

SPLASH RUSH

Official Rules and Guidelines

Note: Failure to comply with any of the following rules will result in disqualification, and the team will be deemed ineligible to participate in the competition.

Objectives: A competitive RC boat racing event where team design, control, and maneuver RC boats to navigate through obstacle-filled courses in a wave basin, aiming for the fastest time with minimal penalties.

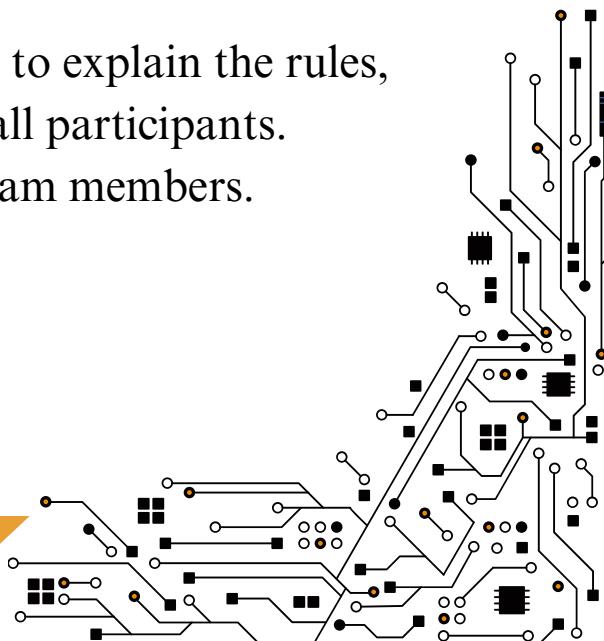
1. Registration and Eligibility:

- All participants must register before the event. Registration can be completed online through the official event website or in person at the designated registration desk on the day of the event.
- Registration deadlines and requirements will be communicated to all potential participants well in advance of the competition date.

Pre-Event Briefing:

A mandatory pre-event briefing will be conducted to explain the rules, safety guidelines, and any last-minute updates to all participants.

Attendance at the briefing is compulsory for all team members.



Rules And Specifications:

Technical Requirements:

Participants must adhere to the following specifications when designing their boat:

➤ Dimensions:

Length: 40cm

Breadth: 30cm

Height: 20

An error margin of $\pm 5\%$ is permitted.

The boat may not extend its dimensions after the competition run begins.

➤ Power Supply:

- Participants must use an onboard power supply, which can be electric or non electric.

The power source must be self-contained within the boat and non polluting, adhering to safety constraints established by the organizers.

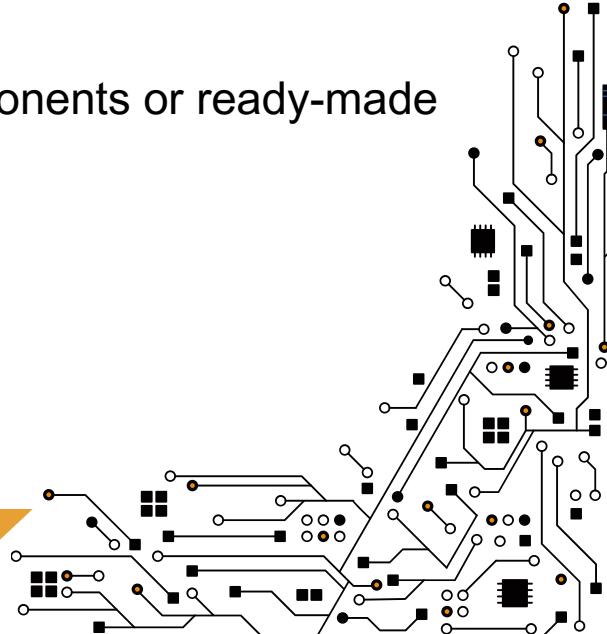
- AC power supply will not be provided and cannot be used in the competition.

➤ Component Restrictions:

- Participants may not use pre-made Lego components or ready-made mechanisms or chases.

