ROBO 3.0 RUMBLE

BUILD.COMPETE.DOMINATE

INSIDE THE EVENT: RULES & PROCESS

ROBO WAR

"A high-intensity battle where teams design and control combat robots to overpower opponents through strategy, strength, and precision."

OBJECTIVE:-

The objective is to construct a robot, either wired or wireless, within the specified guidelines to knockout or push the opponent's robot out of the arena. The arena is equipped with a range of obstacles and hazards that will challenge your robot's durability and combat effectiveness.

GENERAL GUIDELINES:-

- Do not create robots with pre-assembled kits.
- Robots can have hidden weapons like pneumatic pincers, mighty armors, nifty axes, and more innovative weapons.
- Each team has to come up with a wired/wirelessly controlled robot
- capable of one-on-one combat
- Prohibition on disrupting the opponent's power.
- Each team must have 3-5 members only.
- Postgraduates, Undergraduate and School students with valid college/school, IDs are eligible to participate.
- Only the strongest will prevail
- Registration amount is ₹400/- per team

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DIMENSION OF BOTS:-

- Width: Not More Than 45cm
- Length: Not More Than 45cm
- Height: No Limitation but does not effect safety of participants and spectators.
- Maximum weight must not exceed 8 kg (including battery for wirelessly controlled Robots). However, a tolerance of 5% is acceptable but with penalty.
- Note: Failing to abide by above requirement will lead to disqualification.

REWARDS AND PRIZES:-

- 1st Position: 10,000 Rupees + Winning Certificate + Trophy
- First Runner Up: 6000 Rupees + Winning Certificate + Trophy
- Second Runner Up: 4000 Rupees + Winning Certificate + Trophy
- All the participants will get Participant e-Certificate

POWER SOURCES:-

- Only electric robots are allowed at the event.
- The battery must be of a sealed and immobilized electrolyte type (gel, lithium, NiCad, or batteries).
- Battery voltage capped at 36 V DC.
- On-site power supplied at 230 V AC; teams must bring adapters/converters (max output: 36 V DC) for AC supply.

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GAMEPLAY:-

- Knock-out style competition featuring 2-player matches.
- Each round lasts for a maximum of 3min having 3rounds per match
- Touching bot during the round will award you a penalty.
- Disabling /knockout will ensure max points.
- Victory is achieved if a robot successfully pushes its opponent into the ditch, immobilizes them, or forces them out of the arena.
- Moving obstacles may intermittently appear during battles; robots must evade these obstacles.
- Matches halted upon wire crossings.
- No unauthorized entry into the war zone; coordinator permission required.
- Organizers possess the right to modify the rules.
- Violation of rules leads to disqualification.
- Judges' decisions are final and binding.

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ARENA DETAILS:-

The arena is equipped with various concealed weapons such as saws, cutters, flame-throwers, ditches, and other hazards designed to challenge your robot's resilience and combat capabilities.

Robowar Abstract Submission

- **Identity & Specs:** Start with a 360° view and use text overlays to list your weapon RPM, motor torque, battery voltage, and 2.4GHz fail-safe.
- **Physical Verification:** Record the bot on a weighing scale and use a measuring tape to confirm it meets the required Length x Width x Height limits.
- **Performance & Safety:** Film a figure-8 driving test followed by a full-power weapon activation and a demonstration of the emergency kill-switch.
- **Submission Quality:** Ensure bright lighting for internal visibility and set your Google Drive/YouTube link permissions to "Public" before sending.