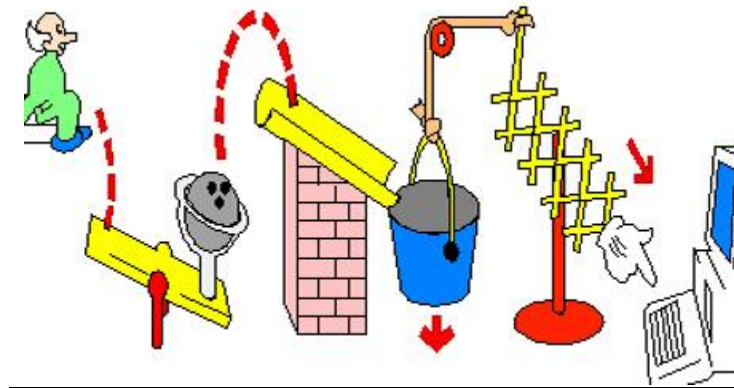


Contraption



CONTRAPTION

Task

Contraption is deliberately over-engineered or overdone machine or apparatus to perform a very simple task in a very complicated fashion, usually including a chain reaction.

Arena Machine Specifications

The entire contraption must be set up within 10 feet * 10 feet area.

Event Rules &

General Rules

- Each team can have 4-6 members.
- The team should submit a detailed abstract of all the steps and the energy conversions involved in each step.
- Selection of teams for the finals will be based on the abstract.
- Selected teams are requested to bring 5 copies of the detailed abstract.
- There must be a separate table included in the abstract showing the steps involving the replacement at each stage.
- Any team failing to build their contraption within the theme will be disqualified.
- Change of steps is not encouraged after the submission of abstracts. Addition of steps is permitted.
- The teams are required to bring their own blocks
- Minimum of 3 energy conversions should be there in each stage.
- Time interval of 1 hour will be given for assembling the mechanisms.



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- Failure to start the contraption by the participants when asked to do so will result in disqualification.
- The steps must not involve any explosive chemical reaction. Such a step will lead to disqualification of the team.
- Maximum time allowed for a trial is 20 min.
- Judges' decision will be final.
- Maximum no of trials for each stage will be 3.

Judging Criteria

The judgment criteria will be based on

- No. of steps in contraption.
- No. of energy conversions.
- Types of energy conversions.
- Originality of ideas and innovativeness.
- Submit your reports to Er. SAURABH CHHABRA

RULES REGARDING THEME:

- **STAGE 1**

It should consist only of mechanical energy conversions.

Using of any other conversions other than mechanical energy will result in negative points.

- **STAGE 2**

A minimum of two steps done using mechanical conversions in stage 1 must be repeated using other energy conversions like electrical, magnetic, chemical etc. Higher the replacement higher will be the points awarded.

NOTE: Mechanical conversions can also be used as connecting steps

- **STAGE 3**

The steps in stage 2 can be replaced by using other energy conversion mentioned in theme.

NOTE: In all stages the replacement of the step includes all the energy conversion starting from triggering the setup till the end of step.

For ex: for moving up an object using electrical motor will be a single step from the action that starts a motor till the object is placed in its required place.



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Provisions at Competition Site

Electricity connections.

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