**COLLISION COURSE**

**PROBLEM STATEMENT:**

Build a bot (wired/wireless) capable enough to attack the opponent bot in a provided battle arena. One should control the bot very tactically, such that it can withstand the opponent and drive it out of the arena as well.

LONG DESCRIPTION:

“It's not the size of the dog in the fight; it's the size of the fight in the dog.”

-Mark Twain

Battlefields clutch at the hearts of men. Some seek riches; others seek to set their names as the stuff of legends. At Collision Course, he who perseveres to the top is crowned King.

Sparks. Twisted Metal. Destruction. No sight is too gory, no act too cruel.

Tathva 15 presents an opportunity to pit metal against metal, in a ruthless battle where there is no place for the benevolence of men, only the rage of the Steele beasts, for battle is the most magnificent of competitions.

No guts, no glory.

**ARENA SPECIFICATION**:

The arena consists of 4 wedges, two colored regions, a set of two gaps on the lateral sides.

A and B are the starting positions.

**BOT SPECIFICATION:**

* The bots, at their maximum size (all retractable projections included) should fit into a box of

Dimensions 35cm x 35cm x 35cm.

with a tolerance up-to 10%.

* The measurements shall be done just before the start of the match.
* The weight of the machine should not exceed 16kg.

**TEAM SPECIFICATION**

* Maximum no of players per team is 4.
* Inter-college teams are allowed.
* Only 2 players are allowed to enter the arena.
* All the participants should carry their college ID cards.
* No two teams registered can have common participants.
* Right spirit of participation is expected from the participants.
* Participants of any degree below post-graduation (PG) are allowed to participate

**RULES AND REGULATIONS**

* After every scoring session, there will be a reset (back to the starting position).
* The teams will be divided into groups depending on the number of participants.
* In the league, the team with the maximum number of wins will get into the next level.
* Each league match shall be 8 minutes long with a half time of 4 minutes.
* Pneumatic weaponry can be used.
* Robots can have any kind of miniature weapons with the following exceptions:

1) Hydraulics.

2) Liquid projectiles.

3) Flame-based weapons.

4) Nets, tape, glue, or any other entanglement device.

5) Projectiles.

6) Weapons should not come in contact with the arena or damage it.

7) Radio jammers.

* There should be no entanglement of the wires during the match, if there happens to be one, a reset would be announced by the judge
* If a bot remains stationary for a time of 30 seconds, the opposite bot will be declared as
* winner

**JUDGING CRITERIA**

* Based on the no of teams, we will divide them into groups.
* The winners of the groups will go through further rounds.
* The bots which do not abide by the rules will be disqualified.
* If the bot is wireless, the team will be given a bonus of 100 points.
* If a bot falls off or gets pushed from the end of the wedge, the opposite team will be awarded 125 points.
* If a bot falls off or gets pushed into the gaps out of the arena, the opposite team will be
* awarded 75 points.
* If one bot falls from the end and the other from the side, then the one which has fallen from the side will be awarded 25 points.
* If the bots fall together (i.e; both from end or side), no team will be awarded any points (there will be a reset).
* If a bot pushes the other one into the blue coloured region completely, it will be awarded 50 points.
* If a tie exists after any match, the team which got more number of points through the wedges will be declared as winner.
* If the tie still exists, the one which got more number of points through the grills will be declared as winner.
* If there still is a tie, the one which got more number of points through the color region will be declared as winner.
* If the tie still exists, the decision will be taken by the judges.
* Event Coordinator's decision will be final and binding in all respects.
* Judges have the right to change the JUDGING CRITERIA

before the event.

Note: confirm the JUDGING CRITERIA before the event begins.

* **PARTICIPATION**

Min: 1

Max: 4

K BALAJI PRASANNA KUMAR

(+91)8136909294 | [collisioncourse@tathva.org](mailto:collisioncourse@tathva.org)

K HRUDAY

 (+91)7736227177| [collisioncourse@tathva.org](mailto:collisioncourse@tathva.org)

P K CHAITANYA

(+91)8891382508 | [collisioncourse@tathva.org](mailto:collisioncourse@tathva.org)