



ISTE NITC STUDENTS' CHAPTER ATREYA'19 17TH ANNUAL STATE CONVENTION

DEATH RACE

Event Description

Does the rush of Adrenaline drive you crazy? This event will give you an insight of your journey through hell. For all the road maniacs, the Herculean track is set. So "Push the Pedal to the medal", get your bot to finish the race before your opponent does as this Atreya'19, we bring to you Death Race.

Rules and Regulations

Arena

- All arenas used in the event will resemble the Top Formula 1 Racing Tracks.
- The tracks has a minimum width of 30cm and consisting of several traps and shortcuts in the racing circuit.
- The arena will test your timing, control, skill and most of all, your decision making strategy in dodging traps

assigned for you and activating the traps for your opponents.

- The race track is uniform solid ground, except for the traps.
- Activating a trap will only slow the opponent. The traps in the arena are classified into 3 types:

- ☐ Common traps.
- ☐ Self-afflicted traps.
- ☐ Traps activated by organizing committee.



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Note:

- Damage to the arena in anyway will lead to disqualification.
- The arena specifications may be subject to changes, and the final arena will be disclosed only at the time of the event.
- Judges' decision will be final. Any doubts that may arise have to be verified directly with the event managers

Gameplay

The event is divided into 2 or 3 rounds

- The first round is a Preliminary round.
- This round is a time challenge based round consisting of 1 lap, which only a single bot will be racing in the arena.
- There will be shortcuts which have to be activated through respective switches (which will be activated by a touch with your robot) provided in different parts of the arena.
- Judging committee decides how many contenders will be taken into the second round along with a special wild card entry.
- Wild card entry will be given to the team with the best robot design and performance at the arena.
- Wireless bots will be given higher preference in consideration for wild card.



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- Track will be reset after the first round. Contestants selected for second round should report before the time mentioned by the judging committee. There bots will be disqualified if they didn't report in time.
- Based on the time limit 3rd round may or may not be conducted.
- Only 1 Timeout will be given to any team in any round on request. Bots will be started from the last check

points they crossed in such cases. Timer will be stopped.

Important Note:

- Maximum of three people are allowed inside the boundary for each bot. If more than 3 are sighted by the judging committee, a penalty of 30 seconds will be added to your finishing time.
- Any kinds of videos or photos are not allowed inside the boundary. People willing to take a video should do it from outside the boundary. If sighted inside, a penalty of 30 seconds will be added to your finishing time.

Judging Criteria

- If a bot falls in a trap, 15 seconds will be added to their timer and the bot will be set at next check point which will be just adjacent to the trap.
- The time of run is measured from the time the robot crosses the starting time until the time it crosses the finish line.
- Time measured by the concerned judge using a stop watch is final.
- Judges have the right to take decision in case of any discrepancy.



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Final Note:

- The organizing committee has the right to change any rules they seem fit (which will be informed).
- No power will be supplied at the arena, participants have to bring their own batteries or power source.

Specifications

Robot Specifications

The robot excluding remote should fit into a box of dimensions 25*25*20 (l*b*h) at any time.

- They can have any type of motors powered only by batteries.
- Any kind of readymade components or Lego kits are not allowed.
- The voltage between any two points on the bot should not exceed 18V.
- All the wires coming out of the bot should be intact (should be stacked as a single unit).
- Change of batteries will not be allowed during the race.
- All kinds of weapons like saws, hammers, flippers, cutters, guns or any other device which cause damage to opponents' bot are strictly prohibited.
- Length of the wires should at least be 2m for wired bots.
- Your robot must be strong enough to withstand minor drops (a 10cm drop during pitfalls), pushes and impulses by the opponent.
- Bots cannot be constructed using ready-made Lego kits or any other such mechanism. But ready-made gear assemblies and wheels can be used



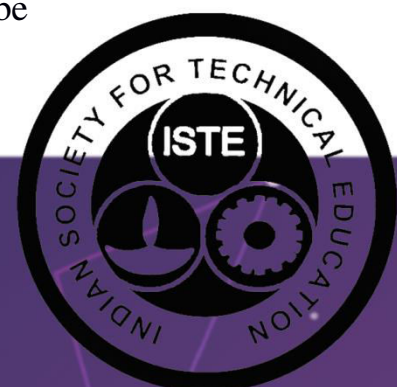
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• MOBILITY:

- ☐ Only rolling is allowed (wheels, tracks or the whole bot).
- ☐ Jumping, hopping or flying is not allowed.
- ☐ Directing the bot with the help of tension in the wire connected to the bot is not allowed, which may lead to penalty.

Team Specifications

Maximum no of players per team is 3.

- Inter-college teams are allowed.
- Only 2 or 3 players are allowed to enter the arena.
- All the participants should carry their college ID cards.
- No two teams registered can have common participants.
- Right spirit of participation is expected from the participants.

Participants with a degree below post graduation (PG) are allowed to participate

PRIZES WORTH 15,000

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