

ROADRUNNER

Description of the Event:

The Task is to build a manually controlled bot which can complete the route by overcoming the obstacles in its Path. Thus battling with the opponents based on Marginal points and timing to finally win it. The bot can be wired or wireless. In case of wireless they may be Bluetooth controlled or Wi-Fi controlled. There are 2 rounds, Round 1 and 2 based on the difficulty level, participants will go to the next round by only clearing the preceding round.

Round1 (Two bots will have to compete each other in a race.)

Gameplay 1:

Two bots must start from the "START" mark.

The bots first arrive at Checkpoint A .

The two bots have to reach Checkpoint B after crossing the hurdles in any of the two paths.(Additional points for difficult path.)

Then the bots will move towards the Checkpoint C after crossing the typical curvature.

Then the bots will have to climb a special obstacle to reach Checkpoint D .

Checkpoint E will be obtained after overcoming the Staircase(ie.an escalator moving in the opposite direction). Then the bots have to go through the Roller section to reach the 'FINISH' MARK.

Round2: Gameplay 2:-

It is a solo race; In addition to the previous Checkpoints in ROUND 1 the new Checkpoints are as follows:-

The bot must start from the 'START' mark.

The bot will reach Checkpoint *A after avoiding the obstacles.

The bot arrives at Checkpoint *B after going through the tunnel.

Checkpoint *C will be obtained after overcoming the Roller section with additional obstacle.

The bot will have to choose either of the two paths to reach the Checkpoint *D or Checkpoint *E respectively and finally reach the 'FINISH' MARK.

Rules and Regulations:

1. Teams can have minimum of 2 and maximum of 4 members.
2. Bots must not exceed the dimensions of 30x30x30(cms).
3. The weight of the bot must not exceed 3kgs.
4. The bot may or may not have onboard power source,a 220v(ac) source will be provided,eliminators,batteries,dc motors must not exceed 12-14v(dc).
5. There can be students from different colleges to form a team.
6. At the most 2 members are allowed to control the bot.(including driver).
7. Bot is liable for disqualification if
8. -it is out of the specifications mentioned
9. -does any damage to the arena
10. Maximum time limit is 6 mins for each time
11. In case the bot gets stuck in the arena for more than 1 minute,it will be repositioned to its initial checkpoint and there is no penalty for it.
12. The organiser's decision is final and binding.

Judging Criteria:

10 points will be awarded for crossing 'START MARK' and reaching Checkpoint A.

