



**GITAM**  
DEEMED TO BE UNIVERSITY

# HAVANA'25

THE JOY OF TECH SPIRIT

27<sup>th</sup> & 28<sup>th</sup> February 2025



# KNOCKOUT

## ABOUT COMPETITION

Knockout is a robotics competition where two robots face off in an arena, each trying to push, flip, or disable the other to win. The robots, typically designed and built by engineers or students, are equipped with mechanisms like pushing arms. The goal is to overpower the opponent through strength, strategy, and technical skill.

## BOT SPECIFICATIONS

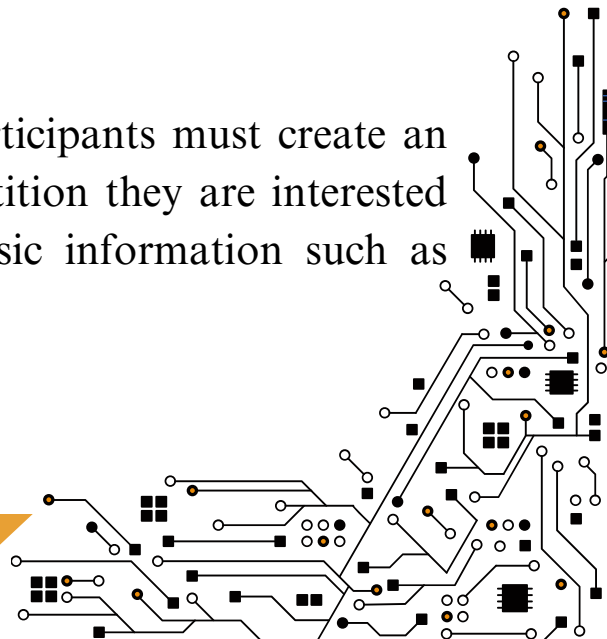
- The robot should fit inside a box of **20cm\*30cm\*20cm** ( $\pm 5\%$  tolerance) .
- Robot should not exceed **7.5 kg**.
- The robot can be wired, wireless.
- The robot should be self-powered with supply not exceeding **24V** (on board power supply), the battery should be on the bot.
- Only one participant should control the robot no player can be exchanged in the match

## TIMELINE AND COMPETITION SCHEDULE:

- EVENT DATE: 27TH & 28TH FEBRUARY.
- ENTRY FEE: 300/- (PER TEAM)

## REGISTRATION:-

To register competition in Unstop, participants must create an account and then register for the specific competition they are interested in. Registration typically includes providing basic information such as name, email address, and country.





## ARENA SPECIFICATIONS:

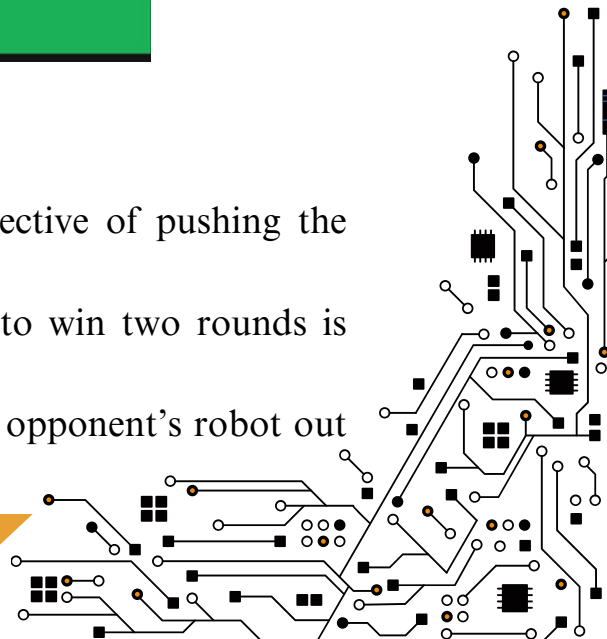
- The arena is a circular platform with a green outer area and a black inner circle. The black circle serves as the main combat area, surrounded by a white border that marks the boundaries.
- The arena diameter is approximately 154 cm, with the black inner circle having a diameter of 150 cm.
- Two brown lines, positioned in the center of the black circle, serve as starting points for the two robots.
- Robots must begin each round positioned on these starting lines.

## ARENA MAP



## GAME RULES AND REGULATIONS:

- Each team controls a robot manually, with the objective of pushing the opponent's robot out of the black circle.
- The match consists of three rounds. The first team to win two rounds is declared the winner.
- A round is won when a robot successfully pushes the opponent's robot out of the white-bordered black circle.



- Robots that step out of the black circle, even partially, are considered out for that round.
- Robots must not be modified or adjusted once the round has started. Any technical issues should be resolved within the designated preparation time.
- The arena is equipped with markers; robots must start each round aligned with the brown starting lines in the center.
- Teams should avoid any intentional damage to the opponent's robot. Any action deemed too aggressive or harmful may result in disqualification.
- If both robots are deemed unable to push each other out within a set time limit, the round may be reset or judged as a draw at the discretion of the referee.
- Each team should be prepared to enter the next round promptly, with minimal delay between rounds.
- All team members must remain outside the arena boundaries and may not touch or interfere with the robots during an ongoing round.
- Decisions made by referees regarding round outcomes, rule violations, or other disputes are final.
- Construct a team of a minimum of 2 and a maximum of 4 members. Any institution (School /College/ University) may form a team.

### **Certificate Policy:**

- Physical Certificates: Awarded exclusively to the top 10 teams.
- E-Certificates: Provided to all participants.
- Certificates will be emailed within 5–6 working days.

**All rules are subject to change without prior notice, and the organizing team reserves all rights.**



## **INQUIRIES**

For General and Technical inquiries related to the **HAVANA '25**

**E-mail :** [gelectra@gitam.edu](mailto:gelectra@gitam.edu)

### **COMPETITION Related Inquiries**

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### **LOCATION:**

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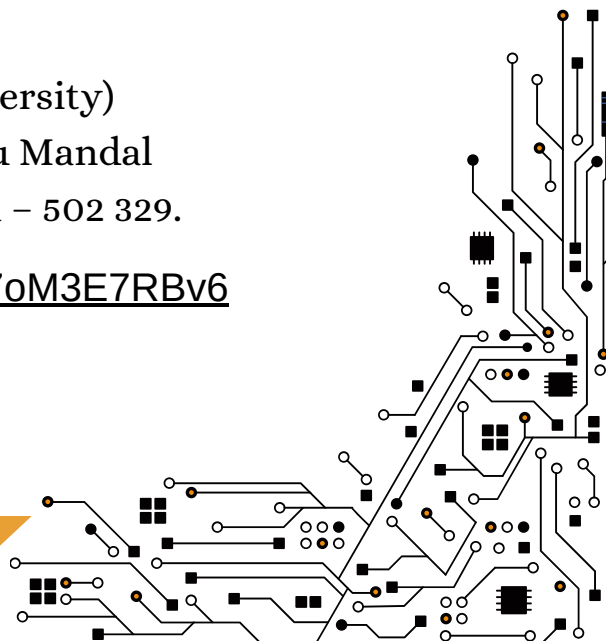
<https://maps.app.goo.gl/7baLjyD7oM3E7RBv6>



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