



SPARX RULE BOOK

(INSTINCTS 2025)



INSTINCTS 2K25 SPARX

<CODE/>

EC/ICT/EL/IATE

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- PARACHUTE DROPPING DESIGN VIA DRONE
- MAZE RUNNER CHALLENGE
- GLIDER
- AVIATION QUIZ AND PUZZLE
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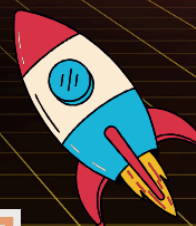
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(SCAN QR TO REGISTER)

EC/ICT/EL/IATE

1) Airofoil Model Making:

The Airofoil Making Challenge is a competition where participants construct and test their own airofoil structures using provided materials. The goal is to design the most efficient airofoil for wind tunnel testing.

Eligibility:

- Open to all students.
- Teams of 1-4 members.
- Only registered participants can compete.

Materials & Tools:

Provided by Organizers: Balsa, butter paper, wooden sticks, sandpaper, sprayer bottle, polythene sheets, and necessary stationery.

To be Brought by Participants: Small stationery items for precision.

Construction Rules:

- Build within 45 minutes.
- Follow the given design.
- No additional materials allowed.
- Tested in a wind tunnel.
- No extra materials will be provided.

Competition Rules:

- Teams must complete within the set time.
- Airofoils will be tested in a wind tunnel.

Judging Criteria:

- Must meet design specifications.
- Efficiency tested in the wind tunnel.

- Follow safety measures.
- Report material damage before construction.
- Rule violations will lead to disqualification.
- Judges' decisions are final.

Awards & Recognition:

- Winner: Best wind tunnel performance.

2) Parachute Dropping Design Via Drone:

The Parachute Modeling Challenge is a competition where participants design and test parachutes using provided materials. The goal is to achieve the lowest descent rate and minimal displacement from the drop location.

Eligibility:

- Open to all students.
- Teams of 1-4 members.
- Only registered participants can compete.

Materials & Tools:

Provided by Organizers: Ripstop nylon fabric, required stationery.

To be Brought by Participants: Small stationery items for precision.

Construction Rules:

- Build within 45 minutes.
- Design must stay within given size limits.
- No additional materials allowed.
- Parachutes will be dropped from a drone carrying a 300g payload.
- No extra materials will be provided.

Competition Rules:

- Teams must complete within the set time.
- Tests will be conducted in a designated open space.
- Scoring is based on descent rate and displacement.

Judging Criteria:

- **Scoring Formula:**
 - Descent rate (s) × 10 points.
 - Displacement (m) + 10 points deducted.
 - Total Score = (s × 10) - (m + 10).
 - Team with the highest score wins.
- **Example:**
 - If s = 20 sec, m = 15 ft
 - $(20 \times 10) - (15 + 10) = 200 - 25 = 175$ points

General Guidelines:

- Follow safety measures while using tools.
- Report material damage before construction.
- Rule violations will lead to disqualification.
- Judges' decisions are final.

Awards & Recognition:

- **Winner:** Lowest descent rate & minimum displacement.
- **Best Design:** Most innovative and effective parachute.

3) Maze Runner Challenge:

The Maze Runner Challenge is a technical competition where participants navigate a small car through a maze. The goal is to complete the maze in the shortest time while avoiding obstacles and penalties.

Eligibility:

- Open to all students.
- Teams of 2 members.
- Only registered teams can participate.

Car Specifications:

- Participants can bring their own car or use the provided car.
- Car size: Max 30 cm (L) x 20 cm (W) x 20 cm (H).
- Battery-operated only (no fuel-powered vehicles).

• Autonomous navigation allowed.

- No harmful components (sharp edges, explosives, hazardous materials).

Maze Overview:

- The maze includes obstacles and dead turns.
- Layout and specifications will be revealed on event day.

General Guidelines:

- Follow event coordinators' instructions.
- Damage to the maze or unfair play leads to disqualification.
- Judges' decisions are final.

Competition Rules:

1. Team Composition:

- Each team must have 2 members.

