



EFFULGENCE '17

10TH 13TH OCT
BEATING THE INVINCIBLES

A techno-management fest



CONTRAPTION

INTRODUCTION

A contraption is a, invention, device, or apparatus that is deliberately over-engineered to perform a simple task in a complicated fashion, generally including a chain reaction.

Did you reel a rush of adrenaline when you witnessed those large contraptions Of 'Tom and Jerry'? Or those breathtaking & overly complicated devices on the show 'Unchained Reaction' on the 'Discovery Chanel'? Then YES! You're in for an exhilaratingly breathtaking ride!!

Rube Goldberg was an American cartoonist, often referred to as the father of invention, for his series of comics depicting complicated, deliberately over engineered contraptions that perform a very simple task. One step triggers the next in a chain reaction until the final task is complete. Once it starts, it is practically impossible to peel yourself away from the anticipation of what's coming next. From Japan to the U.S., Goldberg contraptions have flooded cultures around the world in commercials, contests, movies, and TV shows!

TASK

To hit a pyramid of glasses using rolling of ball in a final unguided run of 1m by building a contraption conforming to the specified design features.

OR

To light a candle in the final step.

RULES

1. Teams are requested to bring hand written copies explaining their contraptions in brief.
2. Teams are requested to report to the arena room at least 2 hours before the starting of the event, so that they have ample time to set up their contraption systems, otherwise face the risk of being getting disqualified!
3. Maximum of 2 trials or attempts are allowed. However, if a team takes more than a trial, then best of the two will be considered.
4. Human interferences are allowed in case any step fails to get initiated but points will be deducted as given in the scoring pattern and the team will be allowed to restart from the upcoming step. If the number of interventions exceed 10, then that particular trial will be cancelled!
5. Judges' decision shall be final and binding to all. Any argument will lead to disqualification.
6. After one failure attempt team will be given 10 minutes for setup.
7. If any team requires any type of accessories (table , chairs, bricks etc) , they need to specify the coordinators atleast two days before the event .

SCORING

1. Each working step will award you 10 points.
2. Parallel steps will award you 30 points.
3. Each type of energy conversion will award you 20 points and in case of reverse conversion, it will be counted as a normal step.
4. Only those energy conversions will be counted that actually contribute to the final aim of the contraption system.



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5. Each human intervention will lead to a penalty of 5 points .
6. Extra 10 points will be awarded for proper explanation/description of your contraption system to the judges before the start of your task.
7. In case of a tie, the winner will be the one with higher average score of two rounds.
8. Each fallen glass will award you 10 points.
9. 150 points will be given if successfully ignited candle for final task

EITHER OF TWO TASK NEED TO BE EXECUTED

DESIGN SPECIFICATIONS

1. Arena is confined to (2x2)m and there is no restriction on height.
2. Contraption must include at least 10 steps, however no limitation on maximum.
3. For repeated step no point is provided and it is not included in step.
4. In case of a tie, the winner will be the one with higher average score of two rounds.
5. Parallel step must have impact on final results directly or indirectly.
6. Participant is free to choose any medium to hit me glasses but a step must end at least 1meter apart from glasses.

TEAM COMPOSITION

1. Each Team comprises of maximum of 5 members.
2. Students from different institutes can form a team.

QUERRY/HELP

Event Co-ordinators:-

Akshaya Gupta (Final Year)

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