Proposed events

ROBOWARS

One of the most famous event of CELESTA ,last year we saw huge participation. From this event we can gather outside participation .

To make it more successful:

- *Increase price money*
- *We need to increase standard of our arena with some fun seeking ideas*
- *Conduct classes by seniors for 1st year students to help with their ideas.(just 1 class is enough)*

Aprox, Budget:Rs 13000

AIM :

The objective is to construct a wired or a wireless, manually controlled bot that can attack, immobilize or throw out the opponent's bot in one on one competition.

GAMEPLAY :

- Tournament will be in the form of league which will lead to semi-finals and finals.
- Fixtures and duration of each match will be decided on the spot depending on number of teams and time constraints.
- Point allocation will not be disclosed leading to any disputes but it is assured that point allocation will be fair and without any discrimination.

CRITERIA FOR VICTORY :

- A bot is declared victorious in that particular match if its opponent is immobilized and the match will be finished at that point of time.
- A bot is declared immobilized if it cannot display any kind of linear motion of one inch for a time period of 30 seconds. A bot with one side of its drive train

disabled will not be counted out if it can demonstrate some degree of controlled movement. In case both the robots remain mobile after the end of the round then the winner will be decided subjectively.

- If a robot is thrown out of the arena that particular match will stop immediately, and the robot still inside the arena will automatically be declared as the winner for that match.
- Robots cannot win by pinning or lifting their opponents. Organizers will allow pinning or lifting for a maximum of 25 seconds per pin/lift then the attacker robot will be instructed to release the opponent. If, after being instructed to do so, the attacker bot is not able to release its opponent, their robot may be disqualified.
- If two or more robots become entangled or a crushing or gripping weapon is employed and becomes trapped within another robot, then the competitors should make the timekeeper aware, the fight should be stopped and the robots separated by the safest means.
- Points will be given on the basis of aggression, damage, control and strategy.
- If a bot is deemed unsafe by the judges or if it damages arena in any form, it will be immediately disqualified. The match will be immediately halted and opponent will be declared winner.
- Qualification of a bot to next level is subjective and totally on the decision of the judges. A bot winning in a round against its opponent doesn't guarantee its entrance into the next round. If the judges found the winner bot incompetent to enter into the next round, it may get disqualified. Judges can disqualify both the bots of a match from advancing to the next round. All the decisions taken by the judges will be final and binding to all. Any queries afterwards will not be entertained.

AQUA-SOCCER

AQUA-SOCCER is one of the popular and successful event held during ANWESHA , now it's time we should include it in CELESTA .It has capabilities to attract participation from 1st year students.

Approx. Budget – Rs 10000

PROBLEM STATEMENT :

- There will be a water tub partially filled with water . Few balls of different sizes will be floating and there are two goal posts at two opposite sides.
- Two teams will be simultaneously play against each other through their bot. Aim of both is to put the balls inside the respective goal post .Team with maximum score at the end of match will be declared as the winner of that match.

RULES :

- A team can have a maximum of 4 Members.
- Dimension of the tank will be 10 ft. X 6 ft. X 3 ft. (approx.)
- Balls will have varying dimensions ranging from table tennis balls to normal size plastic cricket balls.
- Different color balls will carry different points.
- Points corresponding to each ball will be told on the spot.
- some bonus points will also be awarded during the course of competition if a bot collects more than one ball at a time and make it to the goal post.
- Dimension of goal post is 1 ft. X 1 ft. X 1 ft.
- Aim of each team is to put the balls in respective goal posts.
- Dimension of the bot should not exceed 1.5 ft. X 1.5 ft. , however there is no restriction on minimum size of the bot.
- If a ball anyhow enters the goal post corresponding to Team X (in which Team X is supposed to put the ball) then points corresponding to that ball will be awarded to Team X.
- Incase you are using electric power supply , you must bring your own circuit equipment , adapter etc.. Voltage across motors should not exceed 24 V.

MECHFIRE

This event is based on your knowledge of the vast mechanical world. This event was include in past Anwesha but did not saw much participation.

To increase participation:

- *Promotion –this small events require more publicity than famous events*
- *Events time table should be set such that it does not clash with famous events.*

   Approx. Budget: Rs 4000

RULES :

- A team can have maximum of 2 members.
- Event will be conducted in 2 rounds.

Round 1:

It will be a written round comprising of 30 MCQ questions. Time limit is 1 hr for this round.

Round 2:

Top 8 teams of round 1 will qualify for this round. The rules of this round will be revealed on the spot.

- Policies regarding the point distribution and other aspects would be ruled by the organizer on the spot.
- In case of any confusion the decision of organizers is final.

Events to be considered in future:

- *RC CAR Event*
- *Finding NEMO*