

MECH-FORMERS

2024

RULE BOOK

- ❖ (ME1) SCAVENGER HUNT
- ❖ (ME2) CAD WAR
- ❖ (ME3) ESCAPE ROOM
- ❖ (ME4) TRAJECTORY TRAILS

(ME1) SCAVENGER HUNT

VENUE: AISSMS COE CAMPUS, PUNE.

ENTRY FEE: RS 100/- PER PARTICIPANT

PER GROUP (5 PARTICIPANTS) TOTAL= RS 375/-

MAXIMUM PARTICIPANTS PER TEAM: 5

GAME RULES: -

- The decision of the judges will be final based on completeness and optimum time and will not be subjected to any change.
- Cancellation of any registration is not allowed after registration.
- All participating teams should report on time.
- **The coordinator of the event reserves the right to modify rules without any prior notice.**
- **Any indiscipline will lead to disqualification of the participant**
- Teams will be registered based on first come first serve.
- Participation from all colleges (ug) are allowed.
- Participating teams should consist of 4 to 5 team members.
- Any disrespect towards organizers, coordinators, volunteers and other participating teams will lead to disqualification.
- **All participating teams must follow college code and discipline & any damage to college property will be responsibility of respective team.**

EXAMPLE: -

1. Linear equations

$$3x+5y+9z=50$$

$$7x-8y+26z=27$$

$$8x-7y+0z=15$$

(x,y,z)= (digits of room number)

2. Infrared light

3. Morse code

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= **AND**

4. Cypher

A= H, B = T..... Z = A

Hjfhuc = Ground

5. Binary to decimal, 4BIT, 8BIT

ELIGIBILITY: -

- All students with valid identity card of their respective educational institute are eligible to participate in the event.
- Student should carry their identity card at the time of reporting.

(ME2) CAD WAR

VENUE: AISSMS COE CAMPUS

ENTRY FEE: RS. 100/- PER PARTICIPANTS.

GENERAL RULES: -

- The decision of the judges will be final based on completeness and optimum time and will not be subjected to any change.
- Model will be given at the time of competition.
- Cancellation of any participant is not allowed after registration.
- Spot entries are allowed.
- Software:- AutoCAD.

GAME RULE:

ROUND 1:

- A 2d sketch will be given to all the participants.
- Participants must draw the sketch in given time.
- Time limit: - 45 mins.
- Participants who have completed sketch in given time will be selected for round 2.

ROUND 2:

- In this round 2d model will be provided to participants and participants must draw the model in a given time.
- Draw the orthographic views of the model.
- Time limit: - 60 mins.

ROUND 2 SCORING: -

- DESIGN: -10 POINTS
- DIMENSIONING: -10 POINTS
- TIME: -10 POINTS

- WINNERS WILL BE SELECTED ON THE BASIS OF HOW MUCH POINT SCORED BY THE PARTICIPANTS.

(ME3) ESCAPE ROOM

VENUE: AISSMS COE CAMPUS, PUNE

ENTRY FEE: RS. 100/- PER PARTICIPANT

PER GROUP (2 PARTICIPANTS) TOTAL= RS 200/-

GENERAL RULES: -

- Any participant disobeying the instructions will be charged with a penalty or disqualified.
- The judges will make the final decision.
- Spot entries are allowed.
- Cancellation of any registration is not permitted.
- If there is any change in above rules, you will be informed before the start of the event.
- Treat the escape room props and furniture with care.
- Avoid causing damage to any items in the room.

GAME RULES: -

- Each team should consist of one or two players.
- Listen carefully to the game master's instructions at the beginning of the game. You have a set amount of time, usually 5 minutes, to solve each puzzles and escape. Keep an eye on the countdown timer in the room.
- If you're stuck on a puzzle, you can request a clue from the game master, but 10 points will be deducted from overall points you gain.
- The points will be given on the based on the time required to solve the puzzle.
- For example: if you solve the puzzle before 5 minutes, you gain extra 10 points which will be added to your total points.

- Work together to solve puzzles, riddles, and challenges. Some puzzles may require you to find hidden objects, decode messages.
- Example of some of the puzzles and challenges in game are as follows
 1. Morse code: Decipher a secret Morse code and help your partner escape.
 2. Meshing of gear with given number of rotations for each gear to get a key.
 3. Balancing of seesaw by solving clue.
 4. Using of appropriate coolant to achieve the required temperature.

(M4) TRAJECTORY TRAILS

VENUE: AISSMS COE CAMPUS, PUNE.

ENTRY FEE: RS. 100/- PER PARTICIPANT.

Event Overview

The Catapult Event is a highlight of MECHPULSE 2024, challenging participants to operate a catapult capable of launching a projectile over a specified distance with accuracy. This event tests participant's engineering skills, creativity, and understanding of physics.

GENERAL RULES: -

- Projectile launched outside the designated time and area will be not considered.
- Team must exhibit good sportsmanship and any foul play and unsafe behaviour will result in disqualification.
- Decision by the judges will be final.
- Any form of cheating or sabotage will result in immediate disqualification.
- The event organizers reserve the right to modify the rules and regulations at any time, and the changes will be communicated to the participants promptly.
- The Projectile will be launched from the designated area allotted by the organizers.
- In-case of tie, a sudden death round of 2 minutes will be held. The highest scorer will win.
- Catapults will be provided on the time of event.

Projectile Specifications

- The projectile will be a standard tennis ball provided by the organizers.
- No modifications to the projectile are allowed.

Event Rounds

Qualification Round

- Each team will get three minutes to take unlimited attempts to launch the projectile.
- The scoring will be in points system of 5 points, 10 points and 15 points.
- The participant scoring highest points will be considered for qualification of final round.

Final Round

- Qualified teams will compete in the final round with a time limit of 5 minutes with unlimited attempts.
- Points will be awarded based on distance, accuracy, and design.

Student Co-ordinator
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H.O.D
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