➤ Control Mechanism:

- The boat must be controlled manually



➤ Control Limitation:

- Only one person is permitted to control the boat during operation.

➤ Pre-Event Equipment Check:

- All boats and control equipment will undergo a thorough inspection by the organizers before the competition to ensure they meet the technical requirements and safety standards.
- Any modifications to the boat after the initial inspection must be approved by the organizers.

Arena Layout and Key Obstacles:

Description of the Competition Arena:

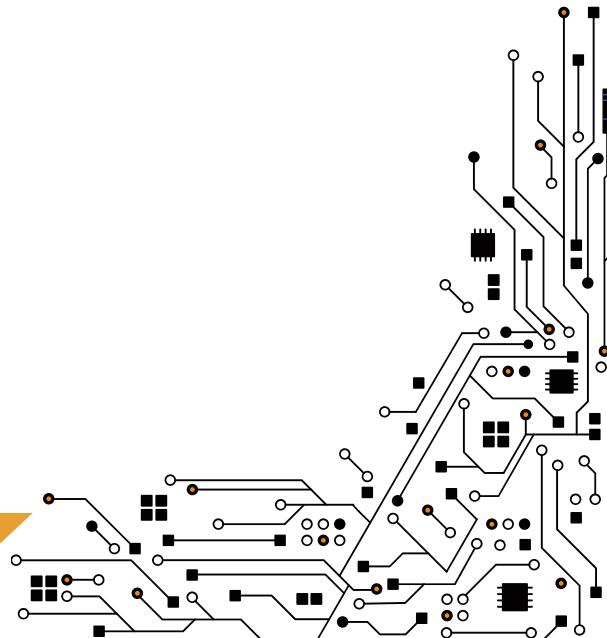
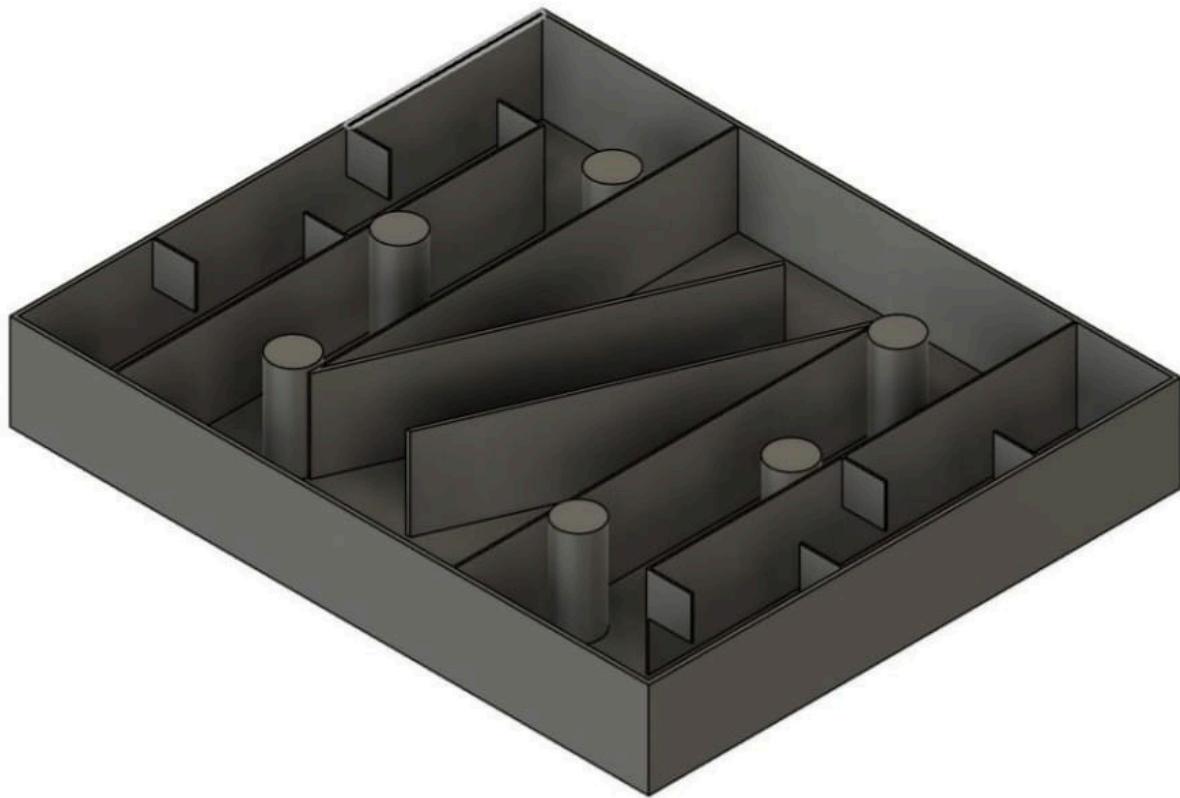
The competition arena is designed to challenge participants as they navigate their boats through various obstacles while crossing the checkpoints.

