

## KRITIKA-JUNKYARD WARS

The SPARTAN'S first task is complete. After tunneling through the mountain you find that there is a river and on the other side of the river is the enemy's camp. Your army chief's advice is not to cross the river and attack them with tanks. You being the chief engineer of the army, have to build a tank to destroy enemy camps.

### PROBLEM STATEMENT (ROUND 2):

The teams have to design a mobile tank on an engineering drawing sheet with proper dimensioning and labeling (junk used). The dimensions should not cross a cuboid of (180cm\*120cm\*220cm). The tank should be able to throw a small basketball of 20cm diameter approx. The movement (only straight) of the tank should be controlled by only one person standing on the machine. Accuracy, maximum distance thrown and min junk used will be the shortlisting criteria.

The teams who are selected for the final round will be informed about the game rules and points criteria later.

### JUNK PROVIDED



### ELASTIC BANDS: 40mtrs



**WOOD (LIGHT & HEAVY): 50kgs max**



**TUBES: 3kgs**



**L-ANGLE RODS, PIPES, RODS & METAL SHEETS: 30kgs max**



**EXTENSION SPRING: 4 nos**



#### **OTHER JUNK WIRES AND ETC**

**Other materials such as nails, bolts, screw, cycle rims, ropes, fevicol, sprocket etc will be provided as per requirement. If any special junk reqd. it will be provided only if it is easily available in the market.**

**TIME LIMIT: the teams will have to submit the design in a full size chart sheet by 27<sup>th</sup> JANUARY, 8:00 PM. No relaxation in time will be allowed.**