

Robo-Race

INTRODUCTION:

"Straight roads are for fast cars, turns are for fast drivers."

~ Colin McRae

Build It, Run It, Break It, Fix It, REPEAT!

Who doesn't love the adrenaline rush when you are almost at the finish line? How much more fun if the bot built by you is running on the track, competing to be the best!

Team Specification and Eligibility

Eligibility: Team from any recognized engineering college/Institute is eligible to participate. All Participants must bring their respective ID cards.

Team Specification: Any participating team can have a maximum of 4 members.

Team Name: Every team must have an appropriate name. Team's name can't be changed once submitted. Each team must specify their Team Representative (Leader) at the time of registration.

Task

- To build a manually controlled wireless robot capable of finishing the race track by competing with the opponent bot. This will be a knockout race.
- The participant shall hereafter be referred to as the player and their robot, the bot.
- In this event, the players are supposed to run their bots through a path with obstacles that may either be active or passive, implying that they may attempt to cause structural damage to the bot or just make the path tougher to traverse.
- The player who finishes the track in the least time wins the event. Several checkpoints are set up on the track. The bots must pass through all these checkpoints in the order they are provided and may return to an already crossed checkpoint if the need arises. Time penalties are awarded, as will be explained at the start of a round, for getting trapped at particular spots. The bot should not harm the arena. The bot designs must strictly adhere to the event rule



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General Rules

- It must be a manually controlled wireless bot, i.e., there must be a way for the player to control the movements of the bot wirelessly.
- The dimensions of the bot must be less than 25 centimeters by 25 centimeters (length by width), and it must have a height of less than 20 centimeters.
- The maximum permissible weight of the bot is 5 kilograms.
- Teams are not allowed to use any readymade Lego kits or assemblies.
- The bot must complete the entire race track. Shortcuts are strictly prohibited. In case of any discrepancies in the rules, the view of the organizer and jury over the event shall be final and binding.
- The organizers reserve the right to change any or all the rules as they deem fit.
- The decision of organizers shall be treated as final and binding on all.

Mobility

- Freedom of mobility may include Rolling (wheels, tracks, or the whole robot).
- Walking (linear actuated legs with no rolling).
- Any other method of mobility that leads the robot to lose contact with the ground is not allowed.

Gameplay Rules

- A Bot is allowed to participate only once in this event.
- Organizing committee is not responsible for any damage to your bot on or off the event.
- We request the participants not to assume anything not mentioned in the document without contacting the organizers.
- The players must not enter the arena unless permitted by the organizer.
- The player must not directly or indirectly nudge or touch the bot once the race has started without prior permission of the organizer.
- The bot shall only be controlled by one person who cannot be changed once the race has started.
- The team leader shall intimate the identity of the controller to the organizer.
- Violation of any rules or misconduct will lead to disqualification.