

## Rules

- 1) A team can consist of 2-3 members.
- 2) Students from different institutes can form a team.
- 3) Any kind of damage to the arena will attract disqualification.
- 4) Judges have the right to disqualify any team if they feel that team is not playing with fair interests.

## Other Information

### Loading & Triggering

A mechanical energy storage should be employed. Only bare hands are allowed to give power to the toy (like keys are rotated in general wind-up-toys, here you can use only bare hands to rotate the key. No device like motor etc. are allowed to use). Any kind of (button or fire) trigger can be used, but the trigger should not push the boat with a huge force itself.

### Specifications

1. The toy should fit inside a box of dimensions 25cmx25cmx100cm (l x b x h).
2. The stick for the flag can be 15 to 25 cm long.
3. The flag can be made of paper, cloth or plastic.

### Criteria

1. The toy will be judged on the basis of design, mechanism and the task completion.
2. The mechanisms with more mechanical elements like springs, gears, pulleys, cams, knuckle etc and using it effectively and efficiently will be considered better.

### 3. Weightage Distribution

Design-25%

Mechanism-40% Task

Completion-35%

4. There will be extra points for innovativeness.
5. Teams will be given 2 chances to perform with their toy, and best of the two will be considered.
6. Teams will need to demonstrate the functionalities in front of judges.

### Abstract

The written abstract should be prepared on the following line

1. Materials used for different parts.
2. Layout of the mechanism, for running the boat and to raise the flag.
3. Points considered for making the boat design.

Team name, Name of all the team members, college, degree pursuing, year should be mentioned on the front page of the abstract. Last date for abstract submission is February 25, 2013. Send your abstracts to [wut@exodia.in](mailto:wut@exodia.in).

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