2. Attempts:

- Each team gets **two attempts per round**.
- First attempt: One participant drives.
- Second attempt: The other participant drives. **Same participant cannot drive both attempts.**

3. Rounds & Qualification:

- **First Round:** Top 10 teams qualify based on best times.
- **Second Round:** New obstacles added; top 5 teams qualify.
- **Final Round:** Top 2 teams with the best times win.
- **Conditional Time Limit:** If participation is high, a time cap will be set for each round.

Scoring & Penalties:

- Fastest completion time wins.
- **Penalties:**
 - Touching the car: **+5 seconds**
 - Resetting at checkpoint: **+10 seconds**
 - Going out of bounds: **+10 seconds**
 - Hitting the maze wall: **+5 seconds**

Judging Criteria:

- Fastest time to complete the maze.
- Number of penalties incurred (used for tie-breaking).
- Judges' decisions are final.

Awards & Recognition:

- **Winner:** Fastest completion time with minimum penalties.
- **Best Innovation:** Most creative car design (for teams bringing their own car).

Safety Precautions:

- Cars must meet safety standards.
- Avoid high-speed collisions to prevent damage.
- No harmful materials or components allowed.

4) Glider:

Participants construct and test their own chuck gliders using provided materials. The goal is to achieve maximum flight distance with aerodynamic stability and proper center of gravity (CG).

Eligibility:

- Open to all students.
- Teams of 1-4 members.
- Only registered participants can compete.

Materials & Tools:

- **Provided:** Balsa wood sheets, required stationery, pre-approved glider design.
- **To Bring:** Small stationery items for precision.

Construction Rules:

- Build within the given time limit.

- Follow the pre-approved limits.
create a custom one within material

- No additional materials allowed.
- Gliders must be manually launched (no external propulsion).

Competition Rules:

- Each team gets **two flight attempts**.
- Flights will be conducted in a designated open space.
- Distance flown will be recorded for scoring.

Judging Criteria:

- **Flight Distance:** Farthest glider wins the highest score.
- **Aerodynamics:** Smooth airflow, minimal drag, efficient wing design.
- **CG Maintenance:** Proper balance for stable flight.
- **Build Quality:** Precision in cutting, assembling, and finishing.

General Guidelines:

- Follow safety measures while using tools.
- Report material damage before starting.
- Rule violations lead to disqualification.
- Judges' decisions are final.

Awards & Recognition:

- **Winner:** Longest flight distance with stable aerodynamics.
- **Best Design:** Most innovative and effective glider.
- **Best CG Balance:** Most stable and well-balanced flight.

5) Aero Trivia:

A fun and competitive quiz event testing participants' knowledge of aviation and aerospace through multiple rounds of quizzes, puzzles, and problem-solving challenges.

Eligibility:

- Open to all students interested in aviation and aerospace.

- Only

• Teams of up to 4 members
registered participants can compete.

Event Format:

- Multiple rounds, including quizzes, puzzles, and problem-solving challenges.
- Round types may include General Quiz, Puzzles, Rapid Fire, etc.
- Number and format of rounds depend on participation levels.

Scoring Criteria:

- Points awarded based on accuracy and completion of challenges.
- Scoring system will be announced before the competition.
- Tiebreaker round in case of a tie.

General Rules:

- Participants must arrive on time.
- No mobile phones, books, or external help allowed.
- Judges' and event coordinators' decisions are final.
- Unfair practices result in disqualification.

Awards & Recognition:

- Winner: Highest overall score.
- Runner-up: Second highest score.

6) Poster Presentation: FutureScape - AI, IoT & Cybersecurity in 2050:

FutureScape is a poster presentation competition where participants explore the future of AI, IoT, and Cybersecurity in 2050. Teams will present innovative ideas on how these technologies will shape the world.

Eligibility

- Open to all students.
- Teams of **2-4 members**.
- Registration on a **first-come, first-served** basis.

Themes

Participants can choose one or mix multiple themes:

1. **AI in 2050** – Innovations, predictions, and ethical concerns.
2. **IoT Ecosystems of the Future** – Smart cities, connected homes, and next-gen industries.
3. **Cybersecurity in 2050** – Tackling future threats in a hyper-connected world.

