



General Rules:

- This is a team event.
- A team can have a minimum of two and a maximum of five members.
- A team may comprise members from different colleges. No person shall be a member of multiple teams.
- Teams have to show and declare ALL of their bots before their first match.
- No bots can be shared by two teams.
- The participants will be provided standard 220V-60Hz AC supply.
- Participants will have to arrange for any other power supply required for their robot.
- Robots are not allowed which are constructed using LEGO kits or its spare parts or any other readymade mechanism.
- Use of pneumatics, hydraulics, lethal weapons like projectiles, acids, sharp cutters, strong electromagnets, tesla coil, fire, and EMP are strictly prohibited.





- The bot should be totally wireless and manually designed.
- For a wirelessly controlled robot there should be 4 channels for controlling the robot.
- Damage to the arena may lead to disqualification of the bot.
- Terminals for charging the battery will not be provided in the college.
- The right spirit of participation is expected from every participant.
- The decision of the coordinators will be deemed final. A team can be disqualified on disciplinary grounds.



RULE BOOK





Bot Specification:

- No Dimension for the bot
- Weight of the Bot shall be 8 kg(wireless)
- The potential difference between any two electrical points on the robot must not exceed 24 volts throughout the run.
- Active weapon not allowed
- Touching the robot during the competition is strictly prohibited.
- External weights on robots are not allowed.

Event Details:

- The event is conducted in knock out rounds in which two robots will compete against each other
- Total 3 min of gameplay to score points
- Scoring will be done on aggression, destruction and control.
- Immobility of any bot during a fight will be considered defeated.





Some Restrictions:

- Liquid projectiles.
- Any kind of inflammable liquid.
- Flame-based weapons.
- Any kind of explosive or intentionally ignited solid or potentially ignitable solid.
- High-power magnets or electromagnets.
- Radio jamming, takers, tesla coils, or any other high-voltage device.
- Tethered or untethered projectile

