



3RD-5TH APRIL

Getting lost in the glitz and glamour of the city has always been easy. An alien gets lured into this hunt trap and has to make its way without creating a spectacle of itself. Time for some classic traffic dodging and crazy driving skills. Get as maverick as you can. So, do u think you can handle the rush?

Event Category: Manual Robotics

Problem Statement: Build a robot (wired/wireless) that is capable of traversing the arena manually bypassing the hurdles in its path.

TASK

- Traverse the arena manually through all types of terrains, sharp turns, rough paths, undulations, zig-zag wedges.
- Perform tasks like dragging blocks, etc.

GENERAL RULES

- A maximum number of participants allowed per team: 4 people.
- The participants will be provided with 220 Volts, 50 Hz standard AC supply.
- Participants will have to themselves arrange for any other power supply required for their robot.
- Teams cannot tinker with their bots during the run.
- LEGO kits or its spare parts or pre-made mechanical parts are not allowed.
- The decision of the coordinators will be final and binding.
- One person cannot be a member of more than one team.
- Bot cannot be shared by any 2 teams.



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****The rules are subject to change.**

EVENT RULES

TIME TRIAL

In this round, the bot has to traverse the track solely.

- The robots will start from the point marked as "START" on the arena.
- The total track will sub divided into parts using checkpoints.
- Selection of teams for next round will be on the basis of points gained in preliminary round.
- Point can be earned by crossing the checkpoints, bonus points will be awarded for completing the race before given time.

KNOCKOUT

In this round, two bots will compete against each other.

- This is a one-on-one event in which two robots will take on each other at a time.
- Each robot has to try finishing the race first.
- The robots will start from the point marked as "START" on the arena.

Only teams qualifying this round will be considered for the next round.

ROBOT SPECIFICATIONS

- Maximum allowable dimensions of the bot will be 25cm x 25cm x 25cm with a tolerance of 5% in the dimensions of robot.
- The maximum weight of the robot is 2.5 kg.
- The robot can be powered on-board or off-board.
- The potential difference between any two electrical points on the robot must not exceed 24 volts throughout the run.



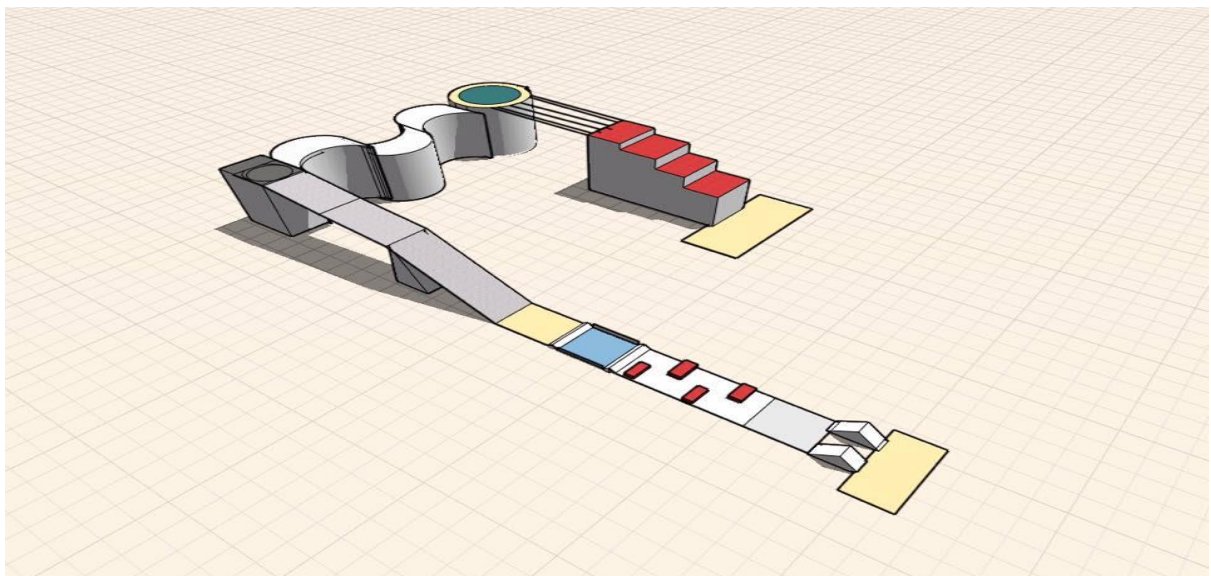
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ARENA SPECIFICATIONS

- The arena will contain obstacles in the form of sand, gravel, mud, bumpers, stone chips, marble balls, broken glasses, etc.
- The arena will be 10-25 meters in length.
- The length and constituents of the track may keep varying from round to round.
- The width of the arena will be approximately 3ft (92 cm).
- The arena will also include obstacles like cliffs, ramps, bridges, bumps, dips, rotating discs, seesaws banks and water bodies.
- The height of the waterbeds will vary between 3 cm to 8 cm.
- The maximum inclination of the inclined planes will not exceed 45 degrees.
- There may be some typical bypasses for shorter paths and for following the bypasses properly there might or might not be bonus points.
- If a robot damages the arena, a penalty might be imposed on the team's overall score. The magnitude of the penalty will depend on the amount of damage caused, and will be decided by the coordinators.

****The arena description is subject to change in different rounds.**

ARENA SAMPLE



**** Arena design is subject to change.**