



Mud Race

TASK

- Teams have to build a manually controlled bot that can do simple tasks to follow the path given so that it can complete the route by overcoming the hurdles in its path.

TEAM SPECIFICATIONS

- No. of participants : 2-4
- Class: VI-VIII

ELIGIBILITY CRITERIA

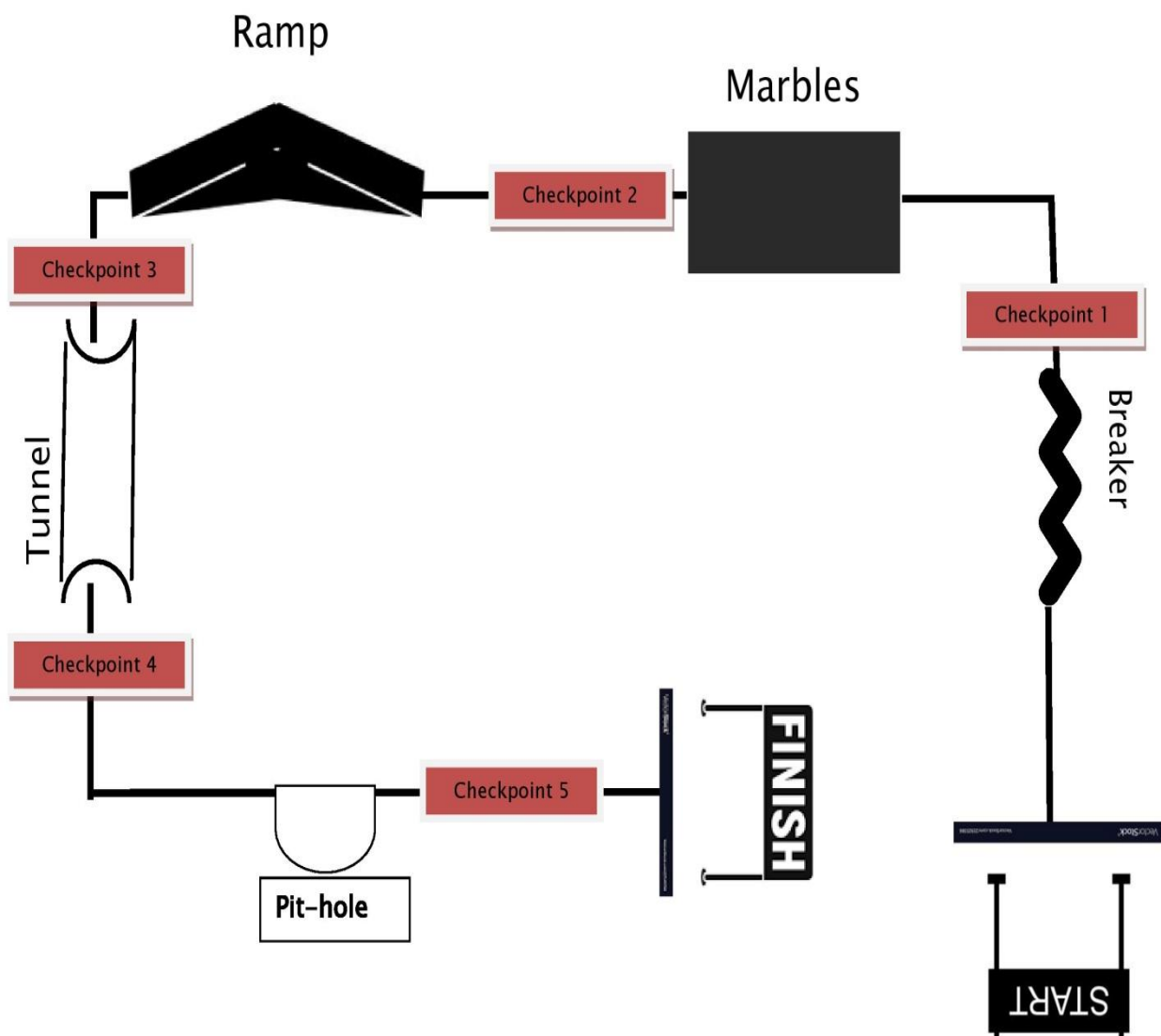
- All students with a **valid identity card** from their respective educational institutes are eligible to participate.

BOT SPECIFICATIONS

- The dimensions of the bot should be less than or equal to 300 mm X 300mm X 300mm (lxbxh) failing which the team will be disqualified from the competition.
- The bot must be controlled manually.
- Teams can not use wired control mechanisms. From the remote controller to robot No direct wire connection should be there.
- For wireless connectivity ,bots can use WiFi ,Bluetooth Transmitter Receiver set or other means necessary.
- The dimensions of the remote are not included in the size constraint of the bot.
- The Bot must have an onboard power supply in any case.
- Participants are not supposed to use any readymade Lego components or readymade gripping mechanism. However, the participants are allowed to use ready-made gear assemblies.
- The mechanism used should be such that only one person will control the bot.
- Failing to meet any of the above specifications will lead to immediate disqualification.

POWER SUPPLY

- The participants should use an onboard electric or non-electric power supply i.e. the powersource should be on the bot itself. The power source must be non-polluting and must satisfy the safety constraints determined by the organizers. In the case of the non-electric power supply, the participants must get it approved by the organizers beforehand via email. Organizers are not responsible for the inconvenience if approval is not sought.
- In the case of an electric power supply, the voltage between any two points should be less than or equal to 12V DC at all times during the run.
- AC power supply will not be provided and cannot be used in the competition



*This is practice arena for the bots, actual arena may be changed slightly at the time of competition.

GAMEPLAY

- The bot must start from the '**START**' mark.
- The bot has to cross five checkpoints by crossing the huddles i.e Ramp, Tunnel, Zigzag, and breakers.
- In case the bot falls/crosses the referred path (more than 25 % of robot out from the path defined) then 10 points penalty will be deducted and the bot will be placed at the previous Checkpoint.
- During the penalties timer won't be stopped during this process.
- Only two penalties will be allowed in the competition. At the moment bot will have third penalty, bot will be disqualifying immediately.
- Remember timing is the key during the competition.
- Then it has to cross the final **FINISH** mark to finish the run.

GAME RULES

- The bot would be checked for safety before starting and will be disqualified if found unsafe for other participants.
- Only one team member is allowed to handle the bot. No other team member is allowed to enter the arena.
- The bot will be liable for disqualification if it causes any kind of damage to the arena.
- The arena has 5 checkpoints.
- The timer won't be stopped during this process.
- In case of any disputes/discrepancies, the organizer's decision will be final and binding.
- The organizers reserve the right to change any or all of the above rules as they deem fit.

JUDGING

- 10 points will be awarded after crossing checkpoint 1.
- 20 points will be awarded after crossing checkpoint 2.
- 30 points will be awarded after crossing checkpoint 3.
- 40 points will be awarded after crossing checkpoint 4.

- 50 points will be awarded after crossing checkpoint 5.
- In case the bot falls/crosses the referred path (more than 25 % of robot out from the path defined) then 10 points penalty will be deducted and the bot will be placed at the previous Checkpoint.
- 50 points will be defined for the time, the quickly you will pass the Finish line more points you will get.