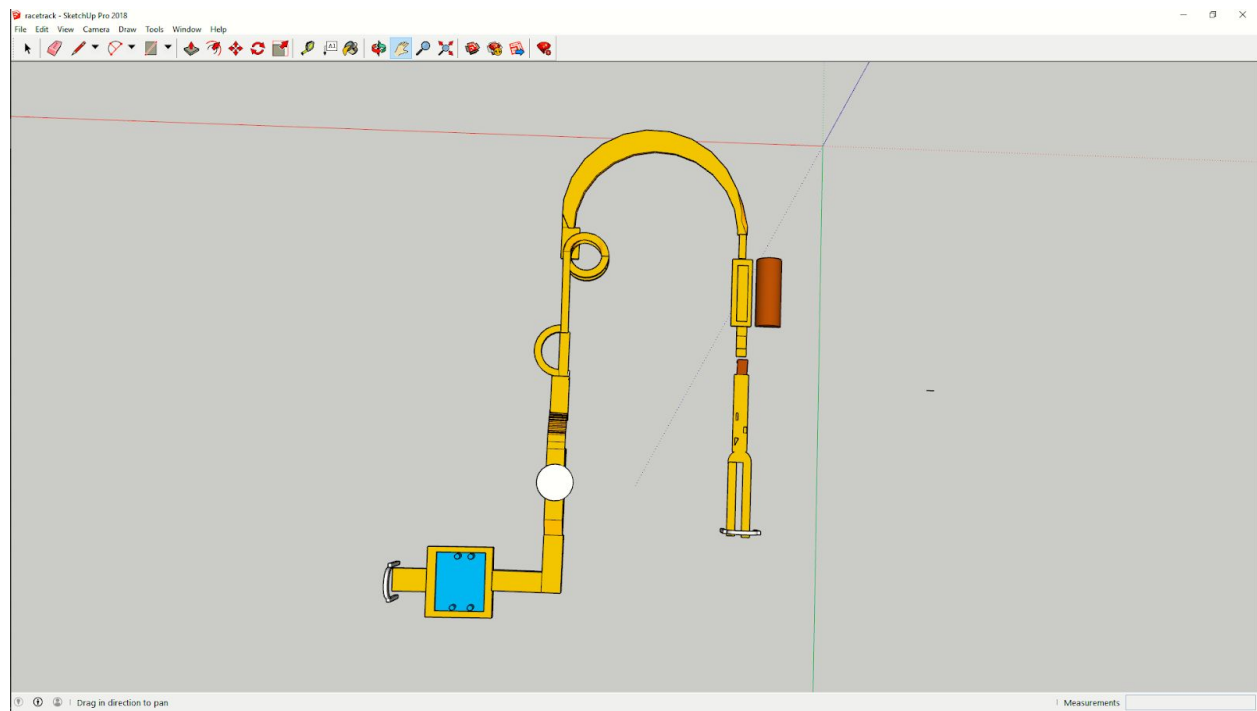
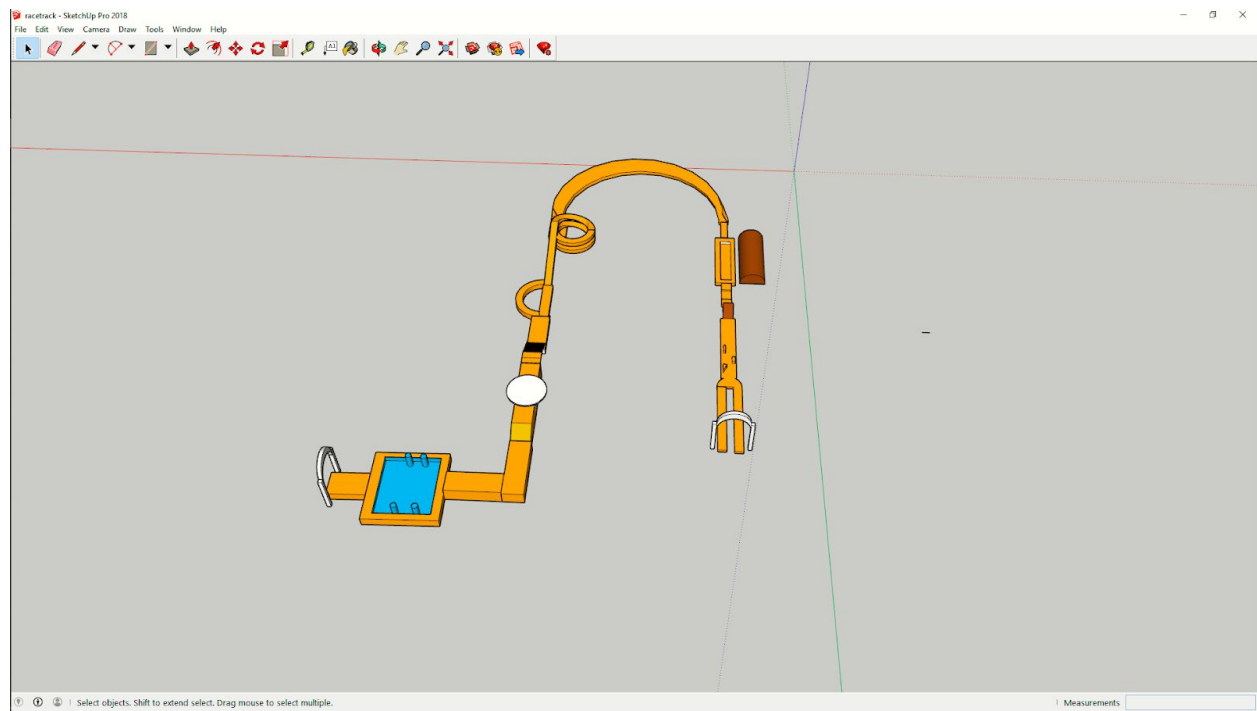
1. 20 points will be awarded for reaching Checkpoint B.
2. 15 points will be awarded for reaching checkpoint C.
3. Again 15 points will be awarded for reaching Checkpoint D.
4. 5 points for reaching Checkpoint E.
5. 10 points for reaching the 'FINISH MARK'.
6. 5 points for reaching Checkpoint *A.
7. 15 points for reaching Checkpoint *B.
8. 5 points for reaching Checkpoint *C.
9. 20 points for reaching Checkpoint *D or 10 points for reaching Checkpoint *D.
10. Bots may be judged for full completion and quickness of completion based on performance and development of the bot.
11. Any change in the scoring and judgment criteria may be done by the Organizers without prior announcement if some issue arises.

