R.C (Remote Controlled) Boats

(If you are unable to get a proper boat or equipment, we'll help you in getting your necessary requirements)

Introduction:

Welcome racing fans. Remote controlled boats offer an adrenaline rush like nothing else. Compete with other bots to be the quickest and most versatile in the arena.

Arena description:

- The arena is 8m x 2m boundary divided in the middle by a net.
- In the first round the track will be in the shape of "8".
- In the Second round Rings of dimensions 40cm diameter will be placed normal to the track.
- In the final round flagpoles will be present in the arena such that the track will be in a zig-zag shape.

Boat requirements:

- The boat dimensions should not exceed 10 inch X 6 inch (25.4cm x 15.24 cm).
- Only ONE DC motor must be used. The participants can use any method to manoeuvre the boats.
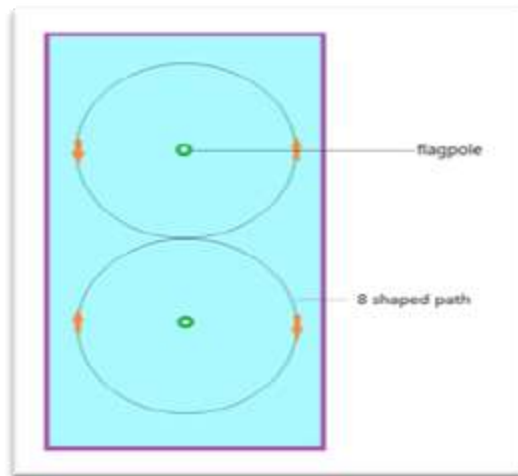- Battery not more 12 V.

Game:

The teams are divided into groups and are made to compete with each other in the group. Each team is given a certain span of time to study the given boat, and plan how to modify it.

Preliminary round: RACE

The boats have to complete a certain number of laps in the track shown below (racing around the flagpoles in an '8' shaped path). The points to the boats will be given according to the time finished by them.
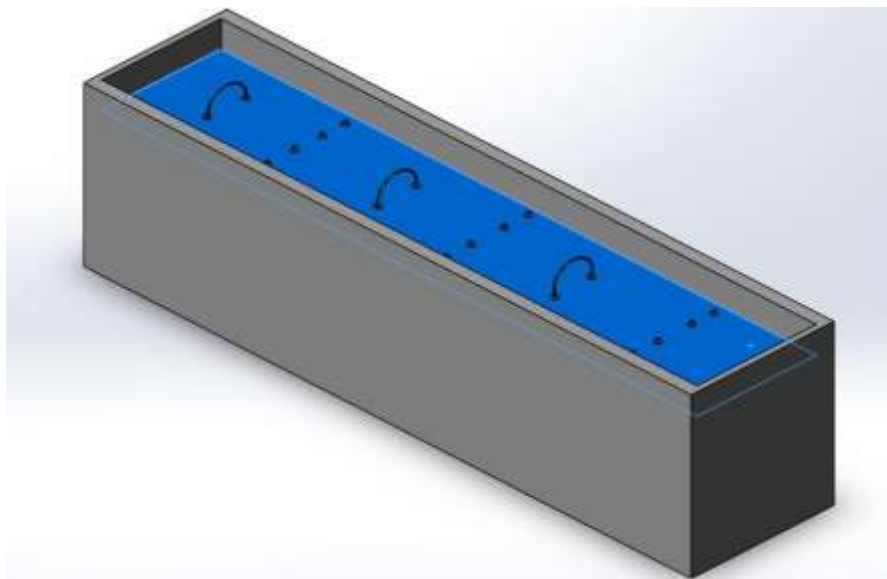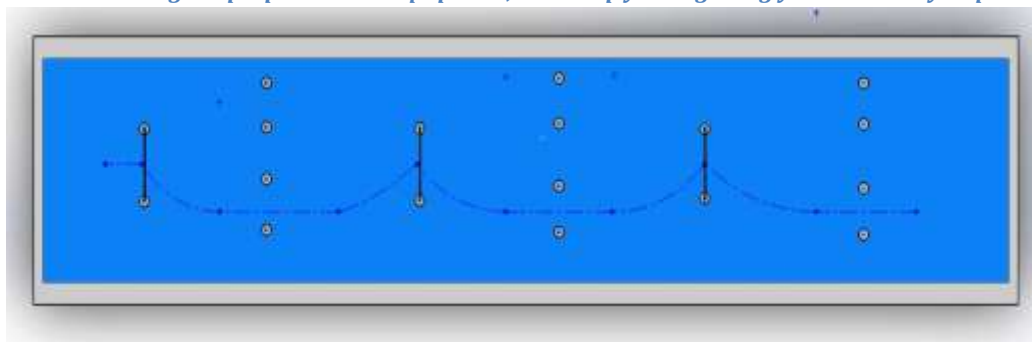
Path description of 1st round

Round 2: GRAB'EM ALL!

