



GERONIMO!

THE RULES

This is a test of skill, ingenuity and lateral thought. There will be a small trophy awarded to the winning teams with a separate trophy for the best under- 18 entries.

These are the rules. We've deliberately kept them brief and to a minimum so you have the chance to think about the most imaginative solution to the challenge you are entering.

Your machines can be powered, unpowered with a wind, water or human drive or anything else you have handy! They can be driven by a human operator or remotely controlled.

There are certain specific conditions that need to be stuck to but otherwise it's over to you! We need to be satisfied that the machine is all your own work and must not be sponsored or endorsed by any commercial organisations.

The machine must be robust, safe and be capable of getting through the qualifying phases and the final. Machines will be subject to scrutineering on the Friday 22nd, Saturday 23rd October for Blackpool and Friday 29th and Saturday 30th October 2004 for Weston – Super-Mare. If the machine is deemed to be unsafe or a danger to the team or others it won't be able to compete, sorry.

Points will be awarded to the machines that pass the physical tests. The most interesting entries, the weirdest entries and the nicest looking machines will all be awarded bonus points. Boring machines and obvious solutions will lose points!

It's only fair to warn you that the decision of the judges is final and will be based on the performance of the machine but also the level of ingenuity and style the machine displays. When you return your application you will receive an information pack with more details on the competition and a risk assessment for the activities involved. If you have any queries on the rules please email us at [geronimo@bbc.co.uk]. or telephone the team on **0117 9742424**

The Amphibious Sand Mud and Sea Racing Machine

Location: Blackpool, North Pier

Date 23rd, 24th October 2004

There is no restriction on how the machine is powered.

All machines must be capable of being brought a short distance (approx 50m) from the paddock area to the start/finish line within 3 minutes of being called.

All powered machines must have a kill switch fitted to stop the machine in the event of a malfunction..

Machines with human drivers must ensure the driver is protected and not trapped in the event of the machine turning over on sand or in water.

Driver Protection:

This must consist of at least a roll over bar to protect the occupant and a quick release harness which can be operated from inside and outside the machine.

Qualifying:

The machines must be capable of travelling in a controlled manner across hard sand, soft sand and water.

Each machine will get up to two timed runs across sand and up to two timed runs across water.

It is not intended that the water will be deeper than approx 1m But this is Blackpool in October and conditions could change!

Final:

The machines must complete a circuit which will cover hard sand, soft sand and water set according to weather and tide conditions on the day.

The Great British Beach Digging Machine

Location: Blackpool, North Pier

Date 23rd, 24th October 2004

These can be manned or unmanned.

The machines have to be capable of digging a flat- bottomed hole to a depth of between 40 and 50 cm.

Operators must wear hard hats/helmets and goggles while machines are competing.

Qualifying:

Machines need to dig three separate holes 1m long x 50cm wide x 40-50cm deep.

Points will be awarded for neatness, speed and style.

Finals:

The finalists will be required to dig as large a hole as possible to a depth of 40-50cm in a given time. Don't forget to think about how to get rid of the sand you dig up! Marks will be awarded for overall time, for style and neatness of the hole. Again bonus marks will be awarded for ingenuity and originality.

The Perfect Penalty Shoot-out Machine

Location: Weston- Super- Mare beach Lawns

Date 30th, 31st October 2004

The machine has to be capable of striking a regulation soccer ball from a penalty spot at a goal which is protected by a human goalkeeper.

There is no limit on size or propulsion method.

The machine can be powered by any means as long as it shoots the ball to a maximum distance of approx 100m

The machine must be easily transportable by the team a distance of approx 50m from the paddock to the competition area.

The machine must be made ready for its kicks within a 3 minute window. Failure to do so could result in disqualification.

During kicking no part of the machine is to stop more than 1m beyond the penalty spot.

Machine will be tested for accuracy and distance.

Qualifying:

Machine must demonstrate an ability to strike a ball in a controlled manner with enough force to get past a goalkeeper

The machine must also be able to demonstrate its accuracy at 'penalty range' - approximately 12m

Finals:

Qualifying finalists will be entered into the penalty shoot out of 5 penalties each.

Bonus points will be awarded for accuracy, distance, style and ingenuity. Please note the judges' decision will be final. In the event of a tie there may be a 'sudden death' decider

The Triple Jumping Machine Olympics

Location: Weston- Super- Mare beach Lawns

Date 30th, 31st October 2004

This is a test of a machine that can perform separately a high jump and a long jump.
Machine can be powered by any means.
There is no restriction on size or weight.

Qualifying:

The machine must be capable of jumping height and distance along a level area of lawn.

The machine must take off from a given point marked on the ground.

The machine must be able to jump over a 2m high wall from a distance of 2m.

Points will be awarded for distance jumped, ease of clearing the vertical obstacle, style, presentation and ingenuity. The decision of the judges is final.

Finals:

The finalists have to get their machines to make 3 jumps in succession without any operator intervention. The jumping can be automatically programmed or remotely controlled.

Wireless or cable remotes are allowed.

Finalists are allowed 3 attempts at the triple jump.

The operator(s) must at all times be at safe distance from the jumping machine during operation.

All machines are to be fitted with a separately operated kill switch to shut down the machine in the event of a fault. This could be as simple as a pin type switch attached to a length of fine cable or fishing line controlled by the team.

THE BORING BIT.

While the BBC makes every effort to ensure the competition is safe, all activities during the building of the machine and the competition itself are entirely at your own risk. If you are entering through school, college or work please ensure that you comply with the health and safety policy of your establishment and that you liaise with the health and safety officer.

The BBC reserves the right to disallow any entrant on grounds of safety, fitness for competition, or any reason that it sees fit. Completion of an entry form and/or manufacture of a machine does not guarantee final entry into the competition.

In the event of a large number of entries being received the BBC will endeavour to conduct a level of pre vetting of entries prior to the competition weekends. If your entry is not successful you will be automatically considered for any subsequent series.

1: To take part you need to arrive at your chosen location from midday on Friday 21st October for Blackpool and Friday 28th October for Weston- Super - Mare. There will a briefing for all competitors at 17.00

2: Your machine will be assessed and your entry confirmed on Friday before competition.

3: The first set of heats will take place starting on Saturday morning. There will be an elimination process with only the winners proceeding to the finals. The whole event will be filmed throughout and you will be expected to stay until the final prize giving on the Sunday.

4: To enter you are expected to meet all your own costs. This includes travel and transport to and from the event, accommodation while at the event and all build costs to make your machine.

5: There should be no more than 10 competitors in any one team.

