

GRAVITO-BUOYANCY SYSTEM

Objective of the system: To generate cost-effective clean & renewable energy.

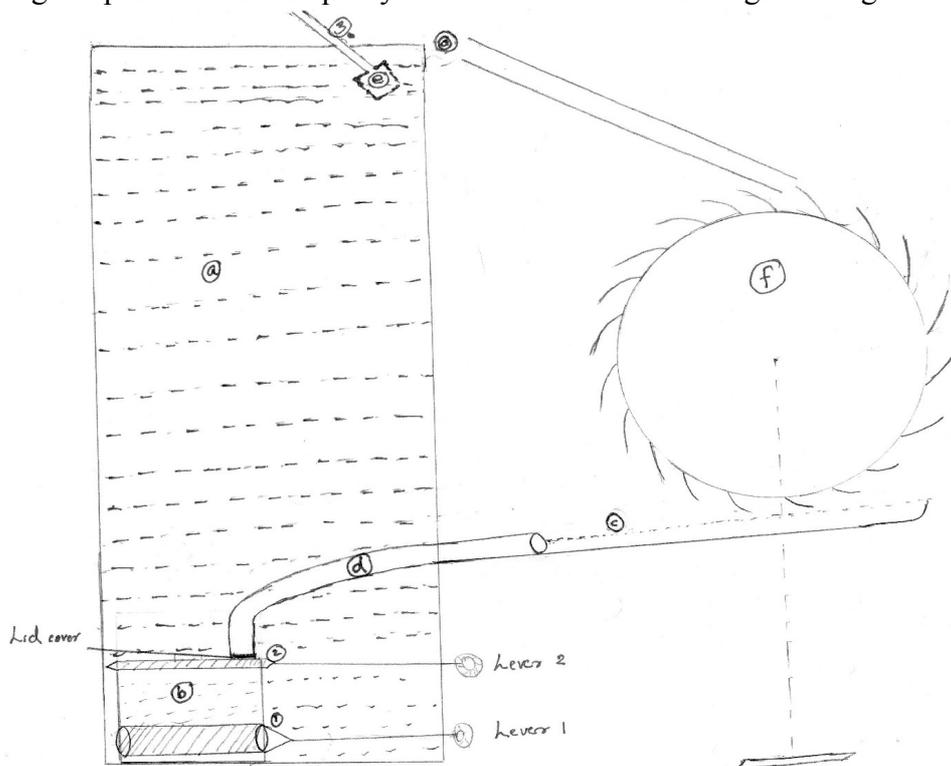
Parts of the system:

- a) Water column: its height can be chosen based on power requirement
- b) A small strong metallic box fixed at the bottom of water column. Its main parts are
 - A metallic cylinder with sharp edge which is connected to lever #1
 - A thick metallic lid with sharp edges which is connected to lever #2
- c) A ball with strong outer cover which could be filled with water & air
- d) A pipe to bring the ball to the small metallic box. Its opening is closed with a lid and the lid can only open outwards.
- e) A paddle to push the ball out of water column.
- f) A wheel, which acts as turbine to generate electricity.

How system works:

In this system, wheel is rotated using the gravity force generated from the falling ball. Once the ball is reached at the lower part of the wheel, it will fall into the pipe. The ball will slowly move to a small metallic box which is placed inside the water column. Once the ball reached the pipe opening, lever #1 is used to move metallic cylinder outward to ease water pressure inside the small metallic box. This helps the ball to easily fall into the small box. Subsequently lever #2 is used to move the small box lid so that the water pressure inside the small box became the same as the water column. Since ball weighs less than its displaced water mass, ball will be lifted to the top using buoyancy. Once ball reaches the top, a small paddle will help to push it out of water column to the pipe at the top.

Once the ball moved out of metallic box, lever #1 is used to place back the metallic cylinder to its original position. Subsequently the metallic box is closed again using lever #2 so that the



system will be ready to receive the next balls coming in.

Fig 1

If water leaking is expected, the lever #1 and lever 2 positions could be moved to the fixed platform placed on the top of water column. Please refer Fig 2

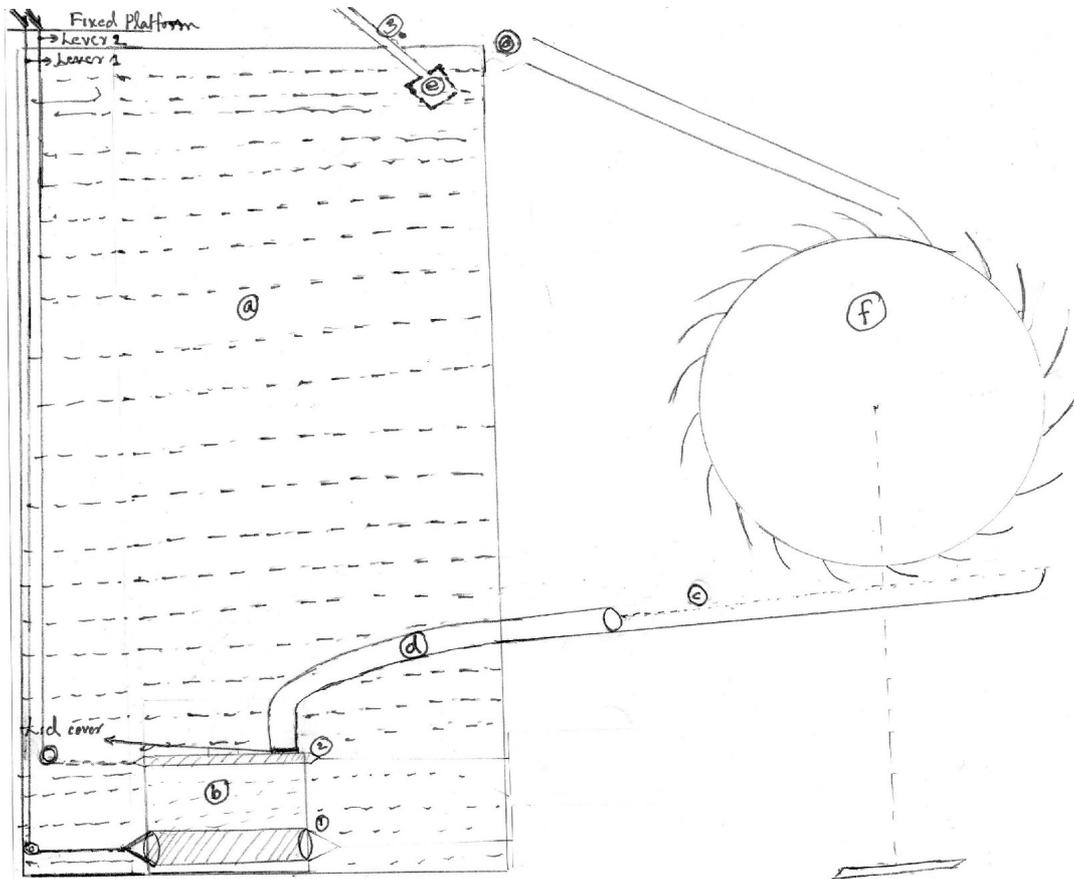


Fig 2