ROBO HUSTLE

ELEGIBILTY

1. The competition is open for registration to full time Engineering/ Science/ Polytechnic college students who are studying in universities/ colleges, for a degree in any discipline.
2. Each team can have four members at max.
3. Each student can join only one team.
4. One member of the team should be designated as the team leader, who is responsible for all communications with InfoX team.
5. InfoX judges' decision is final should there be any dispute.

TERMS AND CONDITIONS

1. Each team member will register with only one email ID.
2. A team will **NOT BE PERMITTED** to change/replace any team member(s). A team once registered will remain unchanged till the end of competition.
3. Failure to comply with any of the rules, terms and conditions of the competition may result in disqualification of the participating team.
4. All participants (implicitly) consent to allow their names and photographs to be used for publicity purposes by InfoX during and after the competition.
5. All material submitted must be the team's **original work**.
6. Any kind of **plagiarism is strictly prohibited** and will lead to disqualification of a team.
7. In case of any disputes/discrepancies, InfoX's decision is final and binding. InfoX reserves the rights to change any or all of the rules as we deem fit. Any change in rules will be highlighted on the website and notified to the participating teams.
8. InfoX's decision is final and no appeals will be entertained.

RULES

1. The Event Involves duel of battle bots in a given circular arena. The first team to push or throw the other bot will be declared the winner of the round.
2. Each Match up will consist of three rounds with a maximum duration of 10 min for each round.
3. The exact dimensions of the arena will be provided 15 mins prior to the competition start.
4. The maximum Inactivity limit is 1 min, any more than that will cause in disqualification and defaulter team will lose the round.

5. The Battle Bot must satisfy all the conditions in Section "**ROBOT HARDWARE SPECIFICATIONS**"**,** else it will not be allowed to take part in the competition.

6. A Reviewer from InfoX team will observe the proceedings and will be judging the actions of the bots. The reviewer holds the authority to disqualify the team if bot is found executing undesirable actions (like damaging the arena or nearby surroundings).

7. Teams are only allowed to switch on their robots when Reviewers gives them the signal. this will mark the start of the round and timer will start.

8. The time measured by the reviewer will be final and will be used for scoring the teams. Time measured by any participant by any other means is not acceptable for scoring. The final decision is at the discretion of the InfoX team.

9. The Final Score will be decided by taking time taken, penalties, bonus into account as explained in Section "**JUDGING CRITERIA**".

ROBOT HARDWARE SPECIFICATIONS

Dimensions and Fabrications

- The machine should fit in a box of dimension 80 cm x 80 cm x 100 cm (l x b x h) at start of during the match. The external device used to control the machine or any external tank is not included in the size constraint.
- The machine should not exceed 80 kg.
- Any part of bot which is outside arena (whether it is battery or external tanks) except remote control and wires are included in weight (1.5 Times of actual)

  - **for example** An external Battery source.

Methods of mobility include:

- Rolling (wheels, tracks or the whole robot).
- Walking (linear actuated legs with no rolling or cam operated motion).
- Ground effect air cushions (hovercrafts)
- Flying (airfoil using, helium balloons, ornithopters, etc.) is NOT allowed.

Control Requirements

- Bot can be controlled wirelessly or with wires.
- In case of wired bot, wires should be stacked into a single unit and should be slack at every moment of the competition.
- All the robots with wireless control should be able to change frequencies (if required) or coded channels to prevent any radio conflicts, it may be changed before the start of the match to avoid frequency interference with other teams.
- Remote controls available in market can also be used.

Battery and Power

- The machine can be powered electrically only. Batteries must be sealed, immobilized electrolyte types (such as Li-ion, NiCd, NiMH or dry cells).
- Working voltages must not exceed 24V DC (mean voltage) at any point of time.

- All power connections must be of an adequate grade and adequately insulated. Cables must be routed to minimize the chances of being cut.
- All efforts must be made to protect battery terminals from a direct short and causing a battery fire, failure to do so will cause direct disqualification.
- Battery Eliminators are allowed and power source would be available at the venue for the eliminators.

JUDGING CRITERIA

1. First team to push/throw the opponent's bot out of the arena will be declared winner of the round.

2. First team to win 2 rounds out of three will be declared winner.

3. A timeout will result in a draw.