



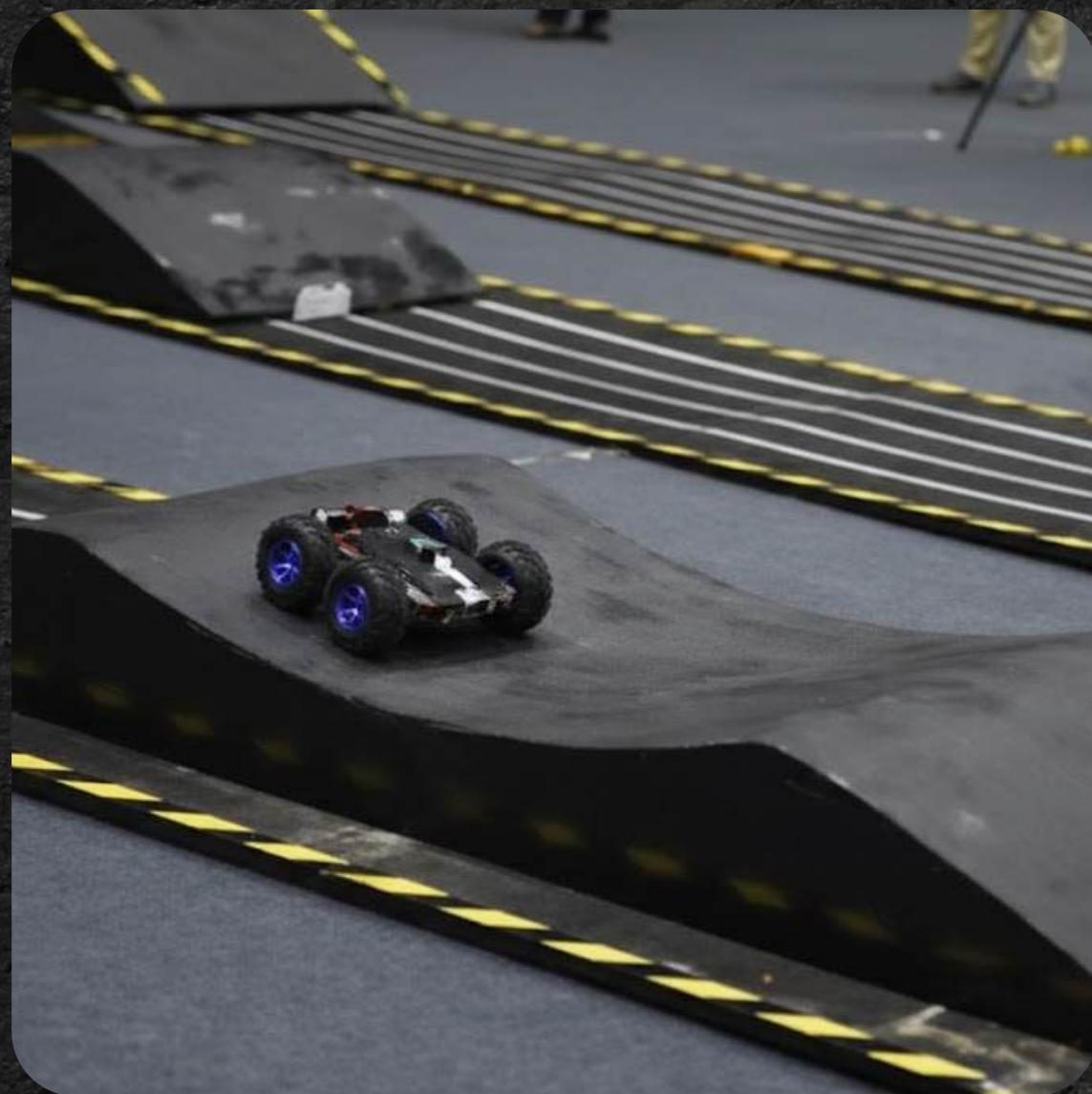
ROBO 3.0 RUMBLE



INSIDE THE EVENT: RULES & PROCESS

ROBO OBSTACLE RACE

"A thrilling challenge where robots must navigate and overcome a series of obstacles, testing speed, control, and mechanical efficiency."



OBJECTIVE:-

The goal is to build your own robot, either wired or wireless, within the required specifications in order to obtain the highest speed possible in order to outrun other robots on the track and cross the finish line in the shortest time possible.

GENERAL GUIDELINES:-

- Do not create robots with pre-assembled kits.
- Robots must be non-destructive and harmless to humans and race tracks.
- The cable length (for wired bots) should be long enough to cover the entire track (approximately 15 meters). Also, the cable must be slack while crossing the track.
- Each team must have mini-3 and max-5 members only.
- Team must be consist of members from the same college/School
- Postgraduate, Undergraduate and School students with valid college/school, IDs are eligible to participate.
- Registration amount is ₹400/- per team



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DIMENSION OF BOTS:-

- **Width:** Not More Than 30cm
- **Length:** Not More Than 30cm
- **Height:** Not More Than 25cm
- Maximum weight must not exceed 2.5 kg (including battery for wirelessly controlled Robots). However, a tolerance of 5% is acceptable.
- **Note:** Failing to abide by above requirement will lead to Disqualification and Judges decision will be final.

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).
- No voltage in the machine should exceed 12VDC at any time



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GAMEPLAY:-

- No trials will be given.
- The run (from the start to the finish point) in which a robot successfully reaches the destination point will be given as a run time.
- If the bot skips any obstacle, they will be penalized with time.
- For every hurdle there's a point depending on its difficulty level.
- Negative points will be awarded for each time the bot moves out of the track.
- The first prize goes to the robot with the shortest official time and achieves the maximum no of points. Second prize to the next shortest, and so on.
- If there is a tie, another chance will be given to the participants.
- Judge decision will be final and arguing with judge will result in disqualification.
- Penalty will be in the form of time which will be added to final time, hence the team with least time and max point will be winners.



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TRACK DETAILS:-

The competition track has a track of total length 16+ meters. The track will be 35 cm wide. The track surface and course line may have unevenness. Different hurdles will be there on the racetrack trying to slow down the Robot. Predefined Obstacles for the competition will include block pushing, speed breakers, marble pit, slippery path, rotating disc, curve ramp down, seesaw etc.

SCORING CRITERIA:-

- Score = (point/time) * 100.
- The team with maximum Score wins the competition.



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