
OVERDRIVE 6.0



Event Description

“Drive your monster through the arena, and quench its thirst with the prizes”

Participants design a manually controlled ROBOT that has the capacity to cover maximum distance in minimum time, challenging the hurdles and be one of the best competitors.

TECHNEX-23

Round Details

Round 1 - Elimination Round

- Two bots will compete at the same time.
- Round 2 will be on next day of the event
- **TOP 20 TEAMS** are qualified for the **ROUND 2**.

Round 2 - Final Round

- In the final round players have to cross the arena in minimum time.
- Time limit will be there for this round and the bot has to complete the track with maximum obstacles cleared and minimum time to win the competition.
- The participant who will complete the arena in minimum time will be the winner.

Cash Prize

Upto 50,000/-

Registration Details

Entry fees for competition – Rs. 600/- (Per Teams)

Team Size

- A team may consist of a maximum of 4 members.
- Students from different educational institutes can form a team.
- Participants must have their latest identity card issued by their college (any proof like college I-card).

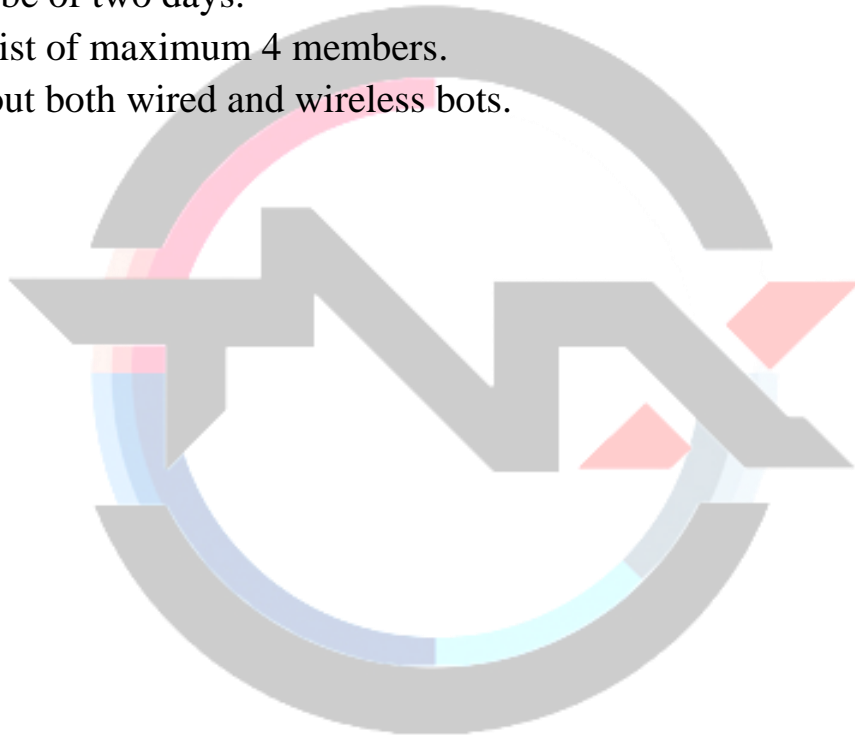
TECHNEX-23

Workshop Details

Registration Fees For Workshop: Rs. 3200/-

Date: 24-25 JAN 2023

- For Workshop kit will be provided by Overdrive team.
- Kit consists of wired bot components.
- Workshop is available in college premises.
- Workshop will be of two days.
- Team will consist of maximum 4 members.
- Knowledge about both wired and wireless bots.



TECHNEX-23

Bot Specifications

- The use of ready made bots is strictly prohibited.
- Both wired as well as wireless bots are allowed.
- The bot must not exceed 300*300*100 mm.
- Total weight of the bot must be less than 5Kgs.
- The total input voltage must be less than 13V.
- Bot can use any mechanism (like Arduino for wireless bots) to operate.
- The mechanism used should be such that only one person will control the bot.
- Failing to meet any of the above specifications will lead to immediate disqualification.



Rules And Regulations

- A team may consist of a maximum of 4 members.
- Students from various institutes can combine to form a team.
- All the participants must have their latest identity card issued by their college.
- **TOP 20 TEAMS** are qualified for the **ROUND 2**.
- The arena must not be damaged and the bot must not dismantle during the rounds.
- The bot will be liable for disqualification if it causes any kind of damage to the arena.
- Only two team member is allowed to handle the bot. No other team member is allowed to enter the arena.
- Participants may change the battery **only once** during the event.
- The bot must not intentionally damage opponent bot. this may lead to severe action or disqualification.
- Time penalties will be taken for each hand touch , moving obstacle touches and bot dislocation from arena.
- Violation of any rule or misbehavior will lead to disqualification.
- Team and faculty have all rights to take appropriate decisions.
- Bot must follow the given specifications.
- At any point of time boat must not be pulled by the wire, such actions will lead to disqualification

NOTE: Rules may subject to change.

Contact

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