ROAD-RASH

Rebuild the nostalgia

Experience the thrill of roadrash in real, a robo race in which the robot has to pass all the obstacles in the path and also get past the opponents driving alongside.

- **Entry Fees:** ₹ 250/-
- **No. of participants:** 2
- **Prizes:**
  - 1ˢᵗ Prize : ₹ 5000/-
  - 2ⁿᵈ Prize: ₹ 3000/-
- **Number of Rounds:** 2
- **Rules:**

  ### ROUND 1:

  - The First round will be on time basis, Bots have to cover the obstacle course in the least amount of time.
  - Three hand touches at a single checkpoint are allowed.
  - After three hand touches you will be given a time penalty.
  - Top 6 teams will move on to the next round.

  ### ROUND 2:

  - The semi -finals will be between 3 bots on the same track.
  - Four hand touches at a single checkpoint are allowed.
  - If the bot dislodges off the track teams will have to restart back from the last checkpoints.
  - The two winners of the semi- final matches will move on for the finals.

  - More than 3 hand touches will result in a time penalty in the qualification round.
  - More than 4 hand touches in the semi - finals or finals will result in a time penalty.
  - Rules and technical specifications of the bot are to be strictly abided by.
  - In case of any tie, a common task would be given on the spot to both the teams and winner would be decided on basis of best timing in that task.
  - In case of a wired bot , pulling the wire to aid the traversal of bot would result in instant disqualification.
  - Power Supply would be made available for wired bots.
  - In case of wired bots the length of the wire must be long enough so as to not hamper the motion of other bots.

- o Your robot must be ready when the call for your team is made.
- o The robots will be judges on basis of time taken to complete the task.
- o NO SECOND CHANCES will be given after completing the track with a poor time.
- o In the second round the teams are allowed to dash the other bots, but no weapons, jamming circuits or any other mechanisms which affect the mechanisms of other bots are allowed.
- o Devices such as bluetooth, wifi must be switched off near the arena.
- o Decision of the organizers will be final and binding.
- o If during the match, team faces any grievances , they can appeal to the referee , if found genuine required steps would be taken, the decision of the referee will be final and no further arguments would be entertained.
- o Above rules and regulations can be changed as deemed fit by organizers. Changes in any will be updated on the perception website, participants are requested to check the website regularly for updates.

BOT SPECIFICATIONS:-

- o Maximum size shouldn't exceed 25cmx 25cm x 25cm.(can be flexible).
- o Robots can be wired or wireless.
- o Participants are requested to ensure if possible that all the circuits are in an enclosure, for the smooth conduction of the event.
- o Maximum weight shouldn't exceed 3 Kgs, Tolerance of 5% is acceptable.
- o No lego kits or completely ready- made car buses are allowed.
- o Voltage difference between any two points on the bot must not exceed 24 Volts , Max current must not be more than 4 Amperes.

Track will be displayed on the website 10 days prior to the competition and is subjected to changes.

Contact

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