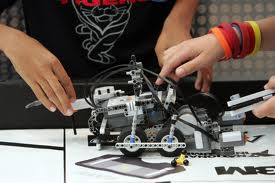


Evadobot

"The supreme, the merciless, the destroyer of opposition, the exalted King, the shepherd, the protector of the quarters of the world, the King of the world whose mouth destroys mountains and seas, who by his lordly attack has forced mighty and merciless Kings from the rising of the sun to the setting of the same to acknowledge one supremacy."

Conquer the kingdom, mercilessly put the opponent off the game and triumph the final destination.

**SRIJAN brings you a chance to make KINGBOT.**



General Rules:

 The maximum number of participants in a team is 4.

 Each member must produce a valid ID card of his/her respective institution.  However students from different institutions can form a team.

Event Specific Rules:

Each team shall consist of maximum 4 members.  
Bot should completely fit in a cuboid of 25x25x30 cm. At the start of event.  
There will be no relation between scores of any round with each other.  
All arena dimensions are in feets unless otherwise mentioned.  
Separate rules for each round are given.

**Event Details:**

The event will take place in three Rounds :

**Round 1  
  
Terrain type: Rough**  
  
This round is aimed at testing bot's speed and strength. The objective of this round is to transfer certain cubes into an empty pan of a weighing balance whose other pan is preoccupied with a fixed amount of weight. The cubes to be transferred will be scattered throughout the arena. There will be hooks fixed on cubes to facilitate the lifting action. An electric switch is placed on the arena under the target pan. After a certain amount of weight is transferred on the pan , the lowering of pan will result in completion of circuit which will in turn result in opening of the gate, and will mark the completion of task. Refer figure for details of arena.

**Rules:**  
  
The bot should be operated by a single operator throughout the round.  
Damage to arena will lead to disqualification.  
In case while transferring cubes into pan, it falls, then that cube will be placed back to its original position.  
Time limit is five minutes. However, in case of incompletion of task, additional two minutes will be given but with different scoring formula.

**Scoring:**

Upto 5 min.:- ( 3000\*)-100n-200m+600t after 5 min.:- (3000\*)-100n-400m-5t  
\*subject to completion of task  
N= no. Of times bot touches boundary of arena  
M= no. Of time any obstacle is touched and/or bot is pulled by its wire.  
T= time left after completion of task in minutes.  
T = time consumed in seconds

**Round 2  
  
Terrain type- smooth**  
In this round two teams will be competing face to face. This round will be based on mixture of carrom and soccer. The two robots will be placed on a wooden platform. Several balls of two different colors will be placed on the board along with a queen. Each team will be assigned a specific colour and are bound to score only those balls. The team trying to score the queen will have to make sure that they have scored more number of balls than the opponent team at that instant, otherwise it will be brought in the centre of platform. Six poles as obstructions will be attached to the board.

**Rules**  
Time limit is five minutes.  
Bot can use any type of mechanism (dragging/flicking) for scoring the ball.  
In case a bot scores opponent's ball, then that ball will be awarded to the opponent.  
Damage to arena will lead to disqualification.  
Hitting opponent's bot intentionally will lead to disqualification.  
Winner will be decided as per scores not by the possession of queen.

**Scoring:-**

300n + (1000\*) - 100m - 50p  
\*for scoring queen  
n= no. Of own balls scored.  
m= no. Of times any pole is touched or the ball is thrown outside the arena.  
p= no. Of times bot touches arena boundary.

**Final Round  
  
 Terrain type:- smooth**  
  
 In this round bot will ascend a rotating wooden platform from a stationary point a( refer fig.) And will have to reach the destination point b. The platform will be fraught with many sorts of obstacles(not shown in fig.) The platform will be changing its direction of rotation and speed as well on a regular interval of time

**Rules**  
Time limit is 10 minutes.  
The bot must be operated by single operator throughout the round.  
Bot's connecting wire must remain slack throughout the round  
Bot's wire must not entangle with the central pillar.  
The task will complete when bot lands on destination point properly.

**scoring:-**

(5000\*)-300n -150m  
\*subject to completion of task  
N= no. Of times bot descends wrong place  
M= no. Of times bot touches any obstacle or the bot is pulled by team member through its wire.

For more information’s contact:

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