



RALLY MANIA

Enough Research, Lets Roll Now.

INTRODUCTION

Everyone who loves rally! This event will include literally something for everyone at every level of rally obedience from the absolute beginner to the seasoned, advanced competitor.

Every participant will be introduced to a variety of new skills and techniques to take home and put in use....!

GENERAL RULES

1. The participants must place their machines at the start line before start of the race. Any vehicle starting beforehand will be given a warning and will be allowed to restart. However if they repeat the false start again then the run will be disqualified.
2. Only the operator shall stand on the controlling ramp.
3. Only One Member/Team shall be present in the arena.
4. Every time the vehicle needs to be lifted or reset either due to its stalling, tumbling or running off the track, it shall be placed at nearest previous checkpoint. The team will be disqualified if any damage to the track is observed.
5. The vehicle cannot be touched for any other reason barring those stated above.
6. The vehicle must remain intact throughout the race.
7. Teams will have to deposit their wireless remote controllers with the management while reporting every morning.
8. No power supply will be given on the track.

9. Teams are not allowed to purposefully damage the machine to the opponent's team. If doing so on track (while racing), the concerned team will be disqualified. Any team that is not competing in the right spirit and indulging in misbehaviour will be disqualified. Execution of this rule will be subjective and relies completely on judge's discretion.

10. If the timelines are not strictly followed, the organizers shall decide the consequences and the decision shall be final and binding to all teams.

11. THE ORGANIZERS RESERVE THE RIGHTS TO CHANGE ANY OF THE ABOVE MENTIONED RULES AS THEY DEEM FIT.

TEAM RULES

1. A Team may consist of a minimum 2 members and maximum of 5 members.
2. Each member can be a part of one team only.
3. Only one car per team is allowed.
4. One person can be a member of only one team.

MACHINE SPECIFICATIONS

1. **As the entire track layout (for day 1 only) with all dimensions is put up on the website, it is left to your discretion to decide the dimensions of your vehicle.**
2. **However the vehicle must run on the track itself and must not damage any part of the track**
3. The participants must use the vehicle of **frequency of 2.4 GHz** as after the first day there will be races taking place.

4. The machine must not be made from readymade kits like LEGO or Mechano sets or any other kits available in the market.
5. However remote controls can be used from various model cars or toys or even those purchased from the market.
6. The machine may be roughly classified into structural and functional parts:

a. FUNCTIONAL PARTS – Gears, differential gear shift, engine with clutch, pulley and pulley belt, springs, motors and servos (non propulsion purposes only), batteries, wheels and suspensions are allowed to be used as available in the market.

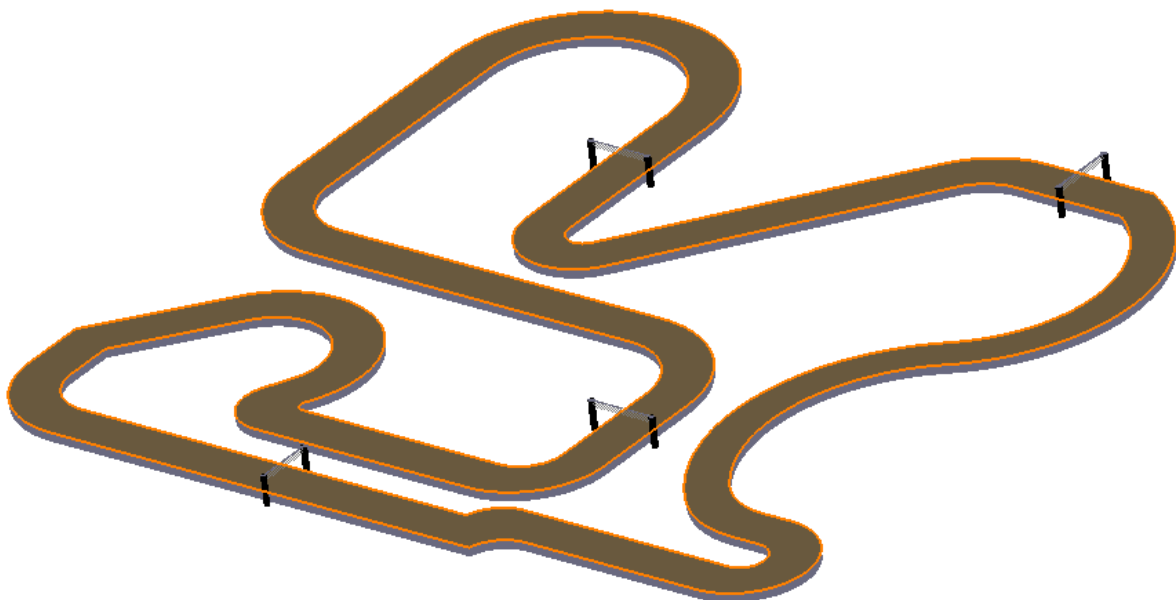
b. STRUCTURAL PARTS - Chassis, body and body cover, steering mechanism have to be built by the participants themselves. Judging for the same will be strict and the participant will be immediately disqualified if any of the above structural components is found to be ready made.

