

ELECTROX

AIM: Participants must make a wireless bot which is manually controlled by hand gesture or cell phone (accelerometer sensor) and to slide the box in placing zone.

ARENA:

Sample arena will be uploaded soon

Arena may contain obstacles and other difficulties.

Box size is $10 \times 10 \times 10 \text{ cm}^3$.

(The dimensions of the box will be accurate to within 10%.)

SPECIFICATION:

The bot must fit in a box of $25 \times 25 \times 25 \text{ cm}^3$.

CONTROL:

Bot must strictly be controlled by hand gesture or cell phone accelerometer sensor via Bluetooth.

POWER SUPPLY:

The participants must use an **onboard** electric or non-electric power supply. However the power source must be non-polluting and must satisfy the safety constraints determined by the organizers. In case of non-electric power supply, the

participants must get it approved from the organizers beforehand via email. Organizers are not responsible for the inconvenience if the approval is not sought.

In case of an electric power supply, the voltage difference between any two points during any point of time should not exceed 24V.

GAME PLAY:

Bot will start from starting zone. Three boxes will be placed anywhere in the arena. Bot should collect all the boxes and place them in placing zone by clearing some obstacles in minimum time.

(NOTE: bot doesn't require any additional mechanism except two supporting bars to place the box.)

JUDGING CRITERIA:

Additional points for wireless machine

Bot should complete the task in minimum time as time is a main criterion for judging.

Points will be deducted if bot can not accomplish task.

Points will be deducted if bot can not clear the obstacles.

RULES:

The teams must adhere to the spirit of healthy competition.

The machine would be checked for its safety before the run and will be disqualified if found unsafe for other participants.

The bot will be liable for disqualification if it causes any kind of damage to the arena.

If the bot fails or damage at any point of time, the participant will be allowed to make any hardware changes in the bot and resume the game.

150 seconds of repair time is given to each team. If a team is unable to repair its bot within the given time it is liable to be disqualified.

GENERAL RULES:

Maximum Four Participants are allowed in a team.

Team members can be from different colleges.

If the machine remains immobile for respectable time then on the spot decision will be taken by the organizers.

The Judges' decision shall be considered as final and indisputable. Any team involved in any type of argument with the judges will be disqualified.

The organizers reserve the rights to disqualify any team indulging in any kind of misbehaviour.

The organizing team has the right to change any of the rules at any time.

The changes will be highlighted on website and conveyed to registered participants well in advance.

All the tracks will be shown at the time of competition.

CONTACT DETAILS:

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