

. ROBO WAR

- Detailsrules

1. Fairness: The event should be driven by fairness.

2. There will be maximum 4 members in one team.

3. Initially bots will be placed on their starting positions (safe houses).

4. For the first 2 minutes and 30 seconds, both the bots will have to fight on the battle field of the arena.

5. You will get 5 points if you make the opponent's bot non-functional or if you push it out of the arena.

6. Otherwise if you fight for 2 and half minutes than both the team will get 2 points only.

7. After that, both the teams will have to cross the sand pit and push down the black block of respective zone for that bot will get 1 point.

8. Then finally you have to push green block in the opponent's zone.

9. Team pushes green block in opponent's zone will win and get 2 more points.

10. These are the rules for league matches.

11. In semi-final, top two teams get two chances to play final.

12. Rules for finals are disclosed at last day or before semi-final.

13. The block will be cubicle in shape & Maximum weight of the block will be 500 gram.

14. At the start of the game if any part of the bot touches the ground, the bot will lose the game.

15. A bot should not cut the main supply wire of the opponent's bot.

16. Any direct mechanical method will not be allowed to control the movements of the bot.

17. An A.C power outlet of 230 volts, 50 Hz will be provided. Organizers are not responsible for any power fluctuations.

18. Teams will be divided into various pools. Certain number of teams will go to the next round from each pool.

19. Each team within a pool will fight against every other team in its pool.
20. If two teams are on the same position in the point table (in their respective pools) .Then there will be a head fight as decided by the organizers.
21. The coordinators will have the final say and the participants will have to abide by the decisions taken by them.

Robot

specifications:-

1. Maximum weight of bot should not exceed 10 kg.
2. Maximum dimension of the bot at the start of game will be 30cm x30cm x 30cm.
3. You need to have a mechanism in your bot to fulfil the Rule-12.
4. The potential difference between any two points should not exceed 18v at any point of time during the match.
5. The bot can be wired or wireless. Wireless bots should have at least two models of frequency to avoid any frequency interference.
6. The controlling wires should be bound into a single strip and should be long enough, it should not entangle with the opponent's wires. The wires always remain slack throughout the competition.
7. The participating teams are allowed to use any sort of weapons. The team ensure that the weapons are safe for the spectators and the arena. Any sort of chemicals or liquids should not be used. (Weapons involving fire or any kind that may damage the arena are not allowed). The coordinators have the right to disqualify the team with unsafe weapons.
8. When a bot is placed on a horizontal surface then no part of the bot other than the wheels should touch the arena, at the start of the match.