

ELIGIBILITY

- The team can have maximum of four members.
- All team members must be currently enrolled as students in colleges or in schools.
- There can only be one car per team.
- The same person cannot be in multiple teams.

THE RC CAR SPECIFICATIONS

- The cars are fabricated by the team themselves. Cars bought from the market or built from a DIY kit available for purchase will be immediately disqualified.
- The teams are allowed to use a single battery of maximum 15 volts on the car.
- The car must fit into a box 30cm x 25cm x 25cm at any point in the race.
- The cars must be remote controlled. Any wired cars will be immediately disqualified.
- The remote control can be purchased.
- The teams are responsible to use proper encoders to avoid radio interference.
- Ready-made wheels are allowed.
- Since the arena presents a wide variety of obstacles, the teams are encouraged to decide on which path they are going to take and design the car around that.
- The cars should be electric powered preferably. If there are good enough no. of engine powered cars, then a separate competition will be held for the engine powered cars.
- Weight of the car should not exceed 1 kg.

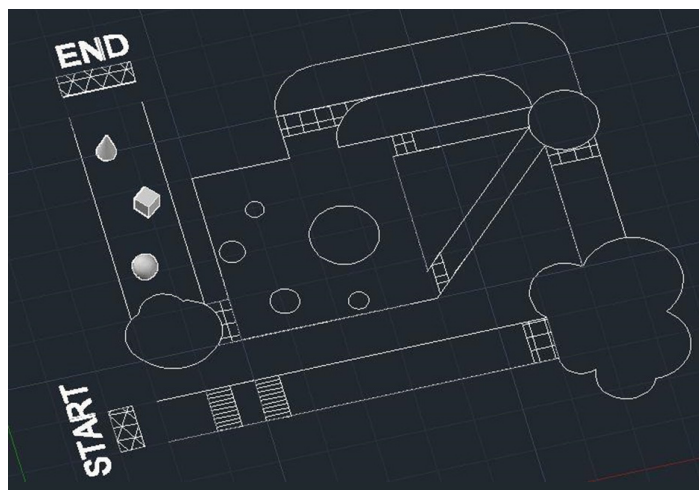
THE TRACK

The race is of two rounds.

Round 1

The preliminary round is just a qualifying round. The teams are required to complete a track in the shape of 8 in the stipulated time. Any team unable to complete the track in the given time will be disqualified. This is just a qualifying round and it does not carry any weight to the final result. The teams can attempt this round as many times as they want to.

Grid 40 cm X 40 cm



Round 2

- The second round is the main and final round. The track consists of 8 sections, each provided with a checkpoint in case the team wants to reset their position (note that the time will continue).
- The 1st section is a simple straight road with a few bumps on it.
- The 2nd section is a dome where the teams cannot see what's inside.
- The 3rd section is a rotating platform where the team can then choose any one of the three sections - 4, 5, 6.
- Section 4 consists of a freely rotating unpowered hamster wheel, with only one opening. The car goes into the wheel, and the team has to maneuver it such that it comes out from the other side.
- Section 5 has a laser gate. As soon as the car enters this section, the gate at the other end opens for 10 seconds.
- Section 6 consists of a large bag filled with water over which the car has to move.
- The 4, 5, 6 sections lead into the 7th section, where the car has to make its way through a no. of potholes.
- The last and 8th section has various obstacles such as balls and blocks. The entrance to this section is a fluffy surface with a ramp to get onto the fluffy surface. The team has to manage to get down from the surface without toppling.

Teams can attempt this round twice. The better of the two scores will be considered for the rankings.

Teams will hit the track one car at a time.

- The Arena is divided by checkpoints. If the machine stops working or tumbles off, it will have to be lifted and placed at the last checkpoint crossed by a team member. Any repairs must be done on the spot. The timer will be running during this.
- The car is not allowed to leave the track at any point during the race. Should the car leave the track, it will have to be lifted back to the previous checkpoint.
- The team members are not allowed to touch their car or the car of their opponents once the timer is running (except for lifting the car).
- There shall be a countdown preceding the start of the race. No participant is allowed to touch the machine during the countdown period.