

ROBO WAR

INCEPTUM 2k14

Team Specification:

A team may consist of a maximum of 5 participants, all from the same institute or may be from different institute.

General Rules:

The competition will be played on a knock-out basis consisting of 2 players at a time . The duration of each bout will be 5 minutes. Any team that is not ready at the time specified will be disqualified from the competition automatically. And the duration is subject to change.

1. The machine would be checked for its safety before the competition and would be discarded if found unsafe for other participants and spectators.
2. The organizers reserve the rights to change any or all of the above rules as they deem fit.

Change in rules, if any will be highlighted on the website and notified to the registered teams.

3. Violation of any the above rules will lead to disqualification.
4. Judges' decision shall be treated as final and binding on all.

Criteria for Triumph:

1. A robot is declared victorious if, it is pushed out of the arena three times.
2. A robot is also declared victorious if its opponent is immobilized.
3. A robot will be declared immobile if it cannot display linear motion of at least one inch in a timed period of 30 seconds. A bot with one side of its drive train disabled will not be counted out if it can demonstrate some degree of controlled movement.
4. If both bots survive the five minutes at that point, the bot with higher hit points wins.
5. The winner moves on, the loser is eliminated from the tournament.

Safety Rules:

1. Compliance with all event rules is mandatory. It is expected that competitors stay within

the rules and procedures of their own accord and do not require constant policing.

2. If you have a robot or weapon design that does not fit within the categories set forth in

these rules or is in some way ambiguous or borderline, please contact the event organizers.

3. All weapons must have a safety cover on any sharp edges

4. The cutting blades should not be too sharp, so as to cause damage to any person & all the bots will be checked for safety before the start of the event.

Specifications:-

Problem statement:

Design and construct a remote or wired controlled bot capable of fighting a one on one tournament.

Arena and hazards:

The arena is circular of concrete surface.

The drivers control their machines from outside the arena.

The dimensions of the arena will be disclosed 30 minutes before the start of the competition or may be put up on the Inceptum website at a later stage.

We could also introduce aggressive maneuvers in the arena, so you may prepare your war bot accordingly.

Dimensions and Fabrications

1. The machine should fit in a box of dimension 500 mm x 500 mm x 500 mm (lxbxh) at any given

point during the match. The external device used to control the machine or any external tank is not

included in the size constraint.

2. The machine should not exceed 45 kg of weight including the weight of pneumatic source/tank. All pneumatic tanks/source and batteries should be onboard. Weight of adaptors and the remote

controller will not be counted.

3. Kit Robots are not allowed.

Mobility:

All bots must have easily visible and controlled mobility in order to compete.

Methods of

mobility include:

- Rolling (wheels, tracks or the whole robot).
- Jumping and hopping is not allowed.
- Flying (using airfoil, helium balloons, ornithopters, etc.) is not allowed.

Robot Control Requirements:

- If the bot is wired then the wire should remain slack under all circumstances during the competition. All the wires coming out of the bot should be stacked as a single unit. The wires should be properly insulated. Teams are suggested to use only rated wires such as ISI marked. Loose connections or improper wiring may lead to direct disqualification even before the event.
- If the bot is controlled wirelessly, the bot must at least have a four frequency remote control circuit or two dual control circuits which may be interchanged before the start of the race to avoid frequency interference with other teams. The case of any interference in the wireless systems will not be considered for rematch or results.
- Remote control systems from toys might be used. Remote control systems available in the market may also be used.

Battery and Power :

- The machine can be powered electrically only. Batteries must be sealed, immobilized electrolyte types (such as Li-ion, NiCd, NiMH or dry cells).
- Working voltages must not exceed 24V DC (mean voltage) at any point of time.
- All power connections must be of an adequate grade and adequately insulated. Cables must be routed to minimize the chances of being cut.
- All efforts must be made to protect battery terminals from a direct short and causing a battery fire, failure to do so will cause direct disqualification.
- Battery Eliminators are allowed and power source would be available at the venue for the eliminators.

Motors:

The robot should move as fast as possible around the arena with the help of motors.

- DC motors and stepper motors (12V-24V) can be used as per the design of bots.

Pneumatics:

All gases in pneumatic systems must be inert or non-inflammable - e.g. air, carbon dioxide

(CO₂), argon (Ar), or nitrogen (N₂).

- Maximum allowed outlet nozzle pressure is 4 bars. The storage tank and pressure

regulators used by teams need to be certified and teams using pneumatics are required to

produce the Safety and Security letters at the Registration Desk at the venue. Failing to do so will lead to direct disqualification.

- Participants must be able to indicate the used pressure with integrated or temporarily fitted pressure gauge. Also there should be provision to check the cylinder pressure on the bot.
- You must have a safe way of refilling the system and determining the on board pressure.
- All pneumatic components on board a robot must be securely mounted. Particular attention must be made to pressure vessel mounting and armour to ensure that if ruptured it will not escape the robot. The terms 'pressure vessel, bottle, and source tank' are used interchangeably.

Hydraulics:

- Bot can use non-inflammable liquid such as water-glycol mixtures , water-synthetic base mixtures ,oil etc. to actuate hydraulic devices
- All hydraulic components on-board a bot must be securely mounted. Particular attention must be made to pump, accumulator mounting and armour to ensure that if ruptured direct fluid streams will not escape the bot.
- All hydraulic liquids are required to be non corrosive and your device should be leak proof. Maximum allowed pressure is 8 bars.
- Participant must be able to indicate the used pressure with integrated or temporarily fitted pressure gauge.

Weapons Systems:

Robots can have any kind of magnetic weapons, cutters, flippers, saws, lifter, clamper, crusher, rammer, wedge like structure of bot, spinning hammers etc. as weapons with following exceptions and limitations:

- Visual obstruction.
- Radio jamming.
- High voltage electric discharge.
- Liquids (glue, oil, water, corrosives...)
- Open combustion (fire, explosives...)

- Any kind of explosive or intentionally ignited solid or potentially ignitable solid.
- High power magnets or electromagnets.
- Spinning weapons which do not come in contact with the arena at no point of time are allowed.

'In no case should the arena be damaged by any bot'

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Certificate Policy:-

- > Certificate of Excellence will be awarded to all winners.
- > Certificates of Participation will be given to all the teams that will participate in the event, but not to the teams which get disqualified due to disobeying any of the competition rules.
- > Also, there are exciting cash prizes & other awards in store for the top three winners.

The way participants proceed for the next round will be decided on the spot by the Robowars team as the event progresses.

We may have missed out a few details so please contact us in case of query or log on to the website to check out any changes.

INCEPTUM team wishes you all the best...