

**ADASTRA’25**

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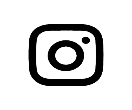
Prize Money

₹ 12k

DEATH RACE

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DESCRIPTION:

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.

ROBOT 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 robot and all the equipment and accessories excluding the power source should be no more than 4kg.
3. The minimum track width of the robot should be 20 cm.
4. The Bots cannot be constructed using readymade Lego kits though use of readymade gear assemblies is allowed. Violating this clause will lead to disqualification of the team.
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. Teams will have to take care of their stock of batteries.
8. The robots must be designed and manufactured as to pose no danger of any kind to any persons in the venue.
9. The robots must be fireproof and waterproof (The coordinators and organizers are not
10. responsible for any damage caused to the robots).

ROBOT CONTROL SPECIFICATIONS:

1. The bot can be controlled either by wired or wireless remote control mechanism at all stages of the game.
2. Participant can make use of wired remote control which is long enough to control the bot and it should be slacked at all times.
3. In case of wireless remote control each bot must have two remote control circuits (or a dual frequency remote control circuit) which can be switched to either frequency before the start of game. This is done to avoid frequency interference between the two competing bots.

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.
4. 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. Strength of the group not exceed 4.
3. At most two team members are allowed near the arena (one for controlling and other for assisting).
4. The judges decision will be final and beyond arguments.
5. Event co-coordinators reserve the right to revise the rules at any point of time if they think it is necessary.
6. The team must adhere to the spirit of healthy competition.
7. 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 misbehaviour.
8. 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.
9. Any team that is not ready at the time specified will be disqualified from the competition.
10. No practice runs will be provided.
11. Maximum 3 hand touch are allowed, after that penalty of 5 points will added for every hand touch.
12. Human interference (e.g. touching the robot) during the game will be disqualified.

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

CONTACT :-

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