

JUNKYARD WARS

“Creativity is a mix of ideas and hard work.”

INTRODUCTION:

In Junkyard each of you has to bring out the beauty in the beast. It is said that an idea can change the world. This event is all about searching for the ultimate hands on team with great design minds who can churn out anything from heaps of scrap. Participant teams should complete the given task using only the materials available in the junk. The participant teams are given access to a junkyard and the facilities of the workshop, and are required to build a machine in a given amount of time. This is the test of skills and creativity of the participants. So if you have the skills then sharpen it and get ready to face the challenge of "Junkyard!"



PROBLEM STATEMENT:

Overcome the hurdles present on track (1,2&3) by a self constructed bow and arrow structure (details are provided below).The bow may be made up off a PVC Pipe, bamboo wood, or any other convenient materials. Bonus points will be given to the team with their self made arrow structure.

ROUND I

Hurdles for track 1:

Maximum horizontal distance (range) will be counted. Points will be earned as per the distance covered by the arrow.

Hurdles for track 2:

The shooting skills of the participant will also be tested by giving them a fixed target to hit.

Hurdles for track 3:

The divergence or deflection of arrow from the straight path will also be tested.

CONSTRUCTION EXAMPLE:

- Prepare bow of any material of length not more than 110 cm.
- Attach any rope or string at the end of the bow as shown in figure.
- The structure should have support at the centre so that arrow can be placed easily.
- The string should be held tight so arrow can cover maximum distance on the track.



ROUND II

Round II will be revealed on the spot till then hold curiosity!!.

JUDGING CRITERIA:

- 10 points per 10 meter coverage of horizontal distance.
- **On crossing every 30 meters starting from first**, each time you will cross a hurdle, you will earn 20 bonus points.
- The points will be awarded according to the target hit.
- The best 10 teams will qualify to the next round.

TEAM SIZE:

- Maximum of 4 members can form a team.
- People from different college can also form a team.

ELIGIBILITY CRITERIA:

- All students must have a valid identity card of their respective educational institute and the card issued by the DEXTRA team at the time of registration.
- Participants need to have a basic idea about Workshop safety and operational precautions.
- Non-JUET participants must possess an Accommodation Confirmation Letter (ACL) issued by the organizing body at the time of registration.

DISCLAIMER:

- We are not responsible for any injury occurred during the event. ISF team will only provide first aid on the spot.
- In case of any loss to the college property the fine must be filled by you.
- We are only responsible for providing the necessary requirements not for the handling and use of the requirement.

EVENT COORDINATOR:

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