

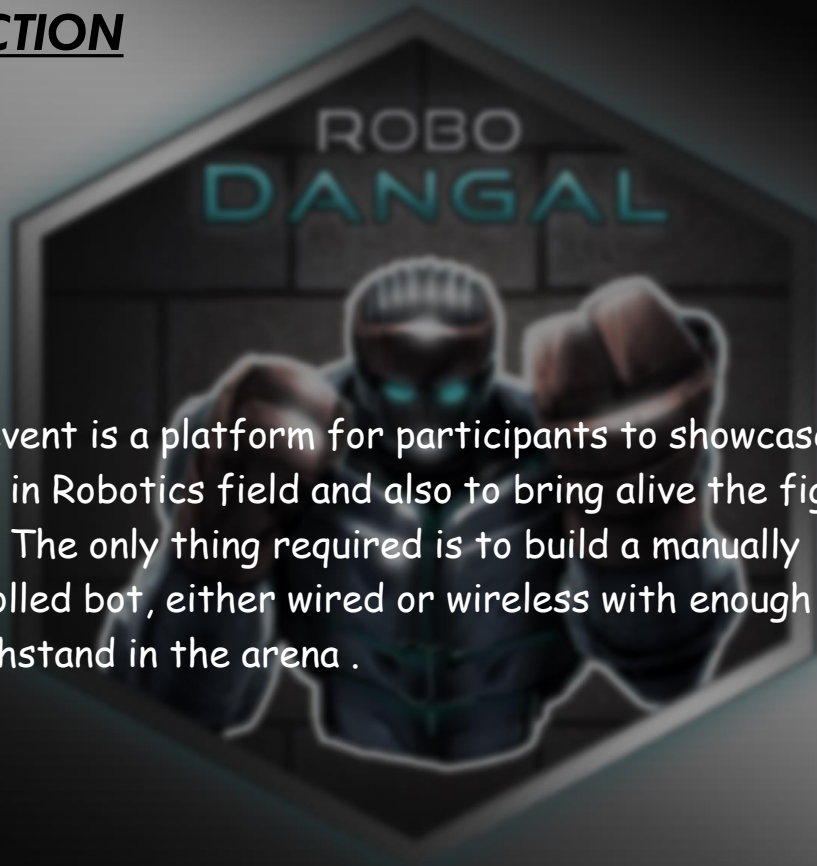


ROBO DANGAL

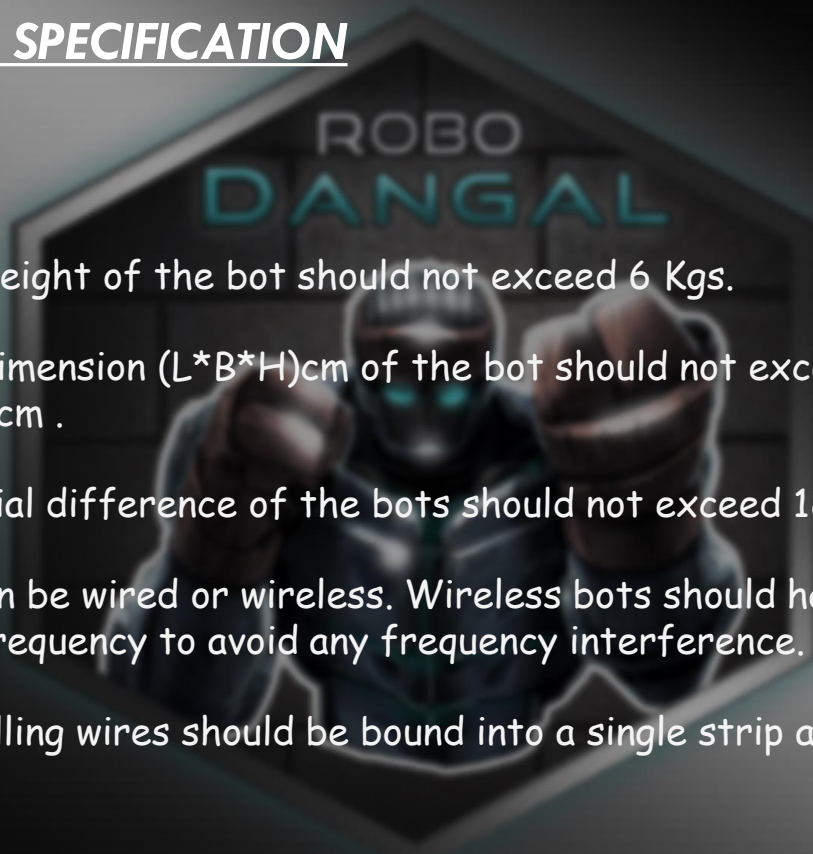


INTRODUCTION

This event is a platform for participants to showcase their talent in Robotics field and also to bring alive the fighting spirit. The only thing required is to build a manually controlled bot, either wired or wireless with enough power to withstand in the arena .



MODEL SPECIFICATION



- ❖ Maximum weight of the bot should not exceed 6 Kgs.
- ❖ Maximum dimension ($L*B*H$)cm of the bot should not exceed (25*25*25)cm .
- ❖ The potential difference of the bots should not exceed 18 V at any point.
- ❖ The bots can be wired or wireless. Wireless bots should have at least two models of frequency to avoid any frequency interference.
- ❖ The controlling wires should be bound into a single strip and should be long enough.

