

## Junkyard War

### Task:

Junkyard is here to Challenge your Creativity and Building Skills once more! It provides you the perfect opportunity to delve into the realms of imagination, and blend your innovation with your vision. This event is all about searching for the ultimate hands on team with great design minds who can churn out anything from heaps of scrap. What we want from you is loads of enthusiasm, tons of perseverance, tolerance to a high magnitude of dirt & grease and finally a great general knowledge about how things work.

In this event, you will be provided with problem statements and the junk. All you have to do is think of some great ideas and with your innovation or 'Jugaad' skills to provide solutions to solve the problem statements. You will have to purchase your junk depending on your idea by the amount allotted at the start of the event.

There is just one GOLDEN RULE that there is no GOLDEN RULE.

So enter the battlefield of trash and feel the adrenaline rush!

You just can't afford to miss this.

### +General Rules

1. A team may consist of a maximum of 3 members.
2. A working prototype is to be made in the stipulated time.
3. Only the tools required to build the prototype will be provided.
4. Each machine would be subjected to a test and the best machines would be declared as winners.
5. The decision of coordinators is final and binding in any circumstance.