Robowar

It will be savage. It will be treacherous. Clash of Metals with the alloys grinding red hot. It is a game of style, control, damage and aggression with the robots pit against each other in a deadly combat. These warriors shall duel for honour and loyalty in an arena of destructions with their flipping tusks, angle grinders, hurling maces, hydraulic pincers and lots more.

It is time to concentrate on the hacking and slashing of the robots. Now it is time to rumble. It's the Grand Finale of war. Get ready to feel the chills and shivers down your spine and become a part of Robowars, Titiksha 2015-16.

Rules

Specifications:

• Dimensions and Fabrications:

. The machine should fit in a box of dimension 600mm x 600mm x 1000 mm (l x b x h) at any given point during the match. The external device used to control the machine or any external tank is not included in the size constraint.

2. The machine should not exceed 20kg of weight including the weight of battery(if used).Weight of remote controller will not be counted.

• Mobility:

All robots must have easily visible and controlled mobility in order to compete. Methods of mobility include:

1. Rolling (wheels, tracks or the whole robot).

2. Flying or jumping (in any form) is not allowed

• Robot Control Requirements:

1. The machine can be controlled through wireless remote or wired controller.

2. Remote control systems from toys might be used. Remote control systems available in the market may also be used.

3. Nonstandard or self-made remote control systems must first be approved by the organizers.

4. Team should pair up the wireless remote with the machine before putting it into the arena.

• Battery and Power

1. The machine can be powered electrically only. Use of an IC engine in any form is not allowed. On board batteries must be sealed, immobilized-electrolyte types (such as gel cells, lithium, NiCad, NiMH, or dry cells).

2. The electric voltage between 2 points anywhere in the machine should not be more than 36V DC at any point of time.

3. All efforts must be made to protect battery terminals from a direct short and causing a battery fire, failure to do so will cause direct disqualification.

4. Use of damaged, non-leak proof batteries may lead to disqualification.

5. Special care should be taken to protect the on-board batteries. If judges found that the battery is not properly protected, then team will be disqualified immediately.

6. Change of battery will not be allowed during the match.

7. Only bots with on board batteries are allowed. It is suggested to have extra battery ready and charged up during competition so that on advancing to next level, you don’t have to wait or suffer due to uncharged battery. If teams don’t show up on allotted slot, they will be disqualified.

• Weapons Systems:

Robots can have any kind of magnetic weapons, cutters, flippers, saws, lifting devices, spinning hammers etc. as weapons with following exceptions and limitations:

1. Liquid projectiles.

2. Any kind of inflammable liquid.

3. Flame-based weapons.

Criteria for Victory:

1. A robot is declared victorious if its opponent is immobilized.

2. A robot will be declared immobile if it cannot display linear motion of at least one inch in a timed period of 30 seconds. A bot with one side of its drivetrain disabled will not be counted out if it can demonstrate some degree of controlled movement. In case both the robots remain mobile after the end of the round then the winner will be decided subjectively.

4. If a robot is thrown out of the arena the match will stop immediately, and the robot still inside the arena will automatically be declared as the winner.

5. Robots cannot win by pinning or lifting their opponents. Organizers will allow pinning or lifting for a maximum of 20 seconds per pin/lift then the attacker robot will be instructed to release the opponent 6. Points will be given on the basis of aggression, damage, control and strategy.

7. Aggression – Aggression is judged by the frequency, severity, boldness and effectiveness of attacks deliberately initiated by the robot against its opponent. If a robot appears to have accidentally attacked an opponent, that act will not be considered Aggression.

8. Control – Control means a robot is able to attack an opponent at its weakest point, use it's Weapons in the most effective way, and minimize the damage caused by the opponent or its weapons

TEAM SPECIFICATION:

A team may consist of a maximum of 5 members. Students from different educational institutes can form a team.

ELIGIBILITY: All students with a valid identity card of their respective educational institutes are eligible to participate in the event.

NOTE: if the robo is considered unsafe for the event then it will be disqualified. Kindly get your robot checked by the coordinators In advance

Event coordinator

CONTACT

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