IIT INDORE'S FLUXUS 2020 AN ARCHAIC INSURGENCE

OBSTA-COURSE

Design a manually controlled ROBOT that has capacity to cover maximum distance in shortest possible time, challenging the hurdles and be one of the best opponents. Think your robot can overcome any obstacle-big or small in the least time. If so get it on thetrack and let the game begin. And bear in mind that maximizing RPM does. The way you enter, the way you proceed, the way you reveal your speed to others beings here at theenthralling event of "Robo-Race". It is the event where you to get to test the efficiency and power, skills of yourdroid/robot.

Race your bots till the finish line and earn accolades.

Rules

1.) This is a racing event, so fastest and most balanced robot willwin.
2.) Each team can have maximum 4 members.
3.) The robot should follow the specifications provided.
4.) Any deviation from the mentioned specification will lead to disqualification.
5.) If the Robot crosses a checkpoint and moves off track, then robot should be placed on previous checkpoint.
6.) No Test practice will be inside Arenas.
7.) You will have to submit your bot in starting of the event. No modification will be allowed during the event. However you can change the battery.
8.) In case of any dispute, the decision of judge and Organizer will be final.

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Game Rules

Pre-Games Rule

1.) All teams will be given 60 seconds for this round.
2.) You have to cover maximum obstacles with minimum time for maximum score.
3.) Based on this score you will be ranked in Pre- Rounds.
4.) Once the race begins, one touch is allowed in Pre-Round. After that 5 points will be deducted.
5.) No elimination would be done in Pre-Rounds.

Knockout Round

During the knockout Round**, Two teams will compete simultaneously**, attempting to score maximum point . The team who scores more point will be qualified to next round.

1.) The Pre-Round ranking will be used to seed the knockout round. In knockout round highest scoring team will compete against lowest scoring team, 2nd highest against 2nd lowest etc.
2.) Once the race begins, only one touch is allowed. After that 5points will be deducted
3.) Each Obstacle will have certain points based on difficulty level which will not be disclosed.
4.) In each round obstacles may change.
5.) Suppose Team A and Team B are competing, Team A reaches the final checkpoint earlier than Team B by x seconds. So x*0.5 points will be given to Team A.
6.) It is not compulsory that team reaching final checkpoint first will be winner. It also depends upon the number of obstacles you have covered.

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Bot Specification

1.)Maximum dimension of the bot is 25cm*25cm*20cm (l * b *h)

2.) Maximum weight of your bot can be 3 kg. (including your controller and battery).

3.) Voltage between any two points of your bot should not be greater than 12V.

4.) Wired or wireless robot are allowed.

5.) Power Source can be on your robot depending upon your choice. However Point 2 must be followed.

6.) The length of the wire (for wired bots) should be long enough to cover the whole track

7.) If RF (Wireless) controller is used, dual frequency is a must in order to avoid RF jamming.

8.) Tolerance of 5% will be acceptable.

9.) Lego kits are not allowed.

10.)The Organizers have right to change or modify the above rules without prior notices to the participants.

Prizes

1.)Certificate of participation will be provided to all the teams .

2.)Certificate of excellence will be provide to top 4 teams

Note: You will get your prizes within 90 days from the date of event. You will have to mail and whatsapp your bank detail within 3 days to Event Organizer.

Registration

For register please visit at fluxus.co.in

Contact Us:

Email Id:

fluxus.techgnista@gmail.com

EventCo-ordinator:

1.)Yuvnish Malhotra

WhatsApp Number : - +91-94677 34617

2.)Himanshu Kuldeep

WhatsApp Number : - +91-8949785477

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