7. **The team must design the braking mechanism and the mounting suspension system.** The body cover should be detachable so that the interior can be inspected. Note that the decision of the judges will be final and binding and any team found guilty of using ready made parts mentioned in this point will be disqualified.
8. The machine must be propelled forward using IC engines **(Max power of 4 CC)**. But use of any other chemicals, compressed gas, rocket powered systems, DC motors or

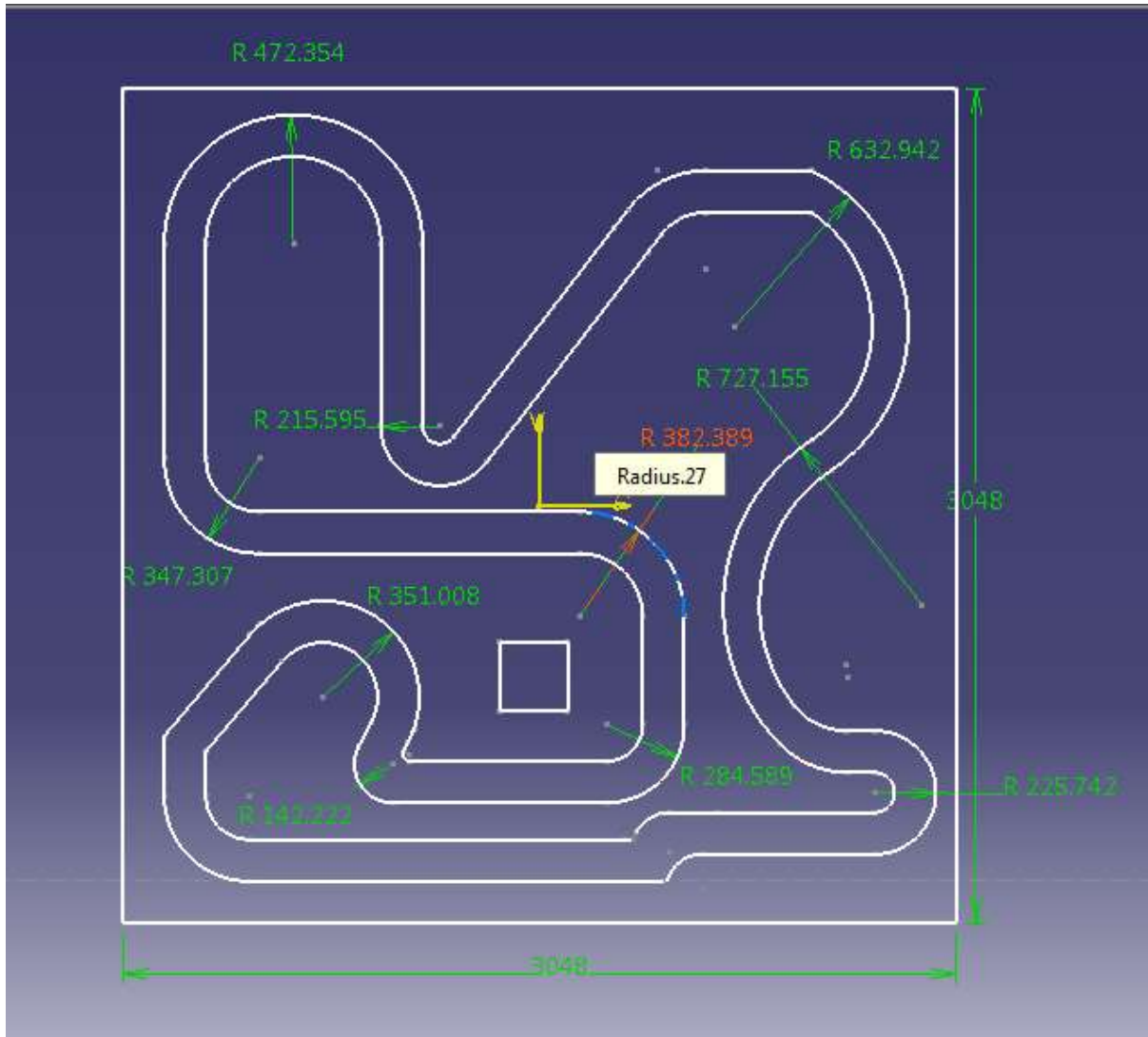
any other means as found dangerous by the organizers will not be allowed.

