Frisbee Launcher

Introduction

The purpose of the Frisbee launcher is to throw Frisbee to a longer distance using different mechanisms without requiring any human intervention using mechanical concepts and considering factors like frictional forces, damping of springs etc. Participants will have to design a Frisbee launcher that can launch a Frisbee of given dimension.

Prize Money

1st Prize: 7,000
2nd Prize: 4,000
3rd Prize: 3,000

Problem Statement

Round 1

Teams will need to submit working video of their robot as a Proof of Concept.
➢ Duration of video must not be more 5 minutes.
➢ Video must be in mp4 format.
➢ Ensure the proper visibility of launcher in video.
➢ Any sort of malpractice might lead to disqualification.

Round 2

➢ Qualified teams will have to present their working prototype in offline mode.

Machine Specification (if any)

➢ Maximum allowable dimensions: 1m*1m*1m.
➢ Diameter of Frisbee: 25 cm.
➢ Weight of Frisbee: 175 gram.
➢ Voltage between any two points should not exceed 12 V.

General Rules

➢ Any violation of constraints will result in disqualification of the team.
➢ Decision Taken by Judges will be final and binding for all.
➢ Any misbehaviour will lead you to disqualification from the competition.
➢ If less than 30 teams will be registered, then only first prize will be given and if less than 50 teams will register, only two prizes will be given.

Team Specifications

➢ Team should be of 2 to 5 members.
➢ Members of a team may be from the same college/school or different (K12/UG/PG).
➢ Any number of teams can participate from one college/school.
➢ Professionals are not allowed. Only students can participate.
➢ Participants are required to bring their school/college ID cards.
➢ Once registered, the same team cannot register with another name or for another model other than previously registered one.
➢ Every team must have a unique name that should not be offensive conflicting or inappropriate.
➢ Organizers have the right to reject entries for any inappropriate team name.
➢ Organizers must be notified if a team's name has been changed.
➢ Team Representative: Each team must specify their Team Representative (Leader) at the time of registration on the website. All important communications between the organizer and the registered teams will be done through their Team Representative. The Team representatives must submit valid contact details (phone no., email id, etc.) at the time of registration.
➢ If teams don't show up on allotted slot, they will be disqualified.

Event Timeline

Round 1 (Virtual Mode)	Proof of Concept submission deadline	11th April 2022
Round 2	Releasing list of shortlisted candidates	12th April 2022
	On site event	15th April 2022

Registration Details
Registration window will open soon!