Poster Guidelines

- **Size:** A1 (594mm x 841mm).
- Keep the design clean, bold, and easy to understand.
- Use **visuals** like diagrams, sketches, and flowcharts for impact.
- Clearly highlight how AI, IoT, or Cybersecurity connects to the future.

Presentation Rules

- **Time Limit:** Each team gets **5 minutes** for the presentation.
- **Q&A Session:** **2 minutes** with judges to explain the thought process.
- **Teamwork:** All members must actively participate.

Judging Criteria

Criteria	Weightage
Innovation (Fresh & bold ideas)	25%
Technical Depth (Understanding of AI, IoT & Cybersecurity)	30%
Visual Appeal (Clarity & engagement of the poster)	20%
Feasibility (Real-world applicability)	15%
Presentation (Clarity & response to questions)	10%

General Rules

- **Originality:** Plagiarism will result in disqualification.
- **Time Management:** Stick to the allotted time for both presentation and Q&A.
- **Ethics & Respect:** Ensure ideas align with legal and moral standards; misbehavior will lead to disqualification.
- **E-certificates for all participants!**

We look forward to seeing your vision of 2050! 🚀

IISHLS/IPR/LAW

1) The Fit-Quest:

To find Mr/Ms Fit Indus 2025.

The competition will be divided into 4 stages:

Stage 1: PHYSIQUE EXAMINATION

Identifying fitness as per the BMI criteria:

- **Weight**
- **Height**
- **Pulse**
- **Blood Pressure**

Stage 2: CARDIO/WORKOUT

Focuses on strength, endurance, and overall physical fitness.
In this stage, tasks included are:

1. **Push-ups** (Max in 1 min)
2. **Squats** (Max in 1 min)
3. **Crunches** (Max in 1 min)
4. **Mountain Climbers** (At max speed)

Stage 3: YOGA AND FLEXIBILITY TEST

Focuses on joints and muscle health.
In this stage, tasks included are:

1. **Vriksasana** (Minimum 1 min)
2. **Shoulder Stand** (Minimum 1 min)
3. **Sirsa Padmasana** (Minimum 30 sec)
4. **Chakrasana** (Minimum 1 min)
5. **Plank** (Max time recorded)

Stage 4: FITNESS QUIZ

Focuses on critical thinking and creative thinking.

In this stage, tasks included are:

- Quiz based on general questions on stress management strategies and positive thinking patterns.

Rules & Regulations:

- Participants are suggested to wear **full active/sportswear** for the challenges.
- Participants must **bring their own yoga mat**.
- Participants who complete the first stage as per the guidelines will **proceed** to further stages.
- Participants must **bring their own water bottles and energy drinks** on the competition day.
- **Valuable items and sharp objects** (jewelry, knives, forks, scissors) are **not allowed**. If used or misplaced, participants are solely responsible.
- **Misbehavior or disturbing other competitors** during tasks will not be tolerated.
- In the **Quiz Round**, no interactions, gadget usage, or discussions are allowed.
- **Complete all challenges** within the designated area.
- **Prizes will be awarded** to the Winner and Runner-up.

2) Inflate Explode & Element Explorer Challenge:

Inflate Explode:

Students have to burst **maximum balloons** within the given time duration.

Rules:

- **Each group must have 2 participants**.
- One participant **fills the balloon**, and then both participants **hold it on their backs** while covering the distance.

- **No hands allowed to touch the balloon while covering the distance.**
- **A chair will be provided at the end of the distance to burst the balloons.**
- **Participants must be present at the assigned place during the designated time for rule discussion.**
- **Each pair gets 5 minutes to complete the task.**
- **Follow all instructions carefully.**
- **For any queries, kindly contact the student coordinators.**

Element Explore Challenge:

Students must identify **specific elements** from a mixture containing all periodic table elements within the given time.

