



CIVIL DESIGN

Objective: - To design a structure of maximum height

Game Procedure:

1. Participants need to design a tower with the material provided to them in given time
2. The tower can be of any shape.
3. The tower should not be stuck to the surface.
4. The tower should be able to stand on the surface without any support
5. The tower will be tested for its height and stability.

Participants will be provided with following material:-

1. A chart paper.
2. Cello tape
3. Scissors
4. Fevicol

Participants cannot use any material other than that provided to them by the organisers.

Stability testing:-

1. The tower will be given a push by a pendulum of certain weight from 4 directions.
2. The participant shall place their tower in the testing arena. The orientation of the structure cannot be changed once placed.

There will be separate points for height and stability

Criteria for points:-

1. For height the points will be given by $P_H = 40 \times \text{Height}$ (in metres)
2. For stability, 10 points will be awarded to withstand the force from each direction. Total points for stability = P_S
3. The final score will be given by $P = P_H + P_S$

The team with the maximum final score will be declared as winner.

In case of a tie, the tower with greater height will be winner.

GENERAL RULES:

- 1) Any team not ready at the specified time will be disqualified.
- 2) Organiser's decision will be final and binding to all.
- 3) Organisers reserve the right to change any or all of the above rules as they deem fit. Any change in the rules will be highlighted on the Website and shall be notified to the registered participants.
- 4) All students with a valid identity card from their respective educational institutions are eligible to participate.

TEAM: A team can consist a maximum of 3 members.