About

Robo Rumble is a battle of bots, like a professional wrestling in which a bot fight with its opponent's bot to demolish it.

Objective

To design a wireless/wired robot which thrash the other robot and defend your own robot from getting thrashed under certain rules of course.

Bot Specifications

- Bot dimension should not exceed the dimensions 35cm*35cm*35cm.
- The weight should not exceed 5 kg.
- The bot can be wired/wireless.
- The motors used in bot's movement must have SPUR type gear box.
- Maximum 10x4cm wheels are allowed. (Under this dim any wheel can be used).

Rules & Gameplay

Events will be conducted in two phases i.e. Prelims and Finals.

Preliminary Round:

- All the teams will be divided into groups consisting of 2 teams each.
- At a time, robots of all the 2 teams of a group will enter the arena and all of them will try to push the opponent bot in metal wire cave for getting points with some negative point region bounded as well.
- None of the participants are allowed to touch their bot at any point of time, if they touch some points will be deducted.
- In case of any contingency, only the organizers are authorized to touch the bot and further do the needful.
- The winning team of each group will advance to the finals.

Final Round:

- All the preliminary rules are followed in addition with a money bank concept (like WWE).
- After a stipulated amount of time, if the contest is not concluded, extra time will be given to the   contestants and the size of the boundary will be reduced successively.
- There will be maximum points for picking the money bank.

Team Specifications

- There can be at most 5 participants per team.

- An individual cannot be a part of more than one team.

- All participants must be in possession of Institute Identity Card during the event.

NOTE

- You can use any mechanism in your bot but that should not **DESTROY** your opponent's bot. (For e.g. hammer, rotating blades, etc. type mechanisms are strictly prohibited.)
- The time measured by the organizers will be final and used for scoring.
- In case of any dispute or ambiguity, event co-ordinator's decision will be considered final.
- The organizers reserve the rights to change any or all of the above rules and scoring pattern.
- If any team misbehave with authorized members of event, will be disqualified.

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