

RULE BOOK



ROBO COMBAT (ROBO WAR)

GENERAL RULES

- This is a team event.
- A team can have a minimum of two and a maximum of four members.
- A team may comprise members from different colleges.
- No person shall be a member of multiple teams.
- Teams have to show and declare ALL of their bots before their first match.
- No bots can be shared by two teams.
- Participants will have to arrange for any other power supply required for their robot.
- Robots are not allowed which are constructed using LEGO kits or its spare parts or any other readymade mechanism.

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- Use of pneumatics, hydraulics, lethal weapons like projectiles, acids, sharp cutters, strong electromagnets, tesla coil, fire, and EMP are strictly prohibited.
- The bot should be totally wireless and manually designed.
- For a wirelessly controlled robot there should be 4 channels for controlling the robot.
- Damage to the arena may lead to disqualification of the bot.
- The right spirit of participation is expected from every participant.
- The decision of the coordinators will be deemed final.
- A team can be disqualified on disciplinary grounds.

RULE BOOK

BOT SPECIFICATIONS

- No Dimension for the bot
- Weight of the Bot shall be 8 kg(wireless)
- The potential difference between any two electrical points on the robot must not exceed 24 volts throughout the run.
- Both active and passive weapons are permitted.
- Touching the robot during the competition is strictly prohibited.
- External weights on robots are not allowed.



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EVENT DETAILS

- The event is conducted in knock out rounds in which two robots will compete against each other.
- Total 3 mins of gameplay to score points.
- Scoring will be done on aggression, destruction and control.
- Immobility of any bot during a fight will be considered defeated.

ARENA SPECIFICATIONS

- Dimensions: 12 x 12 x 8 feet.
- 4mm transparent polycarbonate sheet enclosing all four sides.
- Safety net covering the top.
- Two designated windows for wired bots.



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SOME RESTRICTIONS

- Liquid projectiles.
- Any kind of inflammable liquid.
- Flame-based weapons.
- Any kind of explosive or intentionally ignited solid or potentially ignitable solid.
- High-power magnets or electromagnets.
- Radio jamming, takers, tesla coils, or any other high-voltage device.
- Tethered or untethered projectile

CONTACT US

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