

Greener Delta

“Rube Goldberg” Machine Contest

Official Rules and Regulations

CHALLENGE

The challenge is to design a complicated machine that will lift and place a plastic water bottle into a recycling bin.

TEAM RESTRICTIONS

1. Each team member must be enrolled as a full-time high school student.
2. Each team may have a maximum of 6 members. Only 2 may interact with the machine once the contest has begun.
3. Each team must have an adult Parent or Teacher Advisor present at the competition.
4. Entries are accepted on a first-come, first-served basis.
5. Delta Township will determine the maximum number of teams permitted to enter.
6. Delta Township reserves the right to cancel the contest at anytime, for any reason.
7. Participation in the contest implies consent to use contest photographs by Delta Township.

MACHINE SPECIFICATIONS

1. The machine must complete the task as described in the challenge in no more than two (2) minutes.
2. The machine must be no larger than 4 ft x 4 ft x 4 ft.
3. The machine must have a minimum of twelve (12) steps. There is no maximum number of steps.
4. The machine must be able to be reset in no more than fifteen (15) minutes.
5. The machine may utilize one (1) air compressor hose and one (1) power cord. No other cords may be run to or from the machine; however there is no limit to the number of hoses and cords utilized within the space of the machine. If compressed air is used, it must be stored in a tank. Portable air compressors will be not be allowed inside of the building.
6. No live animals may be used in the machine.
7. The machine must not imply profane, indecent or lewd expressions.
8. Any loose or flying objects must remain within the set boundaries of the machine. This includes, but is not limited to, drops of water, slivers of balloon, and other “small” objects. Steam and other gasses are exempt from this rule.
9. The machine must be safe to the satisfaction of the contest Chairperson. In particular, no flames, electrical arching, hazardous materials or explosives may be used on or within the machine. The contest Chairperson must approve any questionable items prior to competition.
10. Any destructive action against another machine is grounds for disqualification.
11. Teams will be allowed into the contest venue to set-up beginning at 9:00 a.m. on the day of the event.
12. Ten (10) concise, typed copies of a step-by-step description of their machine must be submitted by each team to the contest Chairperson no later than one (1) hour before the contest begins.
13. All machines must be set up no later than thirty (30) minutes before the contest begins.
14. A team captains meeting will be held thirty (30) minutes before the contest begins.
15. Teams will compete with all teams in a designated order which will be determined at the captains meeting. The teams will compete in that order for each run. After all teams have completed their first run, a 15 minute intermission will precede the second run.
16. The machines will be evaluated by a committee of judges based on the performance of the machines in the two runs based on the official judging criteria. During the judging process, teams are encouraged to continue to run their machines and be available to answer any questions during this time. The decision is scoring the machines by the judges is final.
17. Each team will remove their machine and clean up their area following the contest.