



ROBOWARS

**War never decided and will never decide who is Right.
Only remains the Powerful.**

Mesmerized with the power of bots? Want to break in world of Real Steel? The time has come to get your bots armed with best of weapons and take the stand. Get your senses in control and strategize the best moves to takedown your rival in warzone. Get yourself ready to seize the echo of burning engines, firing weapons and mast your flag in the battle of the best. Evolving from the era of Battle of HomoSapiens and drift in the battle of RoboSapiens.

Event Description:

To build a bot capable to withstand the attacks and cause damage to opponent's BOT

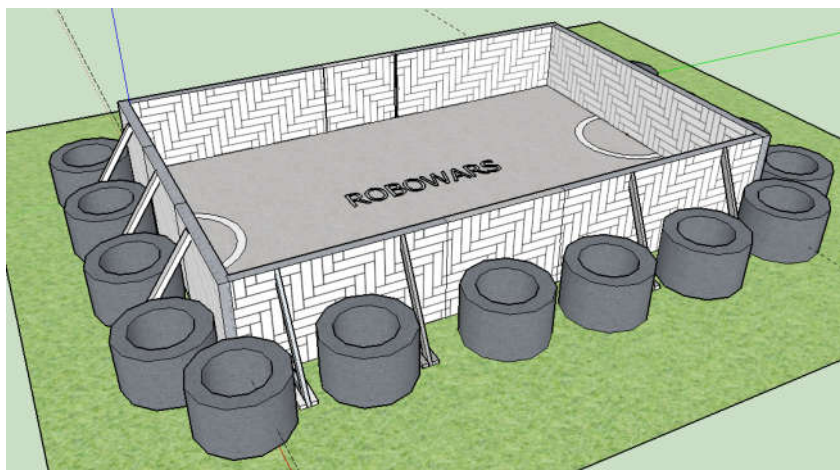
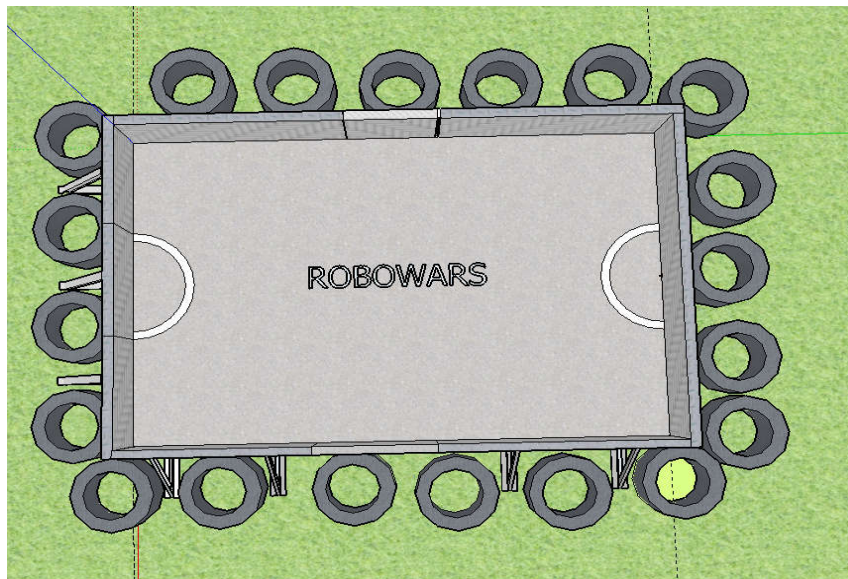
GAME PLAY

- This will be a one on one event.
- Every match will be an eliminator so only winning team can succeed to next stage (entry to next stage can't be guaranteed).
- Duration of Prelims (1st round) will be of 4 minutes.
- From 2nd Round and onwards matches will be of two halves of 3 minutes each.

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ARENA

- Arena will be a rectangle 4m X 3m.
- Arena will have boundary of height of 60 cm.





Robot Specifications:

- Bot can be wired or wireless.
- Weight of bot can't exceed 60 Kg (wires and controller included).
- Bot must fit in a box of 60cm X 60cm X 60cm.
- Fire and water throwing weapons are restricted for use.
- Weapons should remain integral part of bot and disintegration (separation in two or more) of bot is not allowed.
- Jumping, hopping and flying for mobility of bot is not allowed.
- Use of an IC engine is not allowed. If bot is provided on board power using battery then battery must be sealed, immobilized-electrolyte types (such as gel cells, Li, LiCd, NiMH, or dry cells).
- Maximum allowed pressure for pneumatic and hydraulic power is 12 bar.
- Team needs to produce safety and security letters at registration desk.
- Maximum potential difference between any two points of bot should not exceed 24V.
- There is no restriction on number of actuators.

Rules:

- If a bot becomes immobile (unable to show translational motion of 1cm in 15sec), the opponent will be declared winner.
- If a bot is thrown out of arena, the opponent will be declared winner.
- If one team quit or give up the fight, the opponent will be declared winner.





- When a match does not end in the elimination of one of the Combatants as defined by the Rules and Procedures the winner shall be determined by a Judges' Decision. In a Judges' Decision the points awarded to the Combatants by the panel of judges are totalled and the winner with the majority of points is declared the winner.
- One can't just win by pinning/lifting. Pinning/lifting is allowed for maximum of 20 seconds at a time, then after attacker has to release the opponent.
- **Safety Rules:**
 1. Compliance with all event rules is mandatory. It is expected that competitors stay within the rules and procedures of their own accord and do not require constant policing.
 2. If you have a robot or weapon design that does not fit within the categories set forth in these rules or is in some way ambiguous or borderline, please contact the event organizers.
 3. All weapons must have a safety cover on any sharp edges.

SCORING SYSTEM

- The first round will be of 5 minutes . The team defeating the other team before the set limit would be provided extra points as $(5 \times 60 - t)$ points , where t is the time left in second before the clock stops.
- Points will be awarded for aggression and attacking.
- Similarly, points will be provided for the next round .

SCORING AGGRESSION

- Aggression is based on the relative amount of time each robot spends attacking the other.
- Attacks do not have to be successful to count for aggression points, but a distinction will be made between chasing a fleeing opponent and randomly crashing around the arena.





- Points will not be awarded for aggression if a robot is completely uncontrollable or unable to do more than turn in place, even if it is trying to attack.
- Sitting still and waiting for your opponent to drive into your weapon does not count for aggression points, even if it is an amazingly destructive weapon.
- A Combatant who attacks a stationary full-body spinner (e.g. intentionally drives within the perimeter of the spinning weapon) is automatically considered the aggressor - *Note: a Combatant is considered a "full body spinner" if the robot cannot be attacked without moving within the perimeter of the spinning weapon.*

CERTIFICATION POLICY AND PRIZES

- Certificate of Excellence and Cash Prizes will be awarded to winner and runner-up.
- Certificate of Appreciation will be Awarded to 2nd runner-up.
- Certificate of Participation to all the teams participating in Event

***Organisers decision will be final.**

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