

INNOVATEX 4.0 – Presidency University

MakerSpace Cluster | Standard Rule Book Format

Event Overview

Field	Details
Event Name	HUMPTY DUMPTY
Cluster	MakerSpace
Event Type	Fun Game / Physical Challenge
Mode	Offline
Team Size	Team of 2 Members
Duration	1 Hour 30 Minutes

Event Task / Objective

To test participants' creativity, teamwork, and problem-solving skills through a fun egg protection challenge.

Each team must design a structure that protects their “Humpty” (egg) from breaking under test conditions.

The event promotes:

- Team bonding
- Creative thinking
- Adaptability under pressure
- Fun competition

Design / GAME FORMAT

Round 1: Build Phase

How it Works:

- Teams are given limited materials such as cardboard, paper, foam, straws, and rubber bands.
- Participants must build an egg protection device using only the provided materials.

 **Time Limit: 30 Minutes**

Goal:

Design a structure that can protect the egg from impact.

Round 2: Surprise Modification

How it Works:

- After the build phase, each team receives a challenge card.
- Teams must modify their design based on the challenge.

Examples:

- Remove a layer
- Add small weight
- Reduce support
- Structural adjustment

 **Time Limit: 10 Minutes**

Purpose:

Tests adaptability and problem-solving under pressure.

Round 3: Final Drop Test

How it Works:

- Devices will be tested by dropping them from a predetermined classroom-safe height.

Result:

Egg survives → Qualified

Egg breaks → Eliminated

Winner is determined based on:

- Survival
 - Lowest mass (tie breaker)
 - Most compact design
 - Unique creativity
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General Guidelines

1. Participants must use only provided materials.
2. No external adhesives or reinforcements allowed.
3. Teams must report 15 minutes before the event.
4. Judges' decisions are final.

5. Unsafe behavior leads to disqualification.

Safety Rules

- No pushing or physical interference with other teams.
 - Participants must wear proper footwear.
 - No sharp objects allowed.
 - Follow classroom safety norms.
 - Organizers are not responsible for personal belongings.
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Event Phase / Structure

Phase	Description	Duration
Phase 1	Registration & Briefing	15 min
Phase 2	Round 1 (Build Phase)	30 min
Phase 3	Round 2 (Modification)	10 min

 **Judging Criteria**

Criteria	Weightage
Balance & Stability	30%
Team Coordination	25%
Completion Time	20%
Creativity & Fun Spirit	15%
Rule Adherence	10%

 **Scoring Overview**

Parameter	Max Points
Round 1 Performance	30
Round 2 Performance	25
Round 3 Performance	25
Team Spirit	10
Discipline	10

Total

100

Penalties & Disqualifications

Violation	Penalty
Using modified/sticky Humpty	Disqualification
Unsafe behavior	Immediate Disqualification
Dropping intentionally	-20 Points
Misconduct	Permanent Ban
Not following instructions	-10 Points

Awards & Recognition

Category	Prize	Remarks
1st Prize	₹1,000	Winner

Event Team

Role	Name	Department / Club	Contact
Faculty Coordinator	Dr.Divyarani MS	ECE	-
Event Lead	Soudhar Mendra	CSE	87786 62605

General Instructions

- Follow all university rules.
 - Respect judges and volunteers.
 - Maintain discipline throughout the event.
 - Decisions of judges are final and binding.
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