

BITS2BYTES 2018

TO INFINITY & BEYOND 22-23 FEB

Robo Carrom

Rules and Regulations:

- The game will be conducted for 2 minutes .There will be no changing of sides. When the game starts, the robot has to be in the start off area only.
- Both the teams will be assigned their colour suite (black or white) before the starting of the game by tossing.
- There will be 13 coins (6 of each suite and 1 red coin as queen)
- The objective of the game is to pocket as many coins of your suite with the help of the bot and gain points
- A cover for the queen has to be scored compulsorily.
- All the coins will be marked with points. At the end o the game the grand total of all the scored coins will be calculated and considered.
- In case a robot pockets the other team's coin, then the score will be considered as valid and will be counted for the other team.
- Only one coin can be pocket at a go.
- The queen will be assigned 40 points. In the event of non-availability of a cover coin, a coin of that team's suite will be brought back on the field again (no deduction will be done).For pocketing it again no extra point will be awarded but time will continue.
- If the robot face any technical problem during the match, the time will not stop. Only in case of main power failure it will be taken under consideration.
- No one can touch their bots during the game.