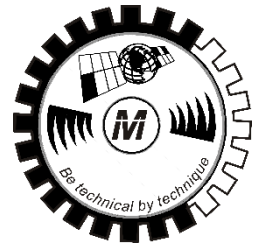


B.I.T. SINDRI

SANDHAAN '20

"THE ANNUAL TECHNO MANAGEMENT FEST"



PATRON

Prof. (Dr.) D.K. SINGH

PROF-IN-CHARGE

(Dr.) R.P. GUPTA

CHAIRMAN

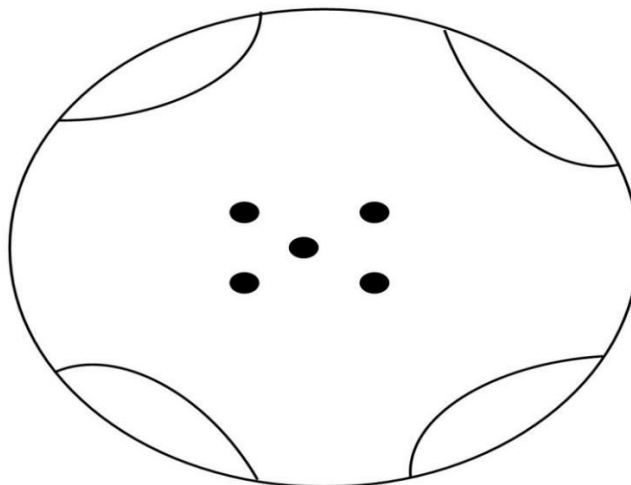
TRIDEV SINGH CHOUDHARY

CARROM BOT

SANDHAAN '19 brings to you an opportunity to play with your robots. You might have outclassed your opponents in carrom many a times, now it's time to demonstrate the dynamic control you have on your bot to outwit your opponents in a game full of excitement.

TASK

The bots have to play carrom in the specified arena. Dragging or flicking mechanism must be used to direct the carrom coins to the holes.



ARENA SPECIFICATIONS

- The diameter of the circular arena will vary between 2m to 2.5m.
- The four holes will be at 90 degree to each other. (1 hole in each quadrant of the arena).
- Two opposite sides of circular track will have scoring arrangement in which pushing and lifting may require.

GENERAL RULES

- A team can consist of utmost 4 participants.
- Dimension of the bot should be not more than 30cm x 30cm x 30cm (length*breath*height).
- The damage to opponent bot can be made but only by self bot and wire should not be damaged in any case.

- The bot can drag or flick the block to place it in the hole. Picking mechanism is allowed.
- Incline will only be permitted for bot after competitive time interval for bots.

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.

SCORING RULES

- For placing each red coin in hole team will get 50 points, for white coin 20 and for black coin 10 points.

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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