Rules:

- **Individual participation only.**
- **A periodic table will be provided for reference.**
- **A basket containing small samples of all periodic table elements will be given.**
- **Participants must be present at the assigned place during the designated time for rule discussion.**
- **Each participant gets 1 minute to complete the task.**
- **Follow all instructions carefully.**
- **For any queries, kindly contact the student coordinators.**

3) Talk-Show: Tune Talk:

A creative activity combining **movement, imagination, self-expression, and pictures.**

Event Description:

1. **Pictures will be placed on the walls, and background classical music will play.**
2. **Students walk around the room observing pictures while the music plays.**
3. **When the music stops, each student must choose a picture to stand by (only one student per picture).**

4. Students must **imagine themselves as a character in the picture** and **create a short story** about it.
5. Participants **share their stories** with the group.
6. The music plays again, and the process **repeats**.

Criteria for Participation:

- **Group Event**
- **Maximum 5 students per group**

IICT/CE/CS/IT

1) Cryptic Hunt:

Cryptic Hunt is a **thrilling treasure hunt** where teams must **decode cryptic clues, navigate the college campus, and retrieve flags** to progress through the rounds. Each round **increases in difficulty**, making it an engaging and competitive challenge.

Team Composition:

- **Minimum: 2 members per team**
- **Maximum: 4 members per team**

Clue & Flag Retrieval:

- Each round contains **one unique cryptic clue per team**.
- Teams must **decode the clue, find the flag, and return to the starting point** to qualify for the next round.
- Clues may be **riddle-based, logic-based, or code-based**.

Event Rounds:

The event consists of **four elimination rounds**:

1. **Round 1:** The first **50 teams** to retrieve a flag qualify for the next round.
 - Only **2 members per team** can decode the clue.
2. **Round 2:** The **top 20 teams** advance.
3. **Round 3:** The **best 5 teams** qualify for the final round.
4. **Final Round:** The **top 5 teams** compete to find the **ultimate treasure**.

Time Constraints:

- Each round may last **up to 40 minutes**.
- The entire event is expected to last **three hours**.

Rules & Restrictions:

Fair Play & Conduct

- **No mobile phones allowed.**
- **Teams must not communicate with other teams.**
- **Seeking external help is strictly prohibited.**
- **Tampering with clues or flags will lead to immediate disqualification.**
- **No physical interference with other teams (pushing, blocking, stealing flags).**

Campus Guidelines

- **Teams must follow campus rules and not disrupt ongoing activities.**
- **All clues and flags are placed within designated areas; teams must stay within permitted zones.**
- **If a clue leads to faculty areas, teams must take permission before entering.**

General Instructions

- **All teams must report 30 minutes before the event for a briefing.**
- **After finding a flag, teams must return to the starting point within the given time limit to qualify.**
- **Any disputes will be resolved at the discretion of the event coordinators.**

Get ready to decode, explore, and conquer the ultimate Cryptic Hunt!

2) Code Auction:

Participants solve coding challenges while managing a **limited budget** of "auction points" to bid for resources. Teams must **strategize** to maximize their score by efficiently solving coding problems within resource constraints.

Rules

1. Team Structure

- Each team consists of **2-4 participants**.
 - Maximum of **40 participants (10 teams)**.
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2. Game Setup

- Each team starts with **100 auction points**.
 - Coding problems are categorized into:
 - **Easy: Worth 10 points.**
 - **Medium: Worth 20 points.**
 - **Hard: Worth 30 points.**
 - Resources available in the auction:
 - **Lines of Code (Number of Semi-columns):** Available in increments of **5, 10, or 15 lines**.
 - **Hints:** Clues to help solve problems.
 - **Debugging Rights:** Permission to run/debug code during the round.
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3. Auction Process

1. The auctioneer announces an item (e.g., **“10 lines of code starting at 5 points”**).
 2. Teams **bid** against each other using their points.
 3. The **highest bidder** wins the resource and **loses the bid amount** from their total points.
 4. Resources not purchased go **unsold** and become **unavailable**.
-

4. Coding Round

- After the auction ends, teams **use the resources they won** to solve the coding problems.