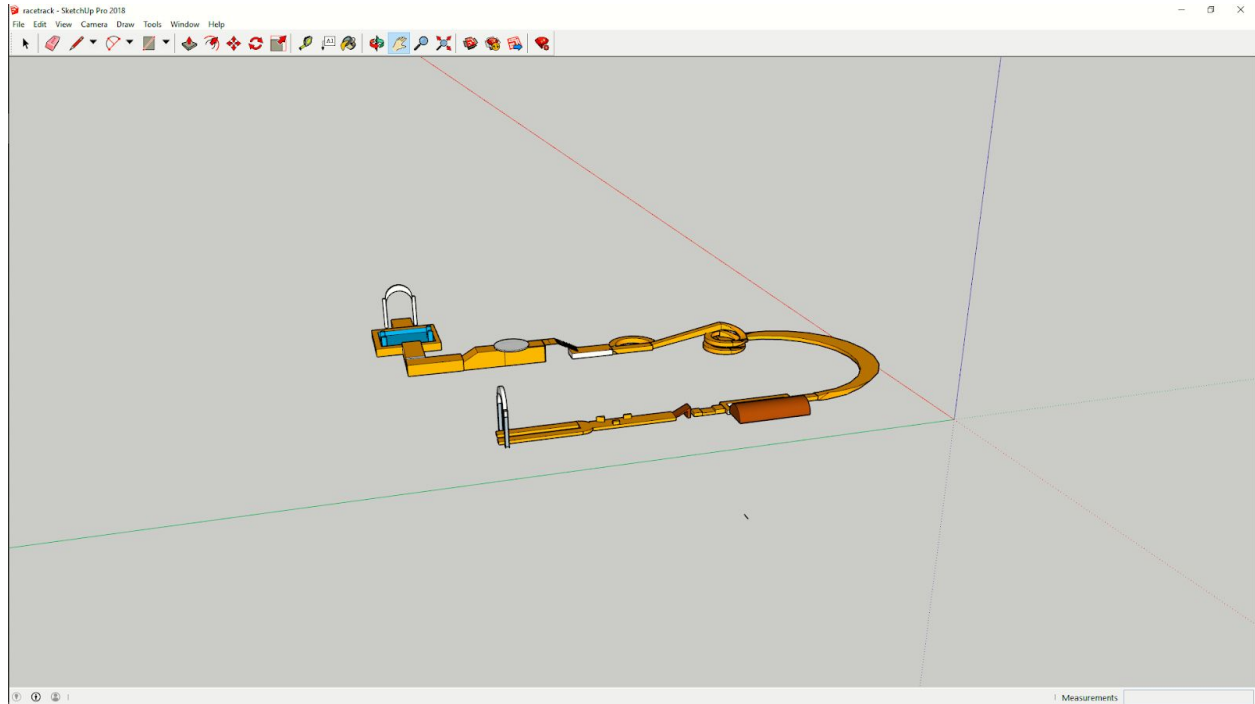
Penalties:

Participants may skip an obstacle but will result in -10points. (Only one skip is allowed in the entire race.)

1. 10 points for going out of the arena.
2. 5 points for moving the bot backwards.

*Scoring is performed based on points and time taken by the organizers.





Prize Money:

Worth Rs. 30,000/-

Contact Details:

A. Nomit (+91-8249097249)

B. Vishesh(+91-9711901381)