Note:

For Participant's Please be advised that while the layout or configuration of the arena may change on the day of the competition, the dimensions of the track will remain consistent. This means that while there may be adjustments to the arena's path or obstacles, the size and dimensions your boat was designed for will not be affected. Your boat will operate on a track with the same measurements as those previously provided, so you can focus on its performance without concern for dimension changes.



ARENA:



1. Arena Specifications:

- **Shape:** Oval or a custom-designed path with curves and straight sections.
- **Track Dimensions:**
 - **Width:** Minimum of 46 cm.
 - **Depth:** Minimum of 50 cm.
 - Width between walls: 45 cm, ensuring a narrow path that challenges participants' maneuverability.

2. Checkpoints

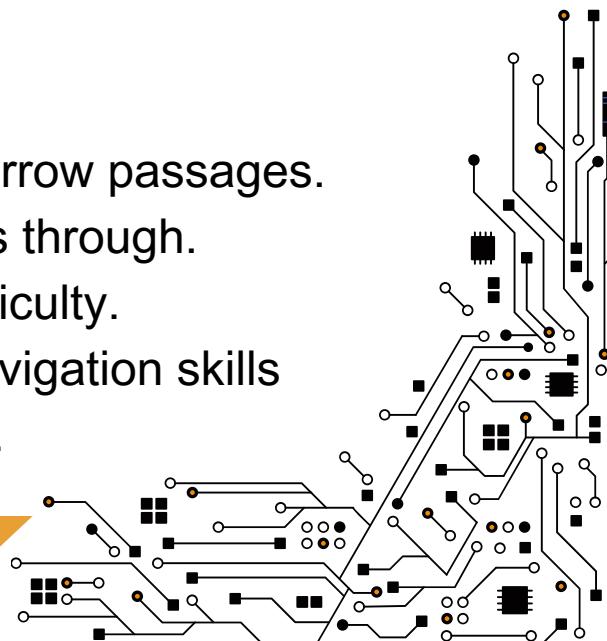
- **Number of Checkpoints:** Minimum of 5, placed strategically throughout the track.
- **Visibility:** Clearly marked with floating markers.
- **Placement:** At intervals of approximately every 4 meters.

3. Starting and Finishing Lines

- **Starting Line:** Clearly marked with floating markers.
- **Finishing Line:** Distinct and located at the end of the track, also marked with floating markers.

4. Types of Obstacles:

- **Floating barriers:** Positioned to create narrow passages.
- **Rings:** Floating rings that boats must pass through.
- **Waves:** Artificial waves created to add difficulty.
- **Placement:** Strategically placed to test navigation skills without making it impossible.



5. Wave Generation

- **Wave Machines:** Installed at strategic points to create artificial waves.
- **Control:** Adjustable settings to vary wave intensity.