- 9. Start control mechanism:** The start control mechanism must not provide any thrust to the vehicle along direction of motion of track. Those participants using IC engines must note that their starting mechanism must be removable and not interfere with the race.
- 10.** The vehicle will be inspected before hand and will be disqualified if found dangerous by the judges.
- 11.** The participants may add some innovative mechanisms (Reverse Mechanism) in their car so as to get bonus points.

TRACK

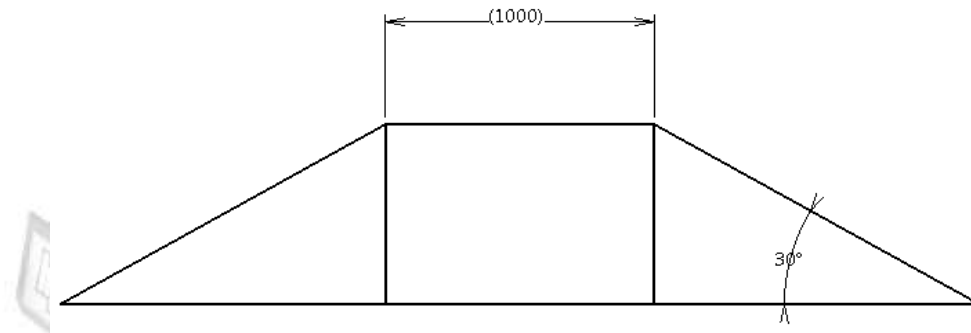


TRACK WIDTH = 5 FT.



OBSTACLES

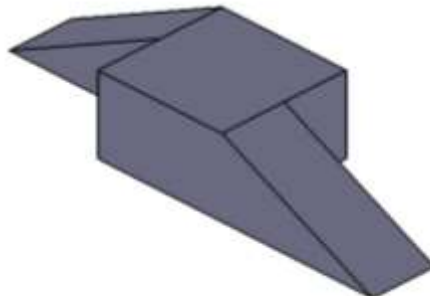
Z Ramp



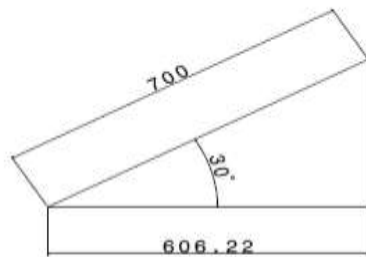
Scale 1:1

All Dimensions in mm.

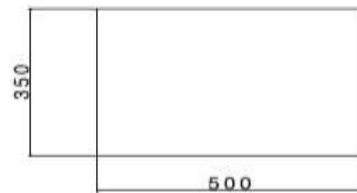
Isometric View:



Jump Ramp:

