ROBO/RACER

Objective:

In the Robo Race challenge, participants must navigate a track filled with obstacles and turns using a manually controlled robot, either wired or wireless, aiming to complete it in the shortest time possible.

Gameplay:

- The robot begins at the starting line when the timer initiates.
- It must stay on the track; otherwise, it restarts from the last checkpoint passed, with the timer continuously running.
- Penalties will be added to total time taken for skipping every obstacles or every instance of manually repositioning the robot.
- The timer stops once the robot crosses the finish line. the bot taking the shortest duration to complete the course wins.

Robot Specifications:

- The robot can be either wired or wireless.
- It must be manually controlled.
- Size limits: Length: 300mm, Width: 300mm, Height: 250mm.
- Weight limit: 5kgs.
- It must not be constructed from Lego parts or ready-made kits. use of IC engine is not allowed.
- Power source: Electrical, battery-powered or connected to a stationary power source connected to the robot by a cord.
- Batteries exceeding 3s Lipo are not allowed.Participants should keep spare batteries.
- -it may lead to disqualification if bot is not ready or stops in between the race.
- Wired robots should have a sufficient wire length to remain slack during the race.

ROBO RACER

Race Track:

- Includes Start and Finish Lines.
- The surface may have irregularities.
- Various obstacles like ramps, bridges, speed breakers, pits, seesaw, curve ramp down, slippery paths, rotating discs, etc., may be present.

Rules and Regulations:

- Punctuality (15 mins prior to the scheduled time) is mandatory; latecomers may rejoin upon payment of a fee.
- -the order of participation is on first come first serve basis on the day of the event.
- Each Team must have 3 members atleast, with one designated as the robot handler.
- Only the handler is allowed to control the robot during the race.
- Misbehavior may lead to disqualification.
- Deliberate interference with other robots or arena damage results in disqualification.
- Organizing Committee decisions regarding scoring, gameplay, timing, and participation are final.
- Teams must respect and abide by the decisions of the judges.

"Judges' rulings stand as ultimate."

REGISTRATION FEES: 200/- PER HEAD

CONTACT EVENT COORDINATORS:

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