6. Safety Zones

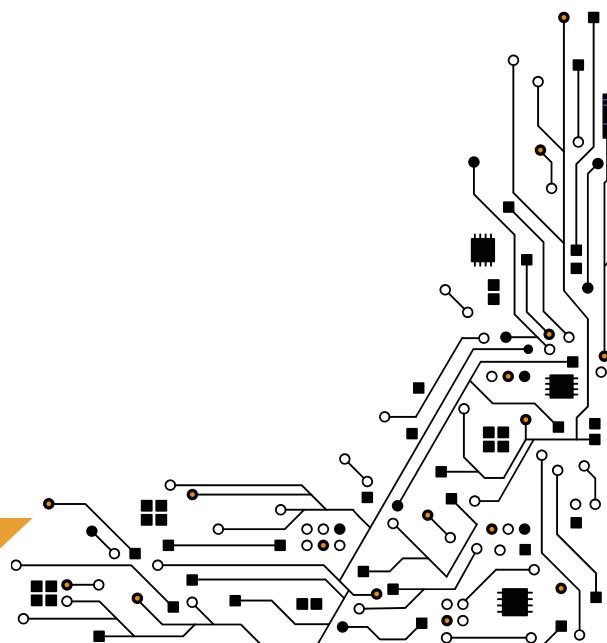
- **Location:** At the sides of the track and near checkpoints.
- **Access:** Easily accessible for organizers to reach and reposition boats if necessary.

7. Spectator Areas

- **Location:** Along the sides of the track, but not within the 30 cm width areas.
- **Safety:** Barriers to keep spectators at a safe distance from the track.

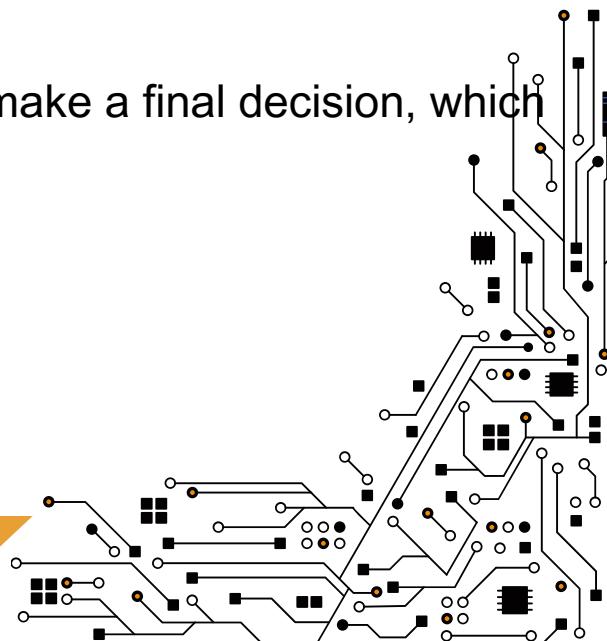
8. Control Area

- **Position:** Elevated or set back from the track to provide a clear line of sight.
- **Features:** Tables and chairs for participants to comfortably control their boats.



Boat Race Game play and Judging:

1. A maximum of 8 minutes will be given to each team.
2. The boat must always stay inside the track, and only the organizer can touch the boat when required. Whenever the boat comes out of the track, the organizer will replace the boat at the nearest checkpoint to continue the race.
3. There will be checkpoints throughout the track.
4. The run timer will start when the front edge of the boat crosses the start line and stop when the front edge of the boat crosses the finish line.
5. If there is a tie among two teams, the two teams will have to compete again but the maximum time limit will be reduced to 6 minutes.
6. The team that finishes the race in the least time will be declared the winner, followed by the runner ups.
7. Participants have the right to appeal any penalties or decisions made by the organizers. Appeals must be submitted in writing within 10 minutes of the race's completion.
A designated panel will review the appeals and make a final decision, which will be communicated to the concerned team.



Operational Rules and Regulations:

1. Safety Inspection:

- Each boat will undergo a safety check before the competition begins for a trial run of 30 seconds. If a bot is found to be unsafe for other participants, it will be disqualified.

