



AVASTRA'23

DEATH RACE

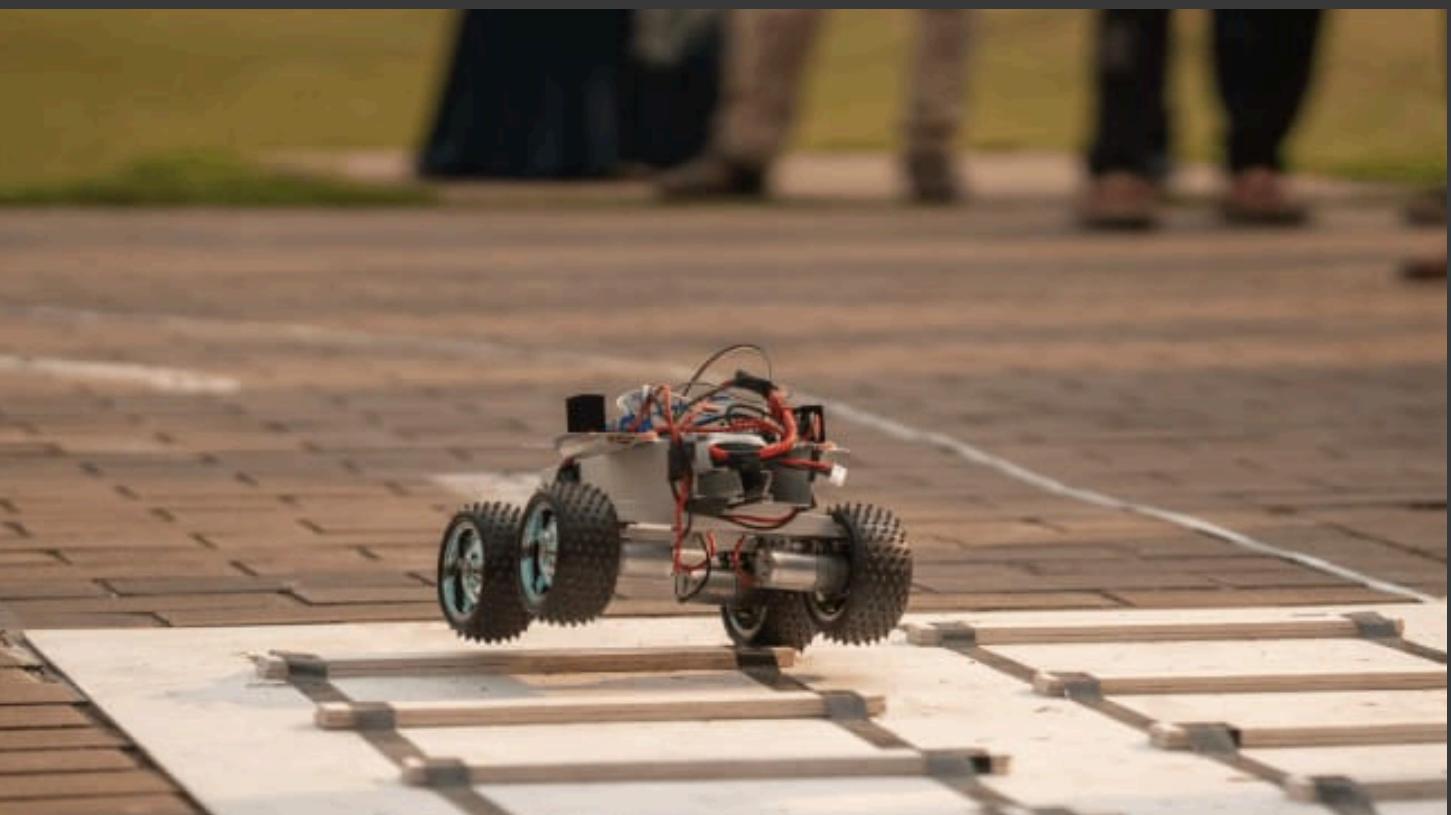
RULEBOOK

EINSTEIN ROBO ABEYAANTRIX CLUB
EINSTEIN ACADEMY OF TECHNOLOGY AND MANAGEMENT, BHUBANESWAR

DESCRIPTION

Team Size: 3 - 5

Design and build a remote-controlled (wired/wireless) racing bot that can complete the given race arena in least possible time. The team should be meticulous enough to manage the control and speed of the bot and to overcome different stages.



BOT SPECIFICATION

1. The Bot should fix in a box of dimension 300mm X 300mm X300 mm (l x b x h) at every given point of the race.
2. The total weight of the bot including accessories must not be more than 4k.g.
3. The minimum track width of the robot should be 20 cm.
4. Teams can't use readymade lego kits.
5. The electric supply voltage to the bot must be lower than or equal to 12 VDC at any point of time during the game.
6. Tolerance of 5% is allowed in dimensions and power supply.
7. The bots must be fire proof and water proof.
8. Teams will have to take care of their stock of batteries.

JUDGING CRITERIA

- 1. The first round is the qualification round, best performance teams are go for the next round.**
- 2. The rounds are based on the knockout matches.**
- 3. Each check points have different points. The team which complete the arena first with maximum points will be qualification for the next round (No second chance given to the looser team)**

NOTE: Rules are subject to change if organizers deem it fit.

RULES AND REGULATIONS

- 1. All the participants should carry valid ID cards of their institutions.**
- 2. At most two team members are allowed near the arena (one for controlling and other for assisting).**
- 3. The judges decision will be final and beyond arguments.**
- 4. Event co-coordinators reserve the right to revise the rules at any point of time if they think it is necessary.**
- 5. The team must not damage the opponent's bot and arena in any way. Event managers reserve the right to disqualify any team indulging in misbehavior.**
- 6. Participants should not step onto arena at any point of time while controlling their bot or in any other way. If so the it immediately leads to disqualification.**
- 7. Any team that is not ready at the time specified will be disqualified from the competition.**
- 8. No practice runs will be provided.**
- 9. Maximum 3 hand touches are allowed, after that penalty of 5 points will added for every hand touch.**

PRIZES

1st

RS 7,000

2nd

RS 5,000

3rd

RS 3,000

CONTACT US



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