

## Open Challenge

This event would be an open platform for all the budding engineers, scientists, and researchers who can come up with their innovative designs and implementations in the field of robotics and exhibit them in front of our elite panel and explain the working of their machines. The participants would be judged on the basis of their innovation, implementation and demonstration.

<b>Robots per Event:</b>	One
<b>Length of Event:</b>	Open
<b>Robot Weight Range:</b>	Open
<b>Robot Dimensions:</b>	Open
<b>Arena Specifications:</b>	None
<b>Robot Control:</b>	Autonomous or Remote-control
<b>Engineering Principles:</b>	Art, mechanical engineering, electrical engineering, computer science, etc
<b>Event Summary:</b>	This is the anything goes category. For people with cool robots that don't fit into any category,

### 1. OBJECTIVE

The contestants are to demonstrate a robot that performs interesting tasks for applications such as in entertainment, domestic chores, industry etc.

### 2. BRIEF DESCRIPTION

**2.1** The competing robots, which can be self-navigating or remote-controlled, will perform their capability on a 5m x 5m contest arena for a period of time.

**2.2** The robots may move freely around the arena or be in a static position.

**2.3** Participants are required to submit a video clip or digital photographs (up to a maximum of 2MB in total file size,) of their entry to the organiser when you submit your entry for the qualifying round. See section 4 for details on pre-qualification.

### 3. RULES AND GUIDELINES

**3.1** The competing robots can start from any point in the contest arena.

**3.2** A total duration of up to 10mins is allocated for setting up the robot and any accessory equipment and demonstration of its capability. The time duration will be measured from the moment the contestants enter the arena. If more than 10 minutes elapsed, the robot must be removed from the arena.

**3.3** In the case where the contestants wish to employ radio control, they should inform the secretariat in advance. Contestants should not broadcast radio signals while another contestant's robot is performing.

**3.4** In the case that a robot requires special accessory equipment or tools during its performance, the contestants

will provide such items.

**3.5** In the case that a robot performance is to be accompanied by music, the contestants should provide the means to reproduce this music.

**3.6** There is no specific flooring material of the contest arena. The flooring will very much depend on the available contest site. However, if there is a special requirement such as carpet, the contestants will have to provide for it.

**3.7** One power point of 220/230V, 50 Hz supply will be made available. However, the teams are to provide their own power adapter and extension means if it is required.

**3.8** For air supply, the contestants are to provide their own air compressor units if necessary.

**3.9** The designs of the competing robots must be original and unique. No two identical designs are allowed in the competition.

**3.10** The expenses incurred in transportation and setup of equipment is to be borne by the individual teams.

**3.11** The boundary for the area will be black or white depending on the floor.

**3.12** Robots that can, in principle, compete in other should not be allowed to compete in the open category event.

#### **4. PRE-QUALIFICATION**

**4.1** During the preliminary round, participants are required to submit a video clip (max 2 Mb), readable in standard MS Windows Media Player, of up to 2 minutes, or digital photos of their robot in performance sequence, (Max 2 MB in total) of their robot, before 3 days of the competition to the mail id : info@robogames.in

**4.2** A panel will evaluate the entries based on the video clips submitted.

**4.3** Results of the preliminary round will be announced on the web site before the competition.

**4.4** Only qualified participants will be permitted to present their robots for the final round.

#### **5. JUDGING CRITERIA**

Degree of Innovation 20%

Design & Realisation 20%

Performance 30%

Content 30%

- Entertainment (e.g., audience participation)

- Applications

#### **6. EXHIBITION**

**6.1** All entries will be allocated exhibition space where the robots will remain throughout the day. Contestants are to man the exhibits at all times and should be available to answer questions from judges and members of the public.

**6.2** Prize winners will only be announced at the end of the day of the competition.

**6.3** Judges decision is final.