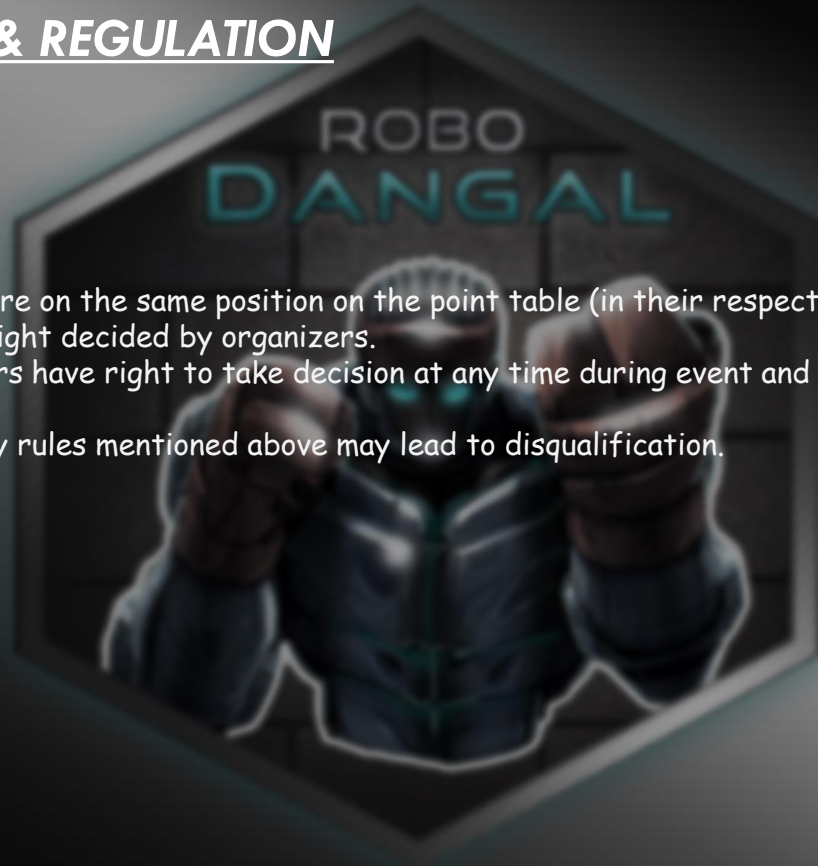
MODEL SPECIFICATION

- ❖ 6. The participating teams are allowed to use any sort of weapons. The teams ensure that the weapons are safe for the spectators and the arena. Any sort of chemicals or liquids should not be used. (weapons involving fire or any kind that may damage the arena are not allowed). The coordinators have the right to disqualify the teams with unsafe weapons.
- ❖ 7. When a bot is placed on the horizontal surface then no part of the bot other than the wheels should touch the arena.
- ❖ 8. Interruption of the game in between will not be entertained and those doing such things will have to face the cut-downs, which will be decided by the organizers.

RULES & REGULATION

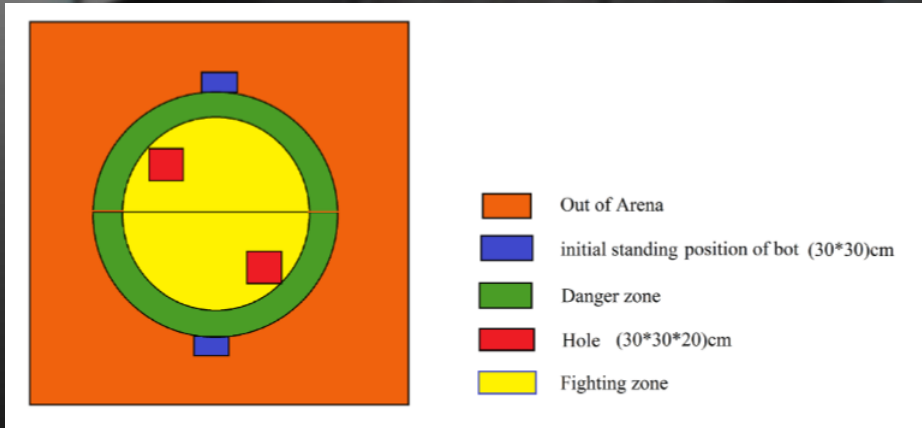
- ❖ Every team will have to prepare well their bot before starting of battle
- ❖ Initially bots will be placed at their starting positions (safe zone).
- ❖ For the first 2 minutes of the fight there are different points for pushing the bot in the hole or making the opponent's bot non-functional.
- ❖ A bot should not cut the main supply wire of the opponent's bot.
- ❖ Any direct mechanical method will not be allowed to control the bot.
- ❖ An A.C power outlet of 230 V 50 Hz will be provided for the game. Organizers will not be responsible for any power fluctuations.
- ❖ Each battling team have to be ready on time. Extra time for making changes will not be entertained.
- ❖ Division of pools will be decided by the organizers, and which team will have to play with which one, it will be decided by the organizers.

RULES & REGULATION



- ❖ If two teams are on the same position on the point table (in their respective pool), then there will be a head fight decided by organizers.
- ❖ The coordinators have right to take decision at any time during event and teams will have to accept it.
- ❖ Violation of any rules mentioned above may lead to disqualification.

Arena



“Diameter of Arena is 2m

FOR MORE DETAILS CONTACT...

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