- Teams with **no purchased lines of code or debugging rights** have **default restrictions**:
 - **Lines of Code: 5 lines maximum.**
 - **Debugging: Not allowed unless purchased.**
-

5. Scoring System

- Teams **earn points** for solving problems:
 - **Easy Problem: +10 points**
 - **Medium Problem: +20 points**
 - **Hard Problem: +30 points**
 - **Leftover Auction Points** add to the team's score.
 - **Example: If Team A has 15 leftover points, these are added to their final score.**
 - **Penalty:** Points are deducted for incorrect submissions or exceeding resource limits:
 - **Incorrect Submission: -5 points**
 - **Exceeding Lines of Code: -10 points**
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Marking Criteria:

- **Solving Easy Problem: +10 points per problem**
- **Solving Medium Problem: +20 points per problem**
- **Solving Hard Problem: +30 points per problem**
- **Incorrect Easy Submission: -5 points per problem**
- **Incorrect Medium Submission: -10 points per problem**
- **Incorrect Hard Submission: -10 points per problem**
- **Exceeding Line Limit: -10 points per problem**

3) Bug Hunt:

"Bug Hunt" is a three-round coding competition testing error detection, logical reasoning, and reverse coding skills.

Eligibility Criteria

- Teams of 2 participants.

Event Rounds & Rules

Round 1: Error Solving & Debugging

- **Format:** MCQs on syntax errors, logical errors, and debugging.
- **Time Limit:** 40 minutes.
- **Qualification:** Top 40 teams advance.

Round 2: Syntax & Logic Challenge

- **Format:** Coding-based problem-solving.
- **Time Limit:** 30 minutes.
- **Qualification:** Top 20 teams advance.

Round 3: Reverse Coding Challenge

- **Task:** Given output, participants must write the correct code.
- **Languages:** C, C++, Java, Python.
- **Time Limit:** 45 minutes.
- **Scoring:** Based on accuracy and code efficiency.
- **Winners:** Teams with the highest scores.

General Rules

- No external help, discussions, or online references.
- Plagiarism or cheating leads to disqualification.
- Judges' decisions are final.

4) Mind Clash:

"The Mind Clash" is a three-round competition testing logical reasoning, creativity, and debating skills. Teams solve logical puzzles, redesign logos with surprise elements, and engage in structured debates.

Team Formation

- Each team consists of 4 members.
- Pre-registration is mandatory. No last-minute team changes.

Round 1: Brain Blitz (Logic & Speed)

Total Duration: 45 minutes

Round 1.1: Logic Quiz

- **Task:** Solve and submit answers via Google Form.
- **Time Limit:** 20 minutes.
- **Qualification:** First 20 teams with correct answers qualify for the next round.

Round 1.2: Task Clash

- **Task:** Complete an assigned challenge with the help of a volunteer.
- **Time Limit:** 10 minutes.
- **Qualification:** First 15 teams to finish move to Round 2.

Rules:

1. Google Form link will contain a set of logic-based questions.
 2. Teams must submit answers as quickly and accurately as possible.
 3. The first 20 teams to submit correct answers qualify for **Round 1.2**.
 4. In Round 1.2, teams complete an assigned task as fast as possible.
 5. The first 15 teams to finish qualify for **Round 2**.
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Round 2: The Creative Sprint (Acting & Logo Redesign)

Total Duration: 40 minutes

Acting & Guessing (Pictionary-Style, Charades Format)

- **Task:** Two team members act out a given term while the other two guess.
- **Time Limit:** 2 minutes per team.
- **Rules:**
 1. Terms relate to **technology, entertainment, or innovation**.
 2. No talking, writing, or letters—**only gestures**.
 3. If a team fails to guess, another team gets a chance.

Logo Redesign (PC-Based Design Challenge)

- **Task:** Teams redesign the guessed term's logo, incorporating a surprise element.
- **Time Limit:** 20 minutes.
- **Rules:**
 1. The surprise element is revealed during the challenge.
 2. **Only two team members** work on the redesign.
 3. They switch roles every 10 minutes to ensure equal participation.
 4. **No external devices**—only the provided PC.

Scoring Criteria:

- **Correct Term Guessing:** +5 points
- **Logo Creativity:** +10 points

Elimination: Top 4 teams with the highest scores move to Round 3.

