



Katapult

Aim- To make a miniature version of catapult used in ancient times as a war machine.

Katapult is a manufacturing-cum-fun event for all. You don't need to belong to a particular branch. All you need is a concept and a team. No need to carry a thing. The participants have to build a catapult from the material provided on the spot. The participants will be given 2-3 hours' time to design and fabricate a small or a big catapult- size doesn't matter. The catapult can be as small as to fit in the palm. No need to stick to the conventional clash of clans design.

Location- Lecture hall and Production department ground

Gameplay and Scoring:

Round 1: The first round is a completely pen and paper round where the teams have to present a concept plan for the catapult that they want to manufacture. The available materials and equipment for the fabrication would be revealed on the spot and may include springs, plywood, wristbands, nails, etc. Based on the use of available material, feasibility, the designs would be scored. Some simple MCQs would be also be asked as a part of this round. The top six teams with maximum total score will move to round 2. (NOTE- knowledge of advanced subjects is not required to answer these MCQs).

Round 2: The qualifying teams would be given the material for fabrication of catapult. The teams have to complete the fabrication in the prescribed time period. The final catapults will judged on the basis of range, robustness, concept, feasibility, and best utilization of material. The team with the greatest score will be the winner. Top two teams will be given cash prizes.

Team Size: 3-4



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