2. Team Member Restrictions:

- Only one team member is permitted to handle the bot. No other team members are allowed to enter the arena during the run.

3. Time Limit:

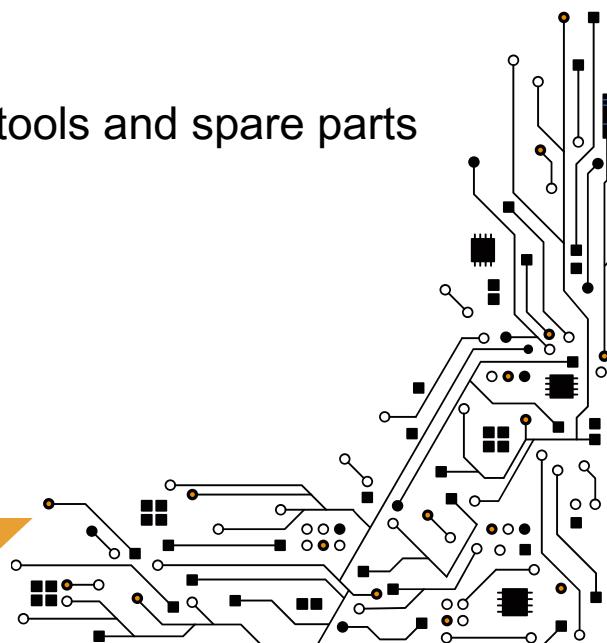
- A maximum of 8 minutes will be allocated to each team for completing the course.

4. Checkpoint Procedures:

- The arena has 4 checkpoints. If the boat is unable to cross any checkpoint or is stuck at any point, the team must start the boat again from the nearest checkpoint, and the boat will be placed at the corresponding checkpoint by the organizer without penalty but the timer will not be stopped.

5. Technical Support:

- Participants are encouraged to bring their own tools and spare parts to handle any technical issues.



Checkpoint Rules and Penalties Details on Checkpoint Resets and Penalties:

- When a boat gets stuck or incurs a penalty, it will be reset to the corresponding checkpoint without incurring additional penalties.

Team Structure and Eligibility:

• Team Specifications:

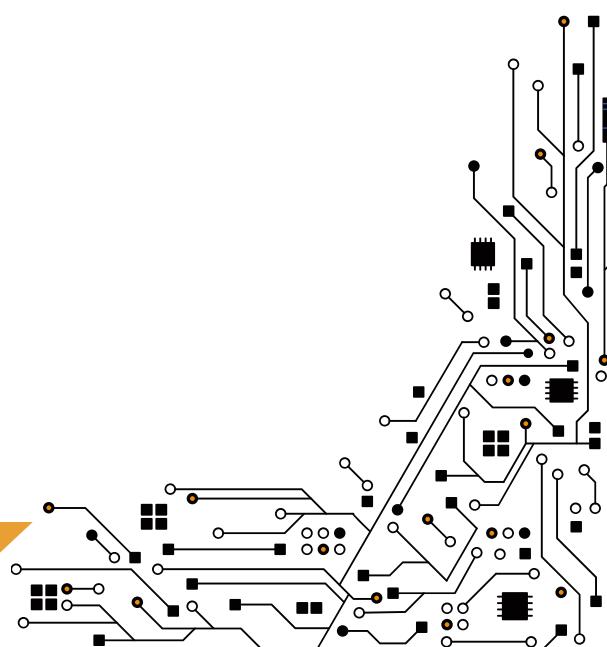
- A team may consist of a maximum of 4 members.
- Students from different educational institutes can form a team.

• Eligibility Criteria:

- All students with a valid identity card from their respective educational institutes are eligible to participate.

[For any other queries please feel free to contact us at gelectra@gitam.edu.]

THANK YOU



INQUIRIES

For General and Technical inquiries related to the **HAVANA '25**

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