

LFR COMPETITION

COMPETITION OVERVIEW:

Welcome to the exhilarating world of LFR Competition, brought to you by PROCOM 24! Step into the arena where your entry, progression, and speed revelation define your journey through this thrilling event. Experience the pulse-pounding excitement of high speeds, precision turns, and electrifying collisions as our hot wheels robots compete on the track. LFR is not just a race; it's a platform to assess the efficiency, power, and programming prowess of your robotic creations. Get ready to unleash the potential of your robots and showcase their capabilities in this adrenaline-fueled spectacle.

MEMBERS PER TEAM:

2 to 4 members per Team.

ROBOTS SPECIFICATIONS:

1. The robot should be fully autonomous and should not have any human interference.
2. Maximum measures of the robot should be 12 x 12 x 12 inch (L x W x H) and the maximum weight should be 1 kg.
3. A robot must not damage the arena and not pose danger to other participants and the spectators.
4. Using voltages greater than 12Volts in the robot is prohibited.
5. A robot must have a start and stop button(s).

6. A robot must not contain any flammable or hazardous material other than the battery.

7. Except for the battery pack, the handler shall not make any addition, removal, replacement or change to the hardware of the robot during the contest.

8. The robot must be battery-powered. And must contain an onboard power supply.

9. Power sources that are considered dangerous or unsuitable by the contest Officials shall not be permitted.

EXAMINATION OF ROBOT:

It is mandatory for all participating teams to get their robots examined & Team must present their programmed code to judges and organizers before the start of competition at allotted time slots.

GAME RULES & TRACK SPECS:

1. Each team should be present at the arena venue at their allocated time. Failure to do so will result in disqualification

2. There would be a total of two rounds in this event.

3. The 1st round it is an elimination round.

4. The 2nd round it will be the final round

5. In first round, 50% of the top scoring teams will qualify for the next round.

6. The robot completes the task will be declared as the winner.

7. In 1st round the team can call for a maximum of 2 restarts at the starting point keeping that in mind that there is an addition of 5 seconds on each restart in the total time.

8. The line would be of black color on a white non-glossy background.

9. Lines with dead ends shall be indicated by red/black color.

10. The line width would be share to you soon.
11. There could be empty space between lines or there could be some broken lines.

GENERAL RULES:

1. Team name should be decent and should not target any wrong meaning.
2. The Contest judges may stop any robot at any time if they feel that it is performing, or is about to perform, any action that is dangerous or hazardous to people or equipment.
3. In all matters of interpreting the rules before and during the Contest and in any issues not covered by these rules, the decisions of the Contest Judging Committee will be final.
4. Team must bring their own Battery charging system
5. If any robot found attempting to damage the game field will be disqualified.
6. Performing any act that fails to comply with the spirit of Fair Play
7. The only team with their turn is allowed in the Arena, another team should be outside the arena until and unless their turn comes.
8. No talking to judges in the arena & it is forbidden to see results at the end of any round.
9. Taking pictures of the track is not allowed by the team because details of the track will be shared.
10. Robot batteries must be fully charged before competition & Competition will not be Delayed if robot batteries are discharged, Team will be knockout in this circumstance
11. Organizers would not be responsible for any loss during competition, Teams must run robots at their own risk
12. Moreover, any attempt to exploit the above-given rules in lie of bad behavior will disqualify such a team upon the decision of the administration of the event.

13. Competition head coordinator has the right to disqualify any team in any harm case (Misbehaving with organizers etc.)

14. The organizers reserve the rights to change any or all of the above rules as they deem fit