

CANSTRUCTION COMPETITION INSTRUCTION PACKET

This competition brings the fun and creativity of a construction competition together with providing a much needed supply of non-perishable food items for the Raider Red's Food Pantry on the Texas Tech campus. Teams will design a structure that they will build out of unopened canned food that will later be donated to Raider Red's Food Pantry. Teams can be made up of student organizations, fraternities and sororities, residence halls, faculty/staff, or a mixture. Individual participants will need to find a team of students to sign up with and they are welcome to donate items during the public viewing and voting on Thursday. The structures that the teams build will be judges and evaluated on a list of criteria that can be found later in this packet. Each team can choose a specific award category to focus on if desired. Once teams have finished building their structures they will be available to the public to be viewed and voted on. We are excited to host the third annual food drive CANstruction Competition on the Texas Tech campus benefiting Raider Red's Food Pantry.

Event Schedule

Wednesday, Feb 16th

- 1:00 – 1:45 pm - Check-in and teams prepare for CANstruction
- 2:00 pm - CANstruction building begins
- 5:00 pm - CANstruction building ends

Thursday, Feb 17th

- 8:00 – 8:45 am - Check-in and teams prepare for CANstruction
- 9:00 am - CANstruction building begins
- 12:00 pm - CANstruction building ends
- 12:00 – 2:00 pm - Public Viewing & Voting | Judging of the CANstructions
- 2:30 pm - Presentation of Awards & Final Can Count
- 3:00 pm - De-CANstruction: Teams provide volunteers to break down their structures.

CANSTRUCTION RULES & REGULATIONS

Work Area Size:

Work area is 8ft x 8ft

Size of Build Team:

There is no maximum team size. It is up to the individuals in the team how many they want. There is a maximum number of five (5) builders that can be in the work area at one time. Additional team members can help assist with loading in/out, switching builders out, and can be present outside of

the work area as long as they are not obstructing the progress of another team. There is no limit to the amount of people involved in the planning, logistics and design of the structures.

Permissible Items

- Full, unopened, canned food of 24oz or smaller with labels intact/unaltered
- Use of boxes, bags and packets of food is acceptable; however, cans must be used for the majority of the structure

Non-Permissible Items

- **NO** glass containers.
- **NO** junk food (e.g. candy, chips, etc.) or pet food.
- **NO** opened, exposed, or expired food.
- **NO** covered, removed, or altered can/product labels.
- **NO** empty cans or plastic bottles/containers.

Building Materials – Permissible Items

(Provided they do not damage cans or labels)

- Velcro, magnets, zip-ties, tape, silicone
- Rubber bands, nylon string, wire mesh, or wire
- Leveling materials not greater than $\frac{1}{4}$ " thick (6mm)
 - Examples of approved leveling materials are: cardboard or foam-core.
- Only easily removable tape shall be permitted for layout on floor (painter's tape, etc).
 - No duct tape.

Structures **MUST be supported internally and externally by canned food between leveling materials.**

Building Materials – Non-Permissible Items:

- **NO** wood or metal beams, struts, steel tubes, or bracing materials.
- **NO** leveling materials greater than $\frac{1}{4}$ " thick (6mm).
- **NO** sheet metal, steel plates, fiberock, or glass.
- **NO** permanent adhesives or bonding process.
- **NO** props.

Safety Precautions:

- Make sure team members are wearing closed toed shoes.
- Watch where you are walking.
- Lift correctly – with legs, not the back. If the load is too heavy, get help.
- No horseplay.
- The use of illegal drugs or alcohol, or being under the influence of the former during the events is cause for dismissal.

End of Build

- Teams will need to turn in the card given to them at check-in displaying:
 - Structure title
 - Structure dimensions (Length x Width x Height)
 - Total number of cans used
 - Detailed list of foods
 - Structure description and design concept

AWARDS & JUDGING

Award Categories (Given to each team category)

- BEST MEAL
 - The winner of this category will go to the structure that best utilizes cans that compose a balanced meal.
- MOST CANS
 - The structure with the most cans wins this award.
- MOST CREATIVE
 - The winner of this category will go to the most original structure. The design, imagery, and use of labels will be taken into consideration.
- PEOPLE'S CHOICE
 - The structure to receive the most votes from the public wins this award.

Scoring

- Structures are scored on a 100 point system, per judge.
- Points are awarded to each category, varying in weight based on the specific award being judged.

Judging Criteria:

- **Use of Labels:** Are the labels used to create details on the structure? Do the labels enhance the structure's overall appearance?
- **Ingredients:** Does the structure use ingredients that would create a balanced meal? Does it make for an appetizing meal?
- **Structural Design:** Does the design involve a high level of difficulty? Does the structure appear gravity defying but stable?
- **First Impression:** Is it awe inspiring? Will it create a lasting impression? Does the structure excite or stimulate at first sight?

Judges Score Sheet (Sample)

Judges Name: _____

Structure Name: _____

Team Category: _____

BEST MEAL		
Ingredients	50	
First Impression	30	
Structural Design	10	
Use of Labels	10	
	TOTAL	

MOST CREATIVE		
Structural Design	50	
Use of Labels	20	
First Impression	20	
Ingredients	10	
	TOTAL	

ADDITIONAL INFORMATION

Recommended Food Items:

- Canned fruits/ Fruit cups
- Canned meats
- Canned fish (tuna)
- Cereals
- Crackers
- Juice
- Pasta and pasta sauces
- Rice

Tips for Acquiring Canned Food:

- Host a food drive.
- Request food donations and/or discounts from a local food distributor/grocer/wholesaler.
- Ask group members to pitch in by shopping for cans while buying groceries.
- Host fundraisers to be able to purchase cans.