

DRAGG 'O' MANIA

“Work= Force × Displacement”

INTRODUCTION:

Travelling on a tiresome journey by car; have you ever wondered the mechanism running behind it? Of course not!! But here's a chance to test all your engineering skills and design a manual car that can run through the roughest of the part and can drag anything that comes in its way.

Drag out the maximum number of blocks through the exit and the team with maximum scores will be rewarded. SO JUST STOP WASTING YOUR TIME & GET YOUR ENGINEERING SKILLS TO WORK!



PROBLEM STATEMENT:

To design a manual wired or wireless car that can drag out blocks from any kind of paths. Drag out the maximum number of blocks through the exit and the team with maximum scores will be rewarded.

BOT SPECIFICATIONS:

- Bots must be autonomous.
- The bot size should not exceed 10cm (W) × 15cm (L).
- The bot should not have more than 2 DC geared motors.

RULES & REGULATIONS:

- The power supply for the vehicle should be contained on-board.
- The potential difference between any 2 points in the circuit should not exceed 24V.
- Each contestant will be given a fixed time slot. Any delay whatsoever shall result in loss of points.
- The event consists of two round:
 - i. Elimination round and the Final round. The teams qualifying the elimination round will be allowed to participate in the final round.
 - ii. In wired bots the wire should not be used to drag the bot at any point in the competition, it would result in immediate disqualification of the team.

- iii. The team would be declared disqualified if the bot causes any harm to the arena.
- iv. The teams are allowed to hinder the paths of other bot.

JUDGING CRITERIA:

Final scoring of each of the rack would be done on the following rules:

- Each block will carry certain points which would be varying according to their difficulty level.
- Eg:- the blocks on the bridge will carry more points as compare to the normal blocks
- The team with the maximum number of points out of the arena in 3mins with the minimum disqualification and maximum points would be declared winner.
- Team with wireless bots will be awarded with bonus points.
- The machine having self made circuit on breadboard or PCB will get 20 more points in advance.
- The machine best in design and concept will get 5 point extra.
- In case of a **TIE**, the team having the highest score in both (elimination + final) the rounds will win the event.
- In case of any discrepancy the decision taken by the jury will be treated as final decision.

TEAM SIZE:

Maximum of 3 members per team are allowed.

ELIGIBILITY CRITERIA:

- All students with a valid Registration Card of DEXTRA 2014 along with their respective educational institutes' ID Card are eligible to participate.
- Non-JUET participants must possess an Accommodation Confirmation Letter (ACL) issued by the organizing body at the time of registration. Registration Card will not be issued without ACL

EVENT MANAGERS:

- Vikas Srivastava (9479311776)
- Akash Ghorpode (7415133412)
- Vivek Yadav(8120730398)