



# TECHCRAZE 2K18

## Shield Bot

Knock it off... From the concept of autonomous bots, comes another fun filled, nail biting event. The bots are required to sweep the floor off some of unimportant items that are crowding the room but not jump off the edge. Mind it!!!

### **RULES AND REGULATIONS:**

- A team may have members of 2 to 5 members.
- Every participant must be enrolled in an Under Graduate program. College pass outs and post graduate students will not be allowed to participate.
- College/Institution Identity card is necessary at the registration desk while registering to participate and at all times during the event, failing which will lead to direct disqualification.
- An individual cannot be a member of more than one team for the event.
- A robot cannot be shared by two or more teams.
- Adopting unfair means will lead to direct disqualification of the team.
- A healthy spirit of participation is expected from each and every participant.
- Administrators reserve the right to change/add/remove any of the above rules in case of any ambiguity.

### **BOT SPECIFICATION:**

- The bot dimension must be 20x15x15 (lxbxh) cm.
- Weight maximum 1 Kg.

- Power supply can be on board or off board.
- The voltage can be varied between 6 -24 volt.
- Ready-made Lego kits are not permitted.

## **GENERAL RULES:**

- The power system of the robot will have to be prepared by the participating team.
- The robot must be completely autonomous.
- There will be strict checking of dimension and weight.
- The team name must be prominently displayed on the machine.
- Points will be disclosed at the arena.
- There will be two rounds , qualify round and final round. So, those teams are qualify the first round they will go to the final round.
- Qualifier: rules and arena depends on coordinators. And it will be disclosed after the prelims.
- Coordinators' decisions will be the final decisions, no argument will be entertained after a decision is taken.
- The players must report at the arena when they are called by the coordinators.
- Each team will be allowed for one trial, on only a small part of the maze.
- If under any circumstance any part of the robot touches the ground, the team will be adjudicated as disqualified.
- An object will be counted only if the surface of the falling side fully touches the ground.
- Each team has to knock down maximum number of object within a stipulated time. In the event of more than one team being able to do that successfully, their timings will be considered.
- Any manual touching of the robot after the start of the game will result into instant disqualification.

## **CONTACTS:**

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