

MODE: OVERDRIVE

Push it to the limit.

INTRODUCTION

Engineering students are competitive by nature and the notion of competition was an appealing approach to capitalize on this characteristic. And therefore, here participants have to win with the help of their RC Nitro cars. Students have to design a remote-controlled car consisting of an IC Engine that can compete with other opponents on a dirt track full of various types of obstacles.

PRIZE MONEY

1st Prize: Rs. 40000

2nd Prize: Rs. 30000

3rd Prize: Rs. 20000

PROBLEM STATEMENT

ROUND 1

Teams will need to submit a proof of concept (POC) of the model.

ROUND 2

It will be an on-site competition. Each team will be given 2 laps out of which a faster lap will be considered. There will be a points system for clearing each obstacle on the track. Depending on the score, teams will be selected for the next round.

ROUND 3

It will be a race between three teams qualified from round 2.

TRACK SPECIFICATION

- The exact design of the track will be disclosed on the day of the event.
- The track will be made up of either dry ground or mud consisting of up and downs, bumpers, turns, etc.
- Borders of the track will be clearly indicated.
- The minimum width of the track will be around 5 feet.
- A lap of the track is completed when the car comes back to the start-finish line.
- The driver has to operate the car from a specific control stand provided on the side to the track.

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- More than one car may race on the track at the same time.
- Despite the organizer's efforts to keep the track's quality intact, the track may undergo wear and the car is expected to be able to perform on such a weakened track as well.

CAR SPECIFICATION

- The bot should fit in a box of dimensions 500mm x 300mm x 300mm at any moment of time during the race.
- Only wireless communication is allowed throughout the race.
- Functional parts - Gears, differential gear, engine, springs, shock absorbers, batteries, wheels, and wheel hubs can be directly used as available in the market.
- Structural parts - Chassis, steering mechanism, shock towers, and suspension (excluding upper suspension arm, suspension spring, and shock absorbers) have to be built by the participants themselves.
- Only single-cylinder, two-stroke, normally aspirated, air-cooled, glow-ignition engines utilizing standard or turbo plugs will be permitted. IC engine specification- up to 6cc.
- Fuel tanks must be safely mounted.

GAME RULES

- There will be 3 rounds among which round 2 and round 3 will be in offline mode
- The number of stages in each round may vary accordingly.
- Team members are not allowed to touch the car once the race Hand touch is allowed at cost of a penalty.

GENERAL RULES

- If less than 5 teams register, then only the first prize will be given. If 5 to 10 teams register, only two prizes will be given. All three prizes will be given only if more than 10 team registers.
- Teams are not permitted to damage other teams' cars during the race intentionally.
- Any damage to the track due to the car will not be tolerated.
- The car is not allowed to lose any loose parts on any part of the arena. Any car disintegrating during the race will be disqualified.
- Bring your college/student I-Card at the time of the competition.
- Decision Taken by Judges will be final and binding for all.
- Any misbehavior will lead you to disqualification from the competition.

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TEAM SPECIFICATIONS

- The team should be of 3 to 5 members.
- Members of a team may be from the same college/school or different (K12/UG/PG).
- Any number of teams can participate from one college/school.
- Professionals are not allowed. Only students can participate.
- Participants are required to bring their school/college ID cards.
- Once registered, the same team cannot register with another name or for another car other than the previously registered one.
- Every team must have a unique name that should not be offensive conflicting or inappropriate.
- Organizers have the right to reject entries for any inappropriate team name.
- Organizers must be notified if a team's name has been changed.
- Team Representative: Each team must specify their Team Representative (Leader) at the time of registration on the website. All important communications between the organizer and the registered teams will be done through their Team Representatives. The Team representatives must submit valid contact details (phone no., email id, etc.) at the time of registration.
- If teams don't show up on allotted slot, they will be disqualified.

REGISTRATION DETAILS

- Fees : Rs. 300
- Register at : <https://mindbendsvnit.in/>

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