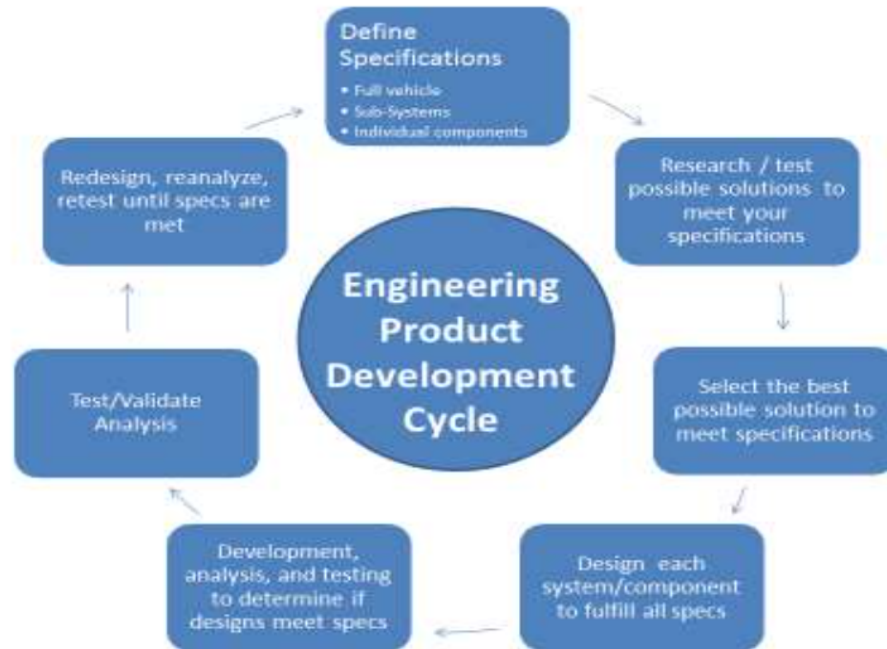# Design Event Procedures

1. Procedures

The goal of the design portion of this competition will be to allow teams to hear feedback on new and existing designs of their choice. This will give teams valuable information to use in continuing to iterate their designs as well as provide them an experience in a design review setting.

Teams will be able to show off their Overall System of the car, as well as have the choice of expanding on the design of 2 subsystems that can either be a work in progress or existing system from a previous year. Teams will choose from predetermined categories (Chassis, Steering, Suspension, Braking, Clutch, Gearbox or 4 Wheel Drive). The entire design event is worth 200 points out of the total 1000 points of the competition. The judges will be Clarkson Baja Alumni and Ensign-Bickford Industries employees. Each judging bay will have a minimum of 3 judges, 2 Subsystem Leads and a Bay Leader. There are also a minimum of 1 "Floating" judges free to pop in at any judging bay at any time.

Teams with multiple cars will be treated as separate teams, meaning each car will have to go through the design event or else the team that does not participate will receive zero points. It is encouraged that separate members are present for each car. For example, the presenters of Car A can not also present for Car B.

Engineering Product Development Cycle

2. Event Timeline and Set Up

a. *What days/time is design happening*
The Design event will be taking place on Friday, October 8th from 3:00pm to 9:00pm, and Saturday, October 9th from 9:00am to 1:00pm

b. *How to sign up for a time slot. What happens if they miss their slot?*
Teams will sign up for a 30-minute time slot during the hours of the design event. Time slots will be available on a first come first serve basis. A sign up board will be located directly outside the Design Event Tent, where teams will be staging. Teams can only sign up for one slot at a time, if a team name is on the board twice the later time slot must be vacated for other teams to sign up. If a team misses their time slot they must sign up for a later slot, teams that do not show up to any design event slot will be awarded 0 points. If a team has two cars they will be designated as 'A' and 'B' teams to avoid confusion of a team signing up for multiple slots.
Teams must designate the two subsystems they will be presenting on the sign up board as well.

c. *Staging*
Teams are to stage outside the Design Event Tent at least 15 minutes prior to their chosen time slot. Volunteers will usher cars into the proper bays for judging. Teams will exit the tent opposite the entrance after receiving feedback from bay judges.

3. Evaluation Layout

The design event will be a total of 30 minutes, as outlined below:

1. 15 minutes of presentations starting with overall system integration and goals of the car, then going into one-on-one talking with subsystem leads and specialty judges. The Overall Car category will be judged by the bay leader.
2. 5 minutes judging deliberation
3. 5 minutes of feedback (likely only one or two judges, other judges can then be utilized to facilitate moving cars in and out)
4. 5 minutes shuffling cars into and out of the design tent and overflow time

4. Overall Tips and Expectations of Teams

a. Recommended - Posters, visual aids, broken parts, and videos. All things to help get your point across.
b. Better to choose a subsystem that is custom made rather than a COTS item. This will show more in depth thinking and analysis (hopefully.)
c. We will **NOT** be providing any screens, power outlets or WI-FI, so come prepared with all equipment or downloads you need.
d. Judges are always hungry, snacks are welcome, baked goods a plus.