



B.I.T. SINDRI

SANDHAAN '20

"THE ANNUAL TECHNO MANAGEMENT FEST"



PATRON

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PROF-IN-CHARGE

(Dr.) R.P. GUPTA

CHAIRMAN

TRIDEV SINGH CHOUDHARY

KURUKSHETRA

Belligerent Bot and Resilient mind...That's all needed to create the history. Your pointed interrogation of the war field gives you an edge over your opponents. Run fast to turn your dream into reality. Be the king of KURUKSHETRA.

Prepare yourself to witness the most brutal combat of robotics, when two bots fight for the ultimate glory.

TASK

Design and construct a manual robot capable of fighting a one on one battle.

BOT SPECIFICATIONS

- The dimensions of the robot should not exceed 30cm x 30cm x 30cm (length x breadth x height).
- The weight of the robot should not exceed 8 kg of weight (including all the on-board systems).
- The external wired control used to control the machine manually is not included in this size constraint.
- If the machine uses an externally placed power supply, the dimensions of the power supply are not included in the size constraint. However, in case of an onboard power supply, the machine along with the power supply should follow the rule mentioned in clause 1.
- The judges hold the right to subjectively determine if the machine violates any clause.

POWER SUPPLY AND CONTROL MECHANISM

- The machine can use an externally placed or on-board electric or non-electric power supply.
- In case of an electric power supply, the voltage at any point on the machine must be lower than or equal to 24V at any point of time during the game.
- The organizers will provide 230V, 50 Hz AC power supply. Any extension cords, eliminators, adaptors or battery box etc. required will have to be arranged by participants themselves.
- The machine has to be necessarily controlled by some wired/ wireless remote control mechanism at all stages of the game.
- If a robot is using radio control, the organizing team will not be responsible for any disturbance in frequency.

- In case of wired mechanism, the wire must be slack for the duration of the game. The participants have the right to ensure that the wire does not get entangled with the opponents machine during the game.

GENERAL RULES

- A team can consist of utmost 4 participants.
- Open for all years and participants must show proper ID cards of their institutions.
- The battle consists of 3 rounds of 2 minute each.
- The right spirit of participation is expected from the participants.
- In case of any dispute judges' decision will be final and binding. The judges also hold the right to disqualify any team in case any of the rules are violated.

In case of any discrepancy the decision of judgment panel will be final and binding.

INCENTIVES: Prizes to be won worth INR 15000.

Event In-charges: AVINASH

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