RULE BOOK

ROBO SUMO

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INTRODUCTION :

Make a manually controlled bot to push the opponent's bot out of the ring.

ROBOT SPECIFICATION:

- The bot can be wired or wireless.
- Minimum length of wire must be 6m for wired bot.
- Bot should not exceed 30X30X20(l*b*h) (in cm) tolerance of 5% can be allowed.
- Weight of the bot should not exceed 5kgs.
- Bot can use maximum 12V DC source, power supply of 220V/240V, 50Hz AC supply will be provided.
- Adapter should be compatible with 220/240V.
- Use of IC engines, Lego kits and readymade things are not allowed.
- Use of potentiometers/ speed controlling devices are not allowed.

TEAM SPECIFICATION :

- A team can have minimum of 2 and maximum of 4 members. Students from different colleges can't form a group.
- Each team should have a TEAM LEADER and have an appropriate TEAM NAME.
- All Diploma/UG/PG students pursing their courses must be present with their valid ID card of their college are only eligible for the event.

- Students from different educational institutes can form a team but no pass out students are allowed.

GAME RULE :

- Top teams will be qualified for the semifinals.
- Only one members of a team is allowed to enter into the arena. No modification of bot is allowed after entering into the arena.
- If any of the robots starts off before start up call, the counter would be restarted and the machines will get a second chance. If repeated again then team will be disqualified.
- The Battle will be conducted for 5 minutes. The team that scores highest points in 5 min will win the battle.
- Bot A pushes Bot B off the ring, the points will be given to Bot A
- If two wheels goes out of the ring of any bot then point will be given to the opponent Bot.
- If time is reached and the score is tied, a sudden-death elimination will be begin. The first team to score a point is the winner of the game.
- No test practice will be allowed on arena.
- If a robot becomes disabled during the competition, it will be declared the loser of the round.
- Decision of the judges will be the final decision.
- The fixtures are decided randomly and the right to change them lies entirely in the hands of the coordinators. No mutual agreement among teams to change the fixtures is allowed.
- After registration, no changes can be made to the team.
- Any damage to the arena will lead to disqualification of the team.

NOTE :

- Exceeding the mentioned dimensions and damaging the arena will lead to disqualification of the team.
- Cash prizes and Certification will be awarded to the winner team & Runner's up team.
- Event Registration is Free of Cost.
- Once registration is complete you can not change, split or merge with another team.

THE ORGANIZING COMMITTEE RESERVES THE RIGHT TO ADD OR UPDATE RULES AT ANY TIME

EXCITING PRIZE POOL OF RS.15,000

1ST PRIZE

RS.7,000

2ND PRIZE

RS.5,000

3RD PRIZE

RS.3,000

ROBOMANIA 2K24

PMEC, BERHAMPUR

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www.robostreakspmec.com/Robomania-2k24/#Events

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Contact - Santosh sahoo (Event Coordinator)

PH: 9178866517

CONTACT US AT :

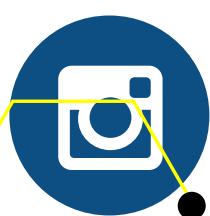robostreaks.pmec@gmail.com

FIND US AT :

www.robostreakspmec.com

CALL US ON :

Santosh Sahoo (Event Coordinator)
(9178866517)
Gyana Ranjan Khauta (Event Manager)
(7894459392)
Diptiman Mohanta (Secretary)
(9692559424)

@robo_pmec   @ROBOSTREAKS   @Robostreaks