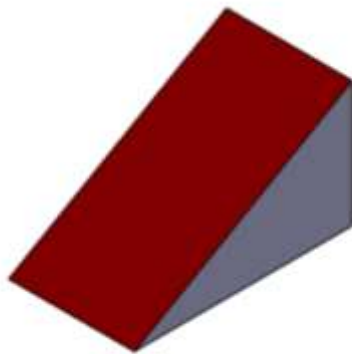


Front view
Scale: 1:2

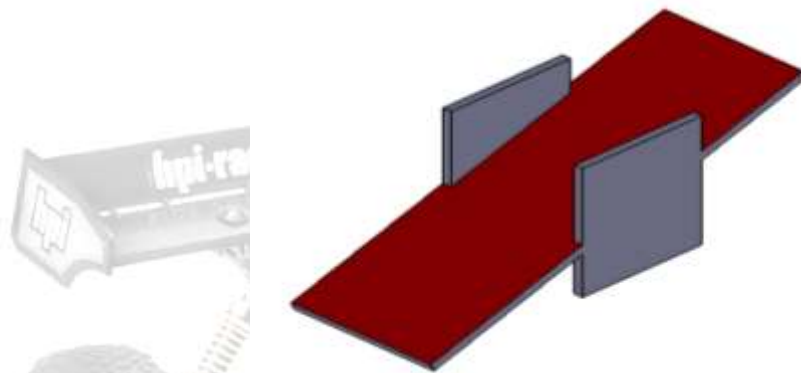


Left view
Scale: 1:2

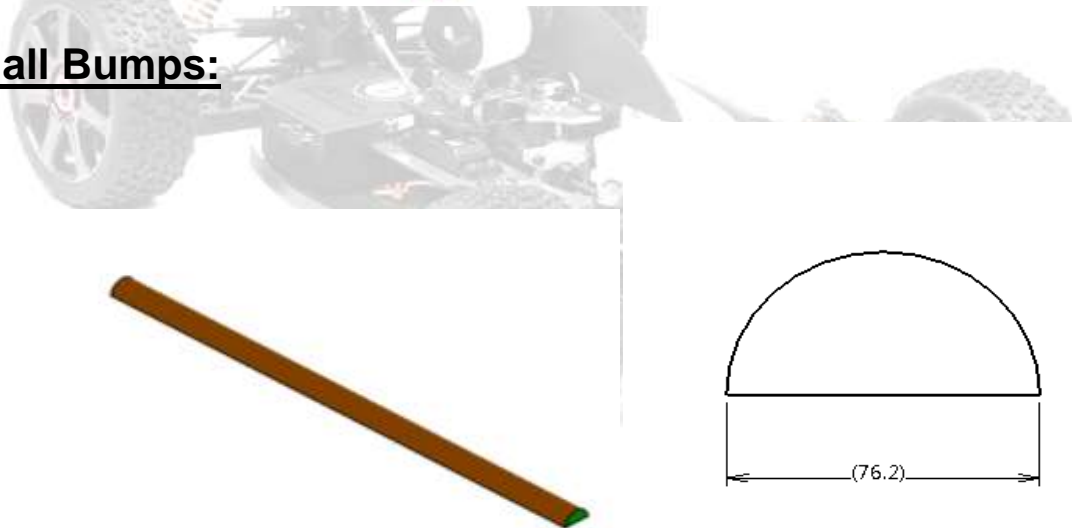
Isometric view :



See-Saw:



Small Bumps:



All dimensions are in mm

ELIGIBILITY

ALL STUDENTS (PURSUING GRADUATION AND UNDERGRADUATION) WITH A VALID PHOTO-IDENTITY CARD OF THEIR RESPECTIVE EDUCATIONAL INSTITUTES ARE ELIGIBLE TO PARTICIPATE IN RALLY MANIA.

CERTIFICATE POLICY

1. Certificate of excellence will be given to all the winners (Top 3 Teams).
2. Certificate of participation will be given to all the teams that will participate in the event, but not to the teams which get disqualified due to disobeying any of the competition rules.

REGISTRATION DETAILS

TEAM OF MAXIMUM 5 MEMBERS

Rs. 300/- FOR NON SAE MEMBERS

Rs. 250/- FOR SAE MEMBERS (AT LEAST TWO MEMBERS OF SAE)

PARTICIPANTS MUST SHOW THEIR SAE MEMBERSHIP CARD AT THE TIME OF REGISTRATION.

PRIZES

FIRST PRIZE:- Rs 20,000/-

SECOND PRIZE:- Rs 15,000/-

THIRD PRIZE:- Rs 10,000/-

CONTACT DETAILS

Siddharth Patil :- +917875970239

Abhijeet Patil :- +919822602933