At one time, 2 teams compete simultaneously. Loops are placed in the arena at specific areas. Each team has to grab the loops in the arena and finish the round. The teams should be able to make mechanism to the boat such that it garbs the loop. The boat which moves first will be able to get the loop. The path for one boat is explained in the picture. The boat should start from the gate or between the flagpoles allotted to them.

Arena description for the 2nd round

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Path description of the arena

Task	Points
If the boat grabs a loop	100
If the boat passes through loop (unable to grab)	50
If the boat passes through between the flagpoles	25
If the boat touches the flagpole	-10

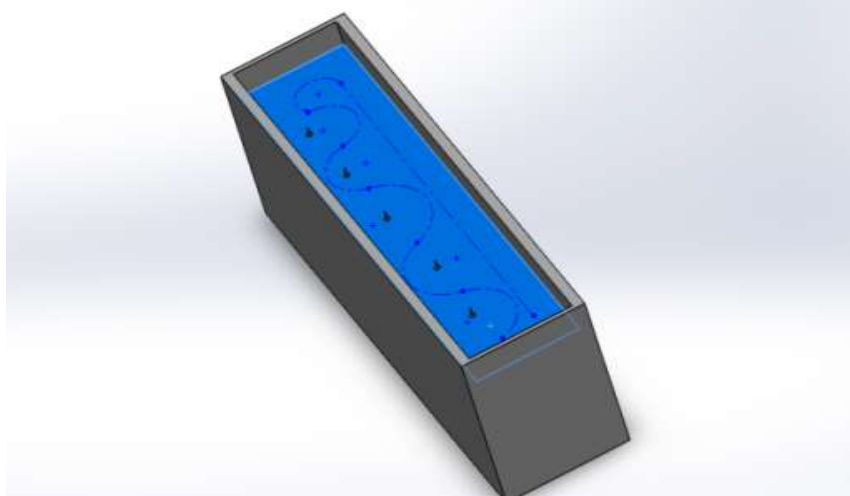The top 4 team scoring more than a cut-off value is selected for the Final round.

Final Round: AGILITY!

Flagpoles are placed in the arena. The boat needs to be controlled to move around the poles as prescribed, as fast as possible.
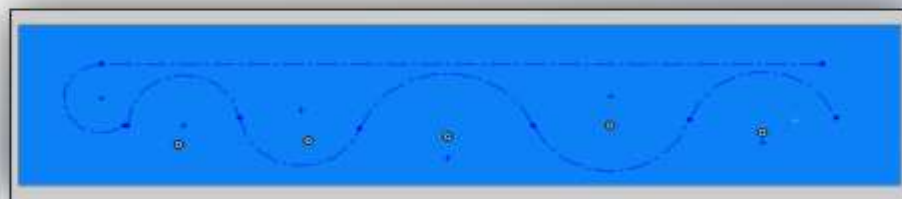
If a team touches flagpole a penalty of 50 points will be deducted from the score achieved by them.

Team completing 1st	500 points
Team completing 2nd	300 points
Team completing 3rd	100 points

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3D model of Arena for the Final round

Path description for the Final round

Rules and Regulations:

The given RC boats MUST NOT BE DAMAGED. Any irreparable severe damage occurs to the boat the participant will be disqualified and a penalty amounting to the cost of the boat will be charged.

Only one member is allowed to control the robot. A total of two members per team can be allowed near the arena.

- A robot cannot split into two or more subparts. Subpart implies a robot which has a drive mechanism of its own.
- The operator is allowed to touch the robot only during a retry and before the match starts
- The wire of the controller should always be slack .Controlling the robot by pulling the wire will lead to disqualification.
- Damage to the arena is unacceptable and will lead to instant disqualification.

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- Coordinators have all rights to ask the teams to produce the additional explanations on design issues. Also the coordinators can ask for additional explanation on the safety of the bots if required anytime during the event
- The decision of the coordinator is final and binding.
- All teams are expected to report at least half an hour before the start of the event i.e., 8:30 AM on March 5, failing which their registration will be cancelled.

Violations:

In case of any violations, the decision made by the coordinators is final and binding to all participants.

Violation of rules put forth by the coordinators will not be allowed.

Contact us:

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Register at: http://wavez.org.in/
Mail us at: events@wavez.org.in for any help in making the bot.