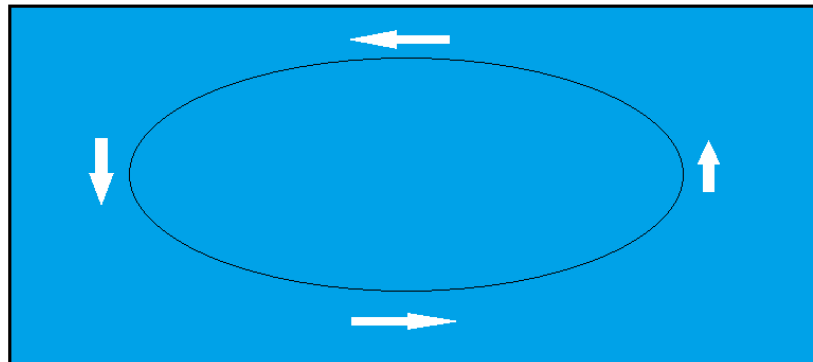# Remote Controlled Boats

Wavez-2017

Introduction

Welcome race fans. Remote controlled boats offer an adrenaline rush like nothing else.

Compete with other bots to be the quickest and most versatile in the arena!
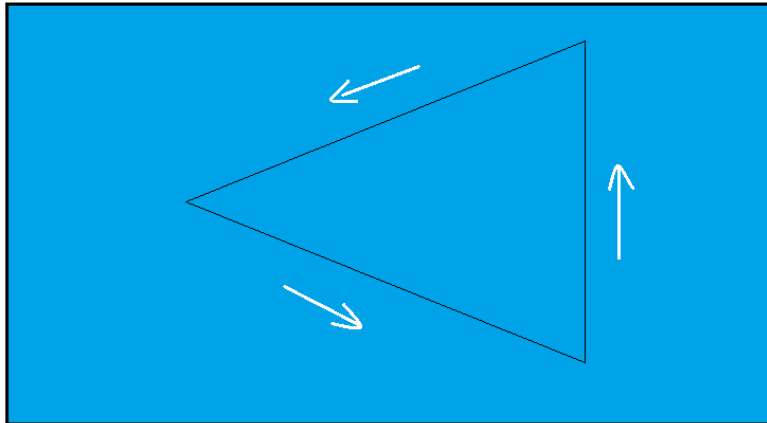
Arena description:

First round

> ➢ In this round there will be a '0' shaped Arena.

Second round

> ➢ In this round there will be a triangular shaped Arena.

Remote Controlled Boats

Bot requirements:

- The bot must be dimensions of 10 inch X 6 inch (25.4cm x 15.24 cm).
- The bots can use any method to manoeuvre the bots.

Hull will be provided if necessary. You have to pay for that.

Game:-

First round: We will set a 0-shaped track. There will be 2 laps in this round. The boat should follow the track and reach the end in minimum time. The boat which finishes the two laps in minimum time will be given the highest score and consecutive racers will be given lower scores. There won't be any elimination in the first round.

Scoring:

SPECIFICATION	POINTS
1st lap finish	150
2nd lap finish	300
Respawning	-100
Remodelling the boat	-200

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Second round: In this round again the boats should follow the same triangular track but there will be some check points in between the track. There will be 2 laps in this round. The check points will be smaller in size than the track width. The boat should not touch either the checkpoints or the track; if it touches, the team will lose points for each touch.

Scoring:

SPECIFICATION	POINTS
Passing through a check points	100
1st lap finish	300
2nd lap finish	500
Each touch to the track	-100
Each touch to the check points	-150
Respawning	-100
Remodelling the boat	-200

Scores for the two rounds will be added up and based on scores participants will be selected for final round.

Third round: The diagram attached below is the Arena for this round. All the boats will do this round simultaneously. The boat should start from the left end and reach the right end. The boat should not touch the track, there will be negative marks for touching the track.

Scoring:

➢ **-100** for every touch.

➢ **500** for completing the lap.

