**DEATH RACE**

A fight to the finish against all odds. Get past the various hurdles set by your opponent and the arena in DEATH RACE, presented to you by Tathva'15!!

**EVENT DESCRIPTION**

This is an event which makes you feel like "Staying First in the race is the toughest job in the world". Neither the organizers nor the opponent would want you to stay first. So "Push the Pedal to the medal", get the robot which can finish the race before your opponent does

**ARENA**

• All arenas used in the event will resemble the Top Formula 1 Racing Tracks.

• The tracks has a minimum width of 35cm and consisting of several traps and shortcuts in the racing circuit.

• The arena will test your timing, control, skill and most of all your decision making             strategy in dodging traps assigned for you and activating the traps for your opponents.

• The race track is uniform solid ground, except for the traps.

• Activating a trap will only slow the opponent. The traps in the arena are basically

classified into 4 types:

o Common traps.

o Self-afflicted traps.

o Traps activated by organising committee.

o Traps activated by opponent.

There will be two types of traps in the "Traps activated by the opponent" which are:

o Traps activated by the contender in the first position [which activates a trap for the

contender in second position.

o Traps activated by the contender in the second position.

• The traps may consist of periodic blockers, activation based swinging obstacles, pits and

any other surprise elements.

• Damage to the arena in anyway will lead to disqualification.

• A bot may push/collide with opponents' bot, but trying to damage opponents' bot is

strictly forbidden.

• The arena specifications may be subject to changes, and the final arena will be disclosed only at the time of the event.

• Judges' decision will be final. Any doubts that may arise have to be verified directly with the event managers

**GAMEPLAY**

The event is divided into 4 rounds

• The first round is a Preliminary round.

• This round is a time challenge based round consisting of 1 or 2 laps(based on the number of registrations ) in which only a single bot will be racing in the arena.

• There will be shortcuts which have to be activated through respective switches (which

will be activated by a touch with your robot) provided in different parts of the arena.

• The seven contenders with the least time will be taken into the second round along with a special wild card entry.

• Wild card entry will be given to the team with the best robot design and performance at the arena.

• Wireless bots will be given higher preference in consideration for wild card.

• The second round is the Quarter Final which is a Knock-Out based round consisting of 3 laps.

• There will be two teams in each race, competing against the other, the team finishing first will be taken into the next round.

• There will be minimum 3 laps in any round.

• The Semi-Final and the Final will be similar to the Quarter Final but with different tracks.

• There will be check points at regular intervals.

• Only 1 Timeout will be given to any team in any round on request. Bots will be started from the last check points they crossed in such cases. Timer will be stopped.

**PARTICIPATION**

Min: 1

Max: 4

**JUDGING CRITERIA**

ROUND-1

• If a bot falls in a trap, 25 seconds will be added to their timer and the bot will be set at

next check point which will be just adjacent to the trap.

• The time of run is measured from the time the robot crosses the starting time until the

time it crosses the finish line.

• Time measured by the concerned judge using a stop watch is final.

ROUND-2,3 AND FINALE

• If a bot falls in A,B or C Type traps, it will be started from last check point the bot

crossed.

• If a bot falls in D Type trap, it will be started from the last check point the opponents' bot crossed.

• Judges have the right to take decision in case of any discrepancy.

Final Note

• The organising committee has the right to change any rules they seem fit (which will be informed).

• No power will be supplied at the arena, participants have to bring their own batteries or power source.

**ROBOT SPECIFICATIONS**

The robot excluding remote should fit into a box of dimensions 25\*25\*20 (l\*b\*h) at any time.

• They can have any type of motors powered only by batteries.

• Any kind of readymade components or Lego kits are not allowed.

• The voltage between any two points on the bot should not exeed 18V.

• All the wires coming out of the bot should be intact (should be stacked as a single unit).

• Change of batteries will not be allowed during the race.

• All kinds of weapons like saws, hammers, flippers, cutters, guns or any other device

which cause damage to opponents' bot are strictly prohibited.

• Length of the wires should at least be 2m for wired bots.

• Your robot must be strong enough to withstand minor drops (a 10cm drop during

pitfalls), pushes and impulses by the opponent.

Bots cannot be constructed using ready-made Lego kits or any other such mechanism. But ready-made gear assemblies and wheels can be used

**MOBILITY**

Only rolling is allowed (wheels,tracks or the whole bot).

• Jumping, hopping Or flying is not allowed.

• Directing the bot with the help of tension in the wire connected to the bot is not allowed, which may lead to penalty.

**TEAM SPECIFICATIONS**

• Maximum no of players per team is 3.

• 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 with a degree below post graduation(PG) allowed to participate

**PARTICIPATION**

Min: 2

Max: 3

EVENT MANAGERS:

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