Zealicon '15

PROBLEM STATEMENT

All you have to do is to prepare a robot capable of picking a ball and throwing it on the arena as far and as forcefully as you can to score.

The OBJECTIVE is to score as much as possible. The score will be obtained on completing given tasks.

EVENT DESCRIPTION

Event consists of four rounds:

PRELIMINARY: In this round, the robots have to complete tasks of picking up balls and keeping them in a basket. Place, from where the ball is to be taken, and count of balls will be decided by the handler's fortune.

Super 8: The robots will have to shoot the ball to a great extent in order to score points. More distance the ball goes, more points the team gets. For scoring bonus points, specific targets will be provided to the teams.

Semi final: The level of difficulty is raised as it is the semi finals. When the whistle blows, robot will go and pick the ball from a basket. The color of ball will decide the path by which the robot must go to its destination. At, the final point robot must shoot the carried ball to a defined target to gain points. Teams with maximum points will reach the GRAND FINALE.

The Grand Finale: The finalists are required to save the king's empire by destroying his enemy as soon as possible. The description of the final round will be given on spot.

ARENA SPECIFICATION

- The arena will consist of a base made of plywood with hurdles.
- The arena size will be 16 ft X 4 ft (The arena size may be changed on spot according to the events).
- In every round there will be some hurdles including bridges, blocks and rough surface.

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MACHINE SPECIFICATION

- Robot cannot exceed its dimensions more than 10inch X 7.5inch (length X width). There are no limitations for height and weight for robot.
- The controlling of robot can be wired or wireless.
- On board Power supply or external power supply can be used. We will only provide 220v 50Hz AC power source.
- The motors used in the robots should not have voltage rating more than 24V.

GAMEPLAY

- There will be rounds where the team will go solo to perform the given tasks. While on the other rounds, 2 teams will compete with each other.
- Match will start with a whistle. Each team has to pick/throw balls in a way required.
- Match Time :10 Min

COMPETITION RULES

- Each robot should have a **mechanism to pick/throw the ball.**
- Locomotion of all robots will be checked at the start of every round.
- Robot is not allowed to throw the ball directly outside arena, doing the same will result in penalty. The teams are required to use only given mechanism to avoid penalties.
- In case of mingling of wires of the robot, the coordinators are allowed to pause the match-time to untangle the wires and reposition the robots.
- There is a penalty if the robot immobilizes for 10 sec.

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GENERAL RULES

- **Team Size**: A team must consist of maximum of **5 participants**. Participants from different institutions can form a team.
- Each team should have unique participants i.e. no two teams can have even a single participant common.
- Any team that is not ready at the time specified will be disqualified from the competition automatically.
- The teams must adhere to the spirit of healthy competition. The teams must not damage the arena, blocks, balls in any way. Judges reserves the right to disqualify any team indulged in unlawful activities.
- Judges decision shall be final and abided by all.
- The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website and notified to the registered participants.

ELIGIBILITY

All students with a valid identity card of their respective educational institutes along with ZEALICON ID are eligible to participate in SHOOT 'EM' UP at ZEALICON 2K15.

CONTACT

Event coordinators

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