AQUA-WAR

The Battle of sailing boats

This event gives you an opportunity to participate in a battle of two-Sailing Boats and to test your creativity. Time has come to boost up your creativity to a different level.
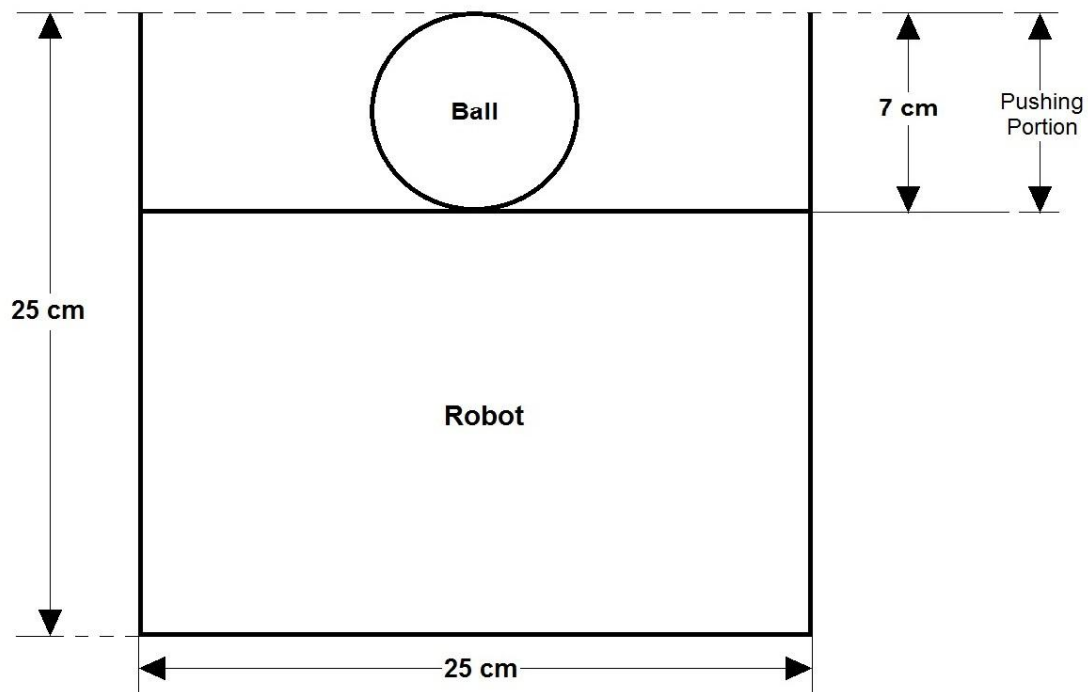
WHAT TO DO:

Build a robot which can sail on water, push balls into a specified place in arena **FASTER THAN YOUR OPPONENT'S.**

ROBOT SPECIFICATIONS:

Dimension

- Maximum dimension of the robot should not exceed25cm*25cm*25cm (L x b x d)
- The portion of robot below water surface should not be more than 15 cm.
- Tolerance of 1cm can be considered in max. Dimension.

MAXIMUM DIMENSION

Ball

7 cm   Pushing Portion

25 cm

Robot

25 cm

TOP VIEW

- ***The pushing portion of the boat can have any shape, but should be under the maximum dimension.***

Power Supply

- The potential difference between any two points should not exceed more than 18 volts.
- There is no ampere limit.

(The Participants Using Ac-Adapters Are Suggested To Have A Minimum 5m Of Wire Length.)

EVENT DETAIL

The event will be held in two rounds:

Round 1:

- In this round the robots have to complete the specified track in minimum time.
- Top 75% teams of the first round will be shortlisted for next round.

Round 2.

