code of conduct**, each team is supposed to **keep decent and helpful conduct** towards other participating teams and any **kind of misbehaviour** of any team will **not be appreciated.**

4. Any kind of **Malpractice or Suspicious Behaviour** will result in the immediate **Disqualification of the team.**

5. The **decision of the judges** and the coordinators will be considered as **final** and **binding** and will not be changed under any circumstances.

6. **No substitutions** are allowed. Only the registered members for the event will be allowed to participate in the successive rounds if team qualifies.

7. In case of a tie between teams, a **tie-breaker round** will be played on the spot.

GENERAL INFORMATION OF THE EVENT:

1. Following is An Example of an F1 circuit.

2. CIRCUIT:

   - Three Different Circuit will be given to All teams.

   - The information of the respective Circuit will be provided.

   Ex: 1] **CIRCUIT INFO-**
   - ## Monza
   One of only four circuits from the inaugural 1950 season still used today, pushes drivers to some of their fastest speeds of the year. Those **straightaways** earn Monza the nickname **"Temple of Speed,"** but it's the **11 corners** that make getting the most out of the car tough for even the world's best drivers.

   QUESTION-
   - Teams have to identify the important components and specifications from the Circuit info provided to them and buy component cards accordingly.

   CIRCUIT REQUIREMENTS:
   - **(Only for Rulebook Reference)**
   - Min (1) - Max (5) ---(Points)

   Tyres - {4}
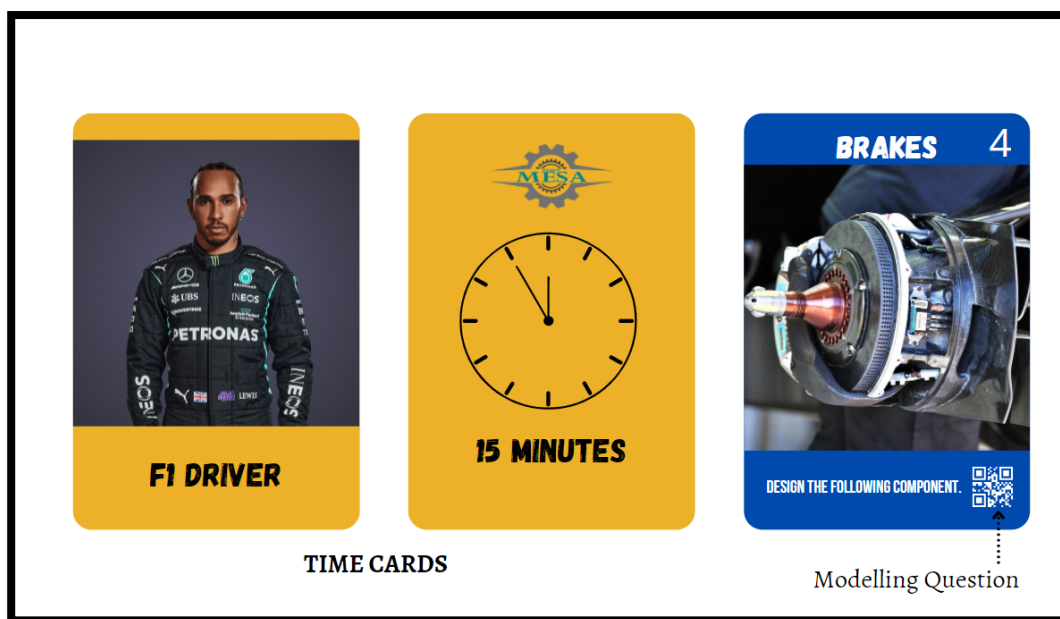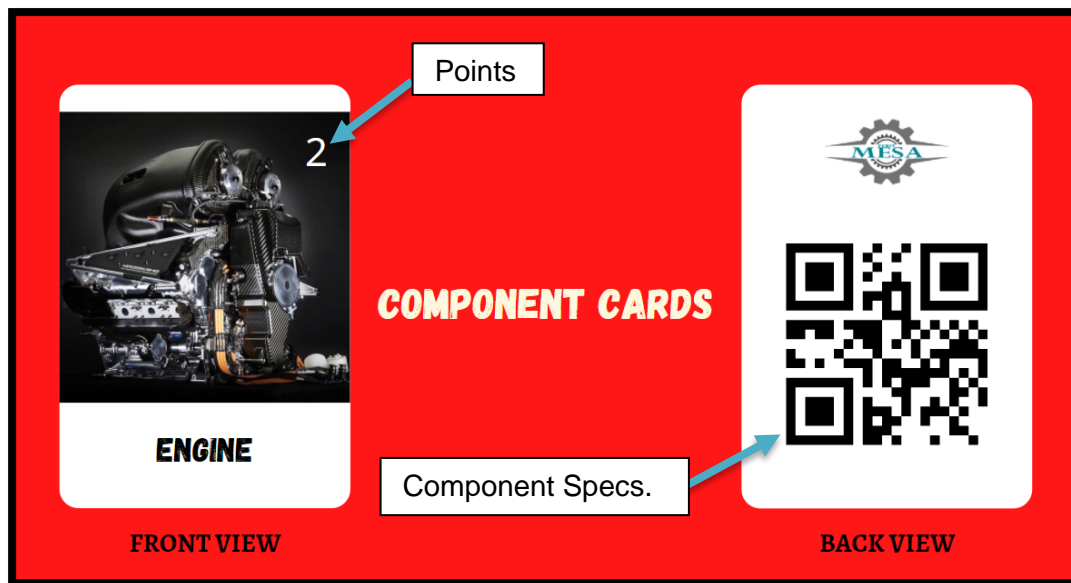
   Engine - {3}

   Downforce - {4}

   Suspension - {2}

   Brakes - {4}

ROUND 1:

- Each Team will have to play a round of **Treasure hunt** to gather points.
- Then using those points, they have to buy the **Component and Time cards from MESA Inventory.**
- MESA Inventory would open at the end of the Treasure Hunt round.
- The Card would consist of a **QR code** with component specifications.
- The password to the **QR code** would be provided once the teams purchase all the required component cards.
- Teams can trade the cards with other teams (Provided both the teams are agreed).
- **First 'N' teams** to collect all components successfully are qualified for round 2.

- Teams would be allotted **5 mins for trading** their cards with other teams.
- Teams can also buy a **Timecard**.
- The time mentioned in the Timecard would be given as bonus time in **Round 2** for those specific teams.

SOME SAMPLE COMPONENT CARDS:

ROUND 2:

- Design **any one** of the **Blue Component Cards.** (Timecards can be used here to get more time for CAD Modelling)
- Create a **sales pitch** for your vehicle.

- Your design would be posted on **MESA social media.** Try to get as many likes as you can on your designs.
- The post(team) with maximum likes would get a social media certificate.
- Present your sales pitch to the judges.
- **Judges would give points for your vehicle (Component Specs closest to ideal circuit parameters) and your sales pitch.**

ABOUT SALES PITCH:

- In the Sales pitch, teams have to **create a ppt** and **present it in front of the judges**.
- Teams would get only **5-10 minutes** for presentation.
- In the presentation, they can talk about their **car specifications** and how they are better than other teams' cars.
- Teams should also **include their designs** in the presentation.
- They should be able to **convince judges** that their car would be in top ranks in the given 3 Race tracks.

GRADING AND POINTS SCHEME:

Points remaining from Round 1 + Points in round 2 (Cad model + Sales pitch) = Total points

RESULT:

At the end of the Event, the team with **MAXIMUM** points will win.