

i - GESTURE

INTRODUCTION

Who wouldn't like to get things done just by making gestures? So we bring you "i-Gesture", where one controls the bot by gestures and accomplishes bigger tasks. This competition not only challenges you to make a perfect bot design but also tests your robot's control, speed and strategy on different terrains. So what are you waiting for?? Gear up for this mind blowing task of making "Gesture robots".

PROBLEM STATEMENT

To build a manually controlled robot, within the given specifications which can successfully complete the given arena using gesture controls.

QUALIFYING ROUND

1. There are 6 different terrains or zones in the arena through which the robot must be manoeuvred.
2. Each zone consists of different terrains, slopes, etc (the zone doesn't contain large obstacles or slopes of higher inclinations).
3. Skipping a zone leads to penalty.
4. Points for all the zones will be disclosed at the time of the event.
5. The qualifying round contains basic inclinations or declinations
6. Robots are tested on the basis of time, control and speed.
7. Scoring will be done based on both the time taken and the penalties.
8. If the bot becomes immobile during the match, the team will first be given 60 seconds to fix it, without any loss of points. If the team fails to fix it in 60 seconds, another 60 seconds will be given at the expense of some points. If the team does not repair the bot within this time, then it would be disqualified.

NOTE: Subsequent rounds will be disclosed at the time of the event.

BOT SPECIFICATIONS

1. The maximum dimensions of the robot is 30cm x 30cm x 30cm(l*b*h).
2. The battery voltage(potential) supplied to the bot should not exceed 12 volts.

RULES AND REGULATIONS

1. A team can consist of a maximum of 4 members.
2. Members of different institutions can form a team and must carry your respective college ID cards. Only Undergraduates are allowed to participate in the event.
3. Only 2 members of a team are allowed to stay around the arena (for controlling and assisting).
4. The bots must be controlled only with hand gestures
5. Any kind of damage to the arena will not be entertained, and if done, the robot will be immediately disqualified.
6. No technical assistance will be provided by the coordinators during the time of the event.
7. No practice runs will be provided.
8. Use of an IC engine in any form is not allowed.
9. Human interference (e.g. touching the robot, stepping into the arena) during the game is not allowed.
10. All bots must have their own power supply (ON board). No external power supply will be provided at the time of event.
11. Any kind of accelerometer module or a mobile phone accelerometer is allowed to control the bots
12. A robot with the base of a toy car and its gearbox as a machine part will be disqualified. Also, LEGO kits are strictly prohibited.
13. Member participated from a team cannot participate in another team for the same event.
14. A robot is allowed to participate only once in that particular event.
15. The organisers are not responsible for any kind of damage to your robot.

16. In case of any discrepancies, the decision of the coordinator and the event head shall be final and no further arguments shall be entertained.

NOTE- Kindly keep checking the ROBOVANZA website to know the updates.

CERTIFICATE POLICY

1. A certificate of participation will be awarded to all participating teams except for the disqualified teams.
2. A certificate of appreciation (or excellence) would be awarded to the winners.