Round 3: War of Words (Debate Showdown)

Total Duration: 55 minutes

Debate Format

- **Preparation:** 2 minutes
- **Opening Argument:** 2 minutes per team
- **Counter-Argument:** 3 minutes per team
- **Closing Argument:** 2 minutes per team
- **Evaluation & Winner Announcement:** 10 minutes

Rules & Conduct

1. **Final 4 teams** receive a surprise **debate topic** on the spot.
2. Teams are randomly assigned **For or Against** positions.
3. No external devices or written notes are allowed.
4. Judges will evaluate based on:
 - **Strength of Arguments**
 - **Clarity & Delivery**
 - **Counter arguments**

General Rules & Conduct

1. **Reporting Time:** All teams must report **30 minutes** before the event.
 2. **Respect & Discipline:** Misbehavior leads to warnings or disqualification.
 3. **Judges' Decision is Final:** No disputes on scores will be entertained.
 4. **Use of Devices:**
 - No mobile phones, smartwatches, or external devices, unless permitted.
 - In Round 2, PCs will be provided for logo design.
 5. **Cheating & Plagiarism:** Leads to immediate disqualification.
 6. **Time Management:** Teams must strictly follow time limits.
 7. **Event Flow:** Teams must follow organizer instructions and move smoothly between rounds.
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Winning Criteria & Awards

- Only teams reaching Round 3 are eligible for prizes.
- **Prizes:**
 - **1st Place** – Champions of "The Mind Clash"
 - **2nd Place** – Runners-up

CODING CLUB/AUTO/MECH/CIVIL

1) Code Domino:

Code Domino is a relay-style coding challenge where teams collaboratively build a **Management System** by coding different components under time constraints. Each player picks a chit to determine their task and has limited time to code before switching with the next teammate.

Organized by: Coding Club

Team Composition & Participation

- Each team must have **4 members**.
 - **Individual registrations are not allowed**; teams must be pre-formed.
 - Open to all students with **basic coding knowledge**.
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Game Structure

1. **Task Assignment:** Each player picks a chit containing a specific coding task.
 2. **Time Limit:** Each player gets **6 minutes** to complete their assigned task.
 3. **Switching Players:** After their time ends, the next teammate **draws a new chit** and continues coding.
 4. **Overall Duration:** The team collectively has **30 minutes** to complete the entire system.
 5. **Final Submission:** Teams must submit their **final code** within the given time.
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Rules & Regulations

1. **No External Help:**

○ **AI-generated code or external assistance is strictly prohibited.**

- Any violation results in **immediate disqualification**.
- 2. Limited Communication:**
 - Only the **active coder** can work on the system.
 - **Teammates cannot communicate** while a player is coding.
 - Discussions are allowed **only during switches**.
- 3. Proper Code Documentation:**
 - Players must structure and **document their code properly** to ensure smooth transitions.
- 4. Debugging Restrictions:**
 - If a participant encounters an error, they must **debug within their time limit**.
 - Otherwise, the next teammate must **handle it**.
- 5. Late Submission Penalty:**
 - **Deductions or disqualification** for submissions after the allocated time.
- 6. Judges' Decision is Final:**
 - Judges will resolve any disputes regarding **scoring or rule violations**.
 - **No appeals** will be entertained.

Scoring Criteria

Criteria	Scores
Functionality (Working Code)	40
Code Quality & Structure	20
Team Coordination (Smooth transitions)	20
Completion within Time	10
Error Handling & Debugging	10
Total Points	100

Awards & Recognition

- **Top 3 teams** with the highest scores will receive **certificates and prizes**.

4) Tool Time:

Tool Time is a hands-on event where participants assemble and disassemble provided parts using various tools. The event is time-based, with the fastest teams completing the tasks progressing further.

Team Size: 5 members per team (recommended).

Event Structure: 3 Levels (subject to change based on the number of registrations).

Participation Fee:

Free for IU students.

₹100 for outside students.

Rules & Regulations

Dress Code:

T-shirt and jeans are mandatory.

Shoes are compulsory for safety reasons.

Safety & Hygiene:

Participants should be prepared to get their hands dirty while working.

Students must bring their own napkins for personal use.

General Guidelines:

The competition is based on time taken to complete the given task.

Participation in the event will provide valuable hands-on experience.

Get ready for an exciting and skillful challenge in Tool Time!

THANK YOU!

IF ANY QUERIES CONTACT:

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