Boat Challenge Rulebook

Introduction

The Boat Challenge, a test of your boat-designing and navigation skills. Navigate your boat through a maze-like pool filled with obstacles. Gear up, take control, and sail to victory!

Team Specification and Eligibility

- Each team can have a maximum of four members.
- Each team member must be a student of an authorized college/institute.
- Each team must have a unique name and a team leader who will be the point of contact for the organizers.

Construction of Boat

- Teams must use self-made boats for the challenge. **Off-the-shelf boats are not allowed**.
- The self-made boat must meet the following specifications:
  - The boat must fit inside a box of dimensions 25 cm x 25 cm x 25 cm (length x width x height).
- Teams are responsible for the safety and maintenance of their boats and must bring their own batteries, chargers, controllers, and other accessories.
- Teams are not allowed to use any kind of weapons, explosives, flames, or harmful substances on their boats.
- Teams are not allowed to use any kind of signal jamming or interfering devices on their boats or controllers.

Event Format

The challenge will consist of a single round where the teams will have to navigate their boats through a maze-like pool with various obstacles. The teams will be scored based on the time taken to complete the course and the other relevant criterion. Further details regarding scoring, penalties, etc will be intimated before the start of the event.

Rules and Regulations

- The organizers reserve the right to change any or all of the rules as they deem fit.
- The decision of the organizers and the referees shall be final and binding on all the teams.
- The teams must abide by the rules and instructions given by the organizers and the referees at all times.
- The teams must respect the safety and integrity of the pool, the equipment, and the other teams.

- The teams must not indulge in any kind of unfair or unethical practices, such as cheating, sabotaging, or interfering with other teams or their boats.
- The teams must report any technical issues or malfunctions to the organizers as soon as possible.
- The teams must be present at the venue at least 30 minutes before their scheduled slot and be ready with their boats and accessories.
- The teams must ensure that their boats and controllers are in good working condition and do not pose any risk of injury or damage to anyone or anything.
- The teams must cooperate with the organizers and the referees and follow their instructions and directions at all times.