

MECHANICAL DEPARTMENT

Event Information: HOT WHEEL RACING

Rules: Complete within time, use only given materials, 3 fence touches result in disqualification, coordinator's decisions are final, and judges' decisions are binding.

Rounds:

- 1. Complete track in time,
- 2. Navigate hurdles in time,
- 3. Hurdles with minimum time.

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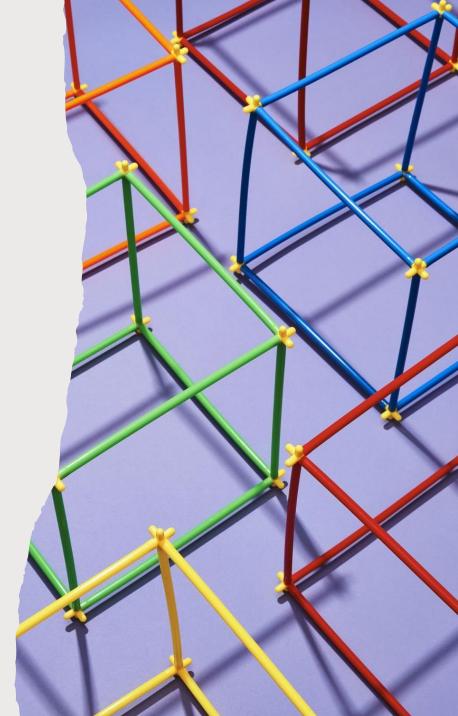
Event Information: Catalupting Firelock

Rules: Rules: Strict use of provided materials, coordinator's discretion for changes, event not liable for losses, judges' decisions final, violators disqualified. No extra chances allowed.

Rounds:

- 1. In Round 1, hit 4/5 targets perfectly to advance.
- 2. Round 2: Aim at least 2/3 targets within the time limit.
- 3. Round 3: Final round, only one chance, no extras

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Event Information: Robo Grip

Rules: Complete the task within 2.5 minutes; 2 students play at a time. The one putting the object in the bucket within the time wins a prize, while the second receives a certificate.

Rounds: Smooth Operation - One round at a time.