

March 25th to 27th 2019

LAKSHYA

Problem Statement:

Construct a wireless racing bot which can complete the arena with minimum time with more accuracy. The arena full of hurdle, rough paths, sea-saw, zig-zag, sand, mud & sharp

Problem Statement:

- 1.A team can consist of a maximum five members.
- 2.The team members can be from different institutes or colleges.
- 3.Participants must have a valid identity card of their respective educational institution.
- 4.No damage should be made by a bot to the arena during race in any manner.
- 5.When a team is called for match, they must report within five minutes.
- 6.Teams qualifying the first round will go into the second round and those qualifying the second round will participate in the third round.
- 7.The teams cannot touch their bots during the course of the run, unless timeout is taken.
- 8.Teams cannot tinker with their bots during the run.
- 9.LEGO kits or its spare parts or pre-made mechanical parts are not allowed. (http://en.wikipedia.org/wiki/Lego_Mindstorms).
- 10.The decision of the organising team will be final and binding.
- 11.Points shall be deducted for coming in contact with the arena.
- 12.The organisers reserve the right to change the rules or arena as they deem fit.
- 13.Judges decision will be final in case of any discrepancy.

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BOT SPECIFICATION:

- 1.The bot can be controlled by a wired/wireless remote.
- 2.The bot should have maximum dimensions of 30cm*25cm*25cm (l*b*h).
- 3.All arena dimensions have a tolerance of $\pm 5\%$.
- 4.Maximum weight of the bot is allowed is 2kg.
- 5.The maximum voltage allowed to provided to any components of the bot should not exceed 24V DC.

EVENT STRUCTURE:

The event will be conducted in two rounds.

Round -1

- 1.The first Round will be an elimination round in which the complete the arena as minimum as possible time.
- 2.Maximum 3 restarts can be taken, if there is any mishap/tapping.
- 3.There will be a penalty of restarts.
- 4.Bot will be placed again at the point of dis-continuity.
- 5.Maximum 2 hurdles can be skipped.
- 6.There is also a penalty for skipping the hurdles, according to the it's difficulties.
- 7.In this round tunnel will be open.

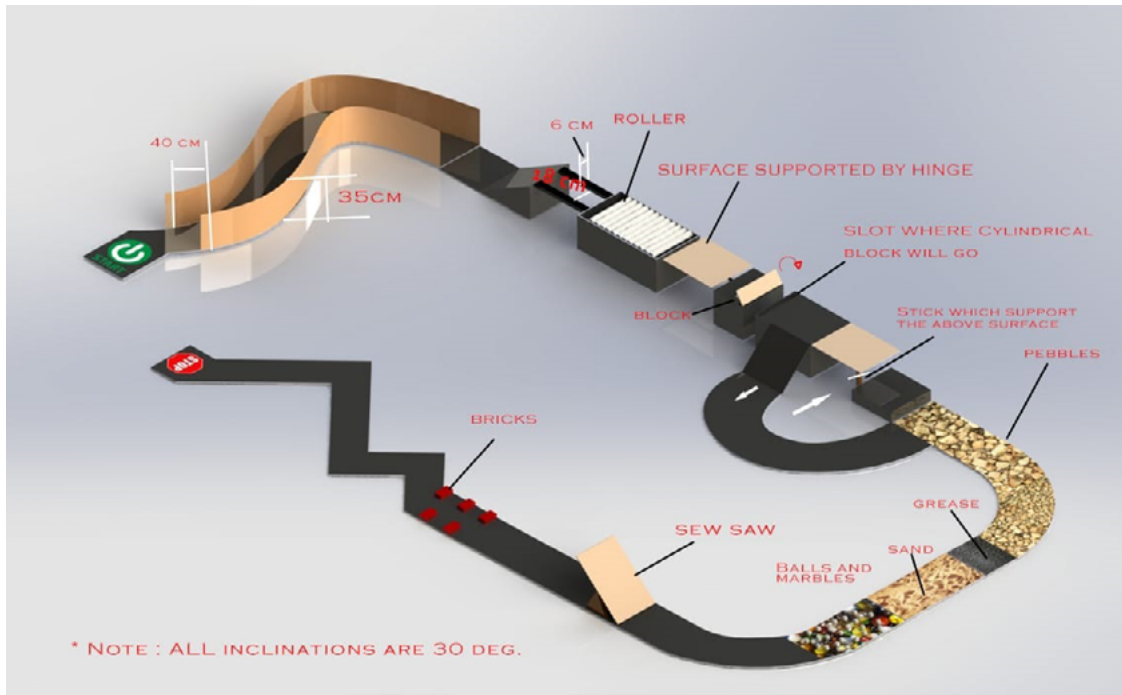
NOTE : If your bot remain steady for 30 or more seconds in that case points will be deducted.

Round -2

- 1.In this Round tunnel will be closed.
- 2.In this Round bot must have cutting and hanging mechanism build in it.

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Arena for 1st round :



Arena for 2nd round :

Round-2 arena will be revealed in the spot.