Remote Controlled Boats

> The boat that completes the lap in less time and with less negative points will win.
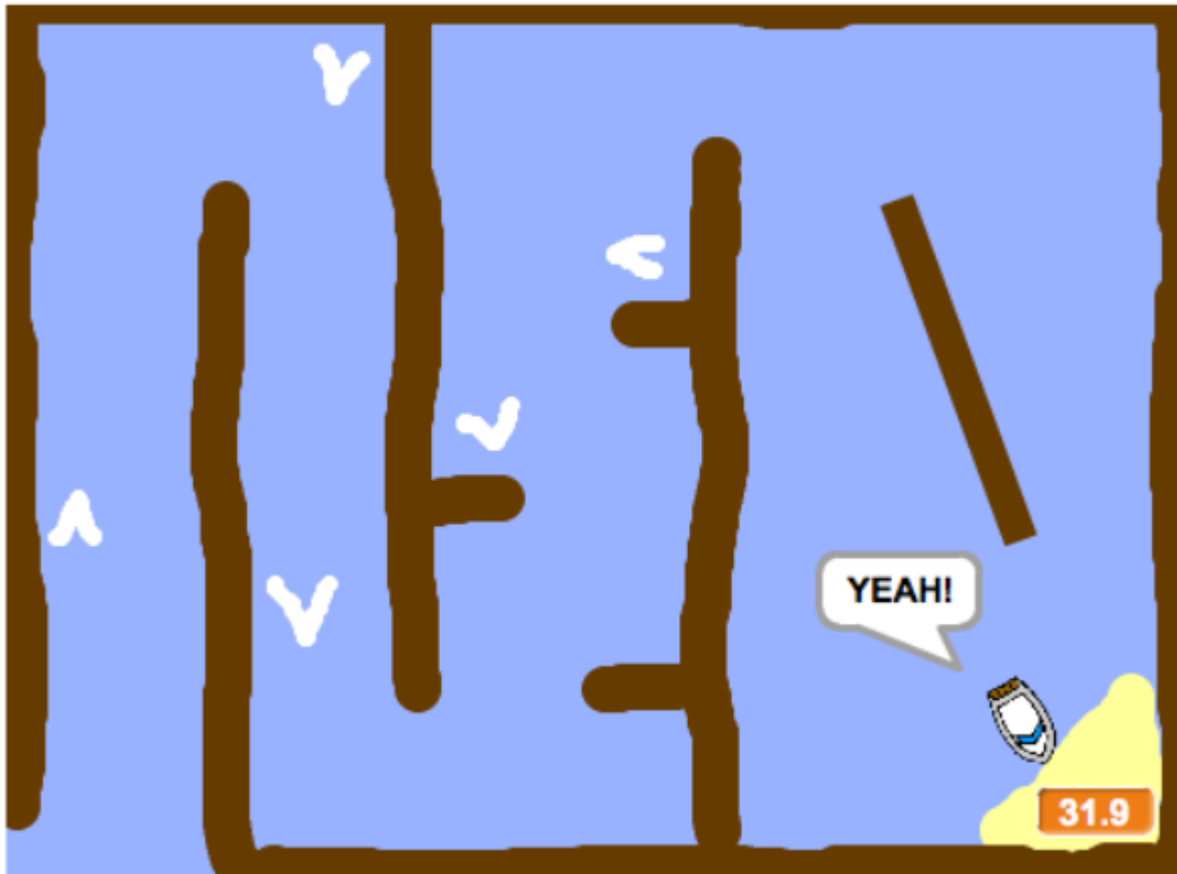
Rules and Regulations

The given RC boats MUST NOT BE DAMAGED. Any irreparable severe damage to the boat disqualifies the contestant and a penalty amounting to the cost of the boat.

Remote Controlled Boats

Only one member is allowed to control the robot. A total of two members per team can be allowed near the arena.

• A robot cannot split into two or more subparts. Subpart implies a robot which has a drive mechanism of its own.

• The operator is allowed to touch the robot only during a retry and before the match starts.

• The wire of the controller should always be slack .Controlling the robot by pulling the wire will lead to disqualification.

• Damage to the arena is unacceptable and will lead to instant disqualification.

• Coordinators have all rights to ask the teams to produce the additional explanations on design issues. Also the coordinators can ask for additional
explanation on the safety of the bots if required anytime during the event

• The decision of the coordinator is final and binding.

• All teams are expected to report at least half an hour before the start of the event.

Violations

In case of any violations, the decision made by the coordinators is final and binding to all participants.
Violation of rules put forth by the coordinators will not be allowed.

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