- Two boats will enter in the arena together, boats have to goal two balls of their allotted color and also a single ball of golden color willbe available in between of two which will decide the winner of **round-2.**

WINNING CRITERIA
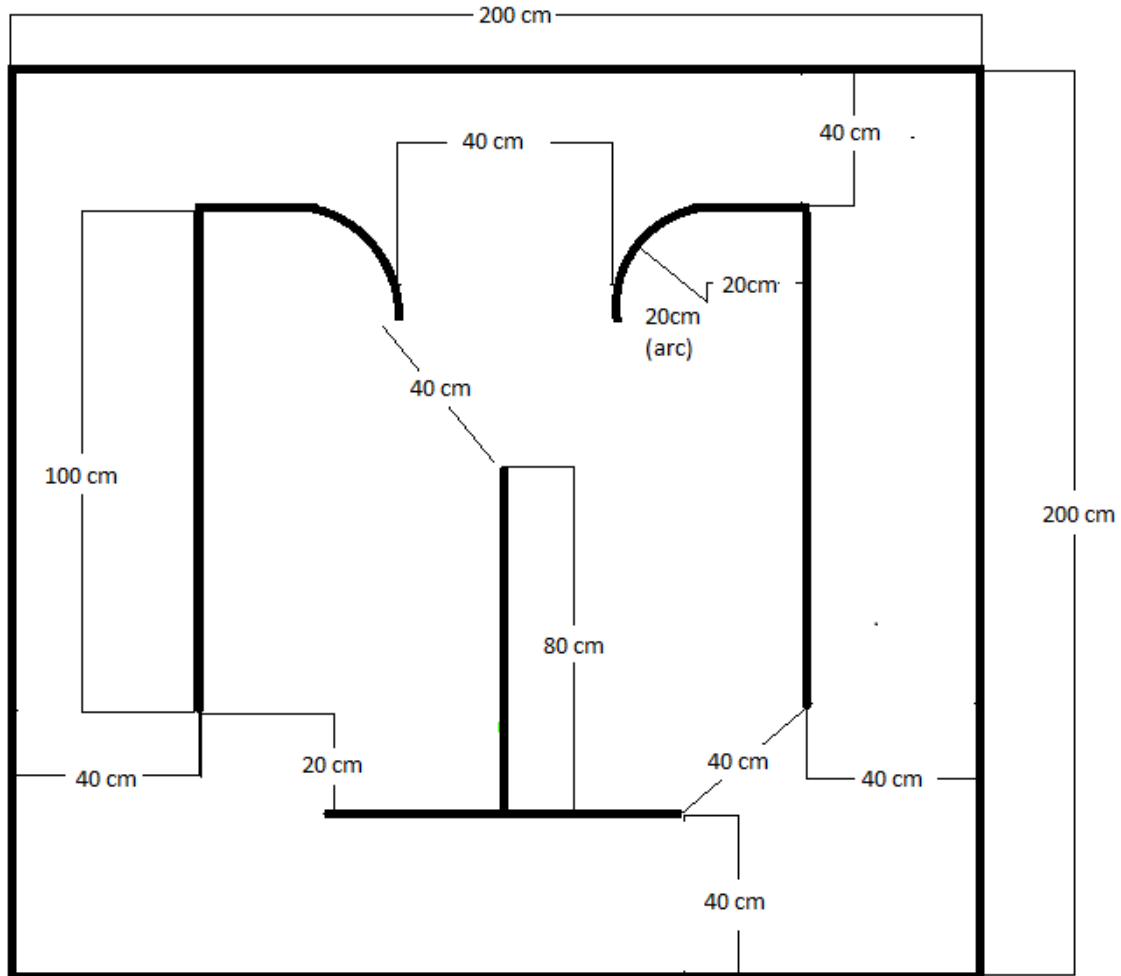
- From the top two players of the second round, **final winner** will be decided on the bases of timing of 1st round.

PENALTIES:-

- Penalty of 30 second will be given to those which are not having battery on boat and self- made propeller.

ARENA SPECIFICATION:

- The arena will be pool of 2m x 2m x 20 cm (L x b x d)

Basic Arena Dimension

RULES AND REGULATIONS

1. A team can consist of maximum 4 members;(Members of different institutions can also form a team.)
2. Only two members of team are allowed to stay around the arena (for controlling and assisting).
3. **Only pushing of balls is allowed (no gripping arrangement is allowed).**

4. Any kind of damage should not be done to arena by robot otherwise team will be disqualified.
5. No practice run will be provided.
6. Human interference during the game is not allowed.
7. Participants with wired robot are strictly advised to get wire of minimum length 4m.
8. **Decision of the event coordinator will be treated as final.**
9. Any deviation from the specification will lead to penalties.

CONTACTS:

NAVEEN RAI   -   8602329982

SHUBHAM MALVIYA   -   9479435156

ABHAY KUMAR RAHANGDALE   -   9179689714