



# TECHNOVANZA

Taking technology to society

# MONSTER ARENA

## INTRODUCTION:

The arena is all set.

The soil is waiting for your fastest monster trucks to roll on them.

Technovanza awaits your super monster trucks to make some noise on the arena and pass all the hurdles like a boss.

Get your motors, set your wheels, thrive with your truck and make the crowd feel.

Show your guts into the arena, challenge the hurdles and take it to victory.

Fix your nuts, tighten your bolts, for Technovanza is not less than a thunderbolt.

Remember,

No matter you lose or you win, your monster is your idea at the end of the day.

## INSTRUCTION:

Teams must build a manually or automatically controlled bot which can endure the obstacles of the arena.

## TEAM SPECIFICATION:

A team may consist of a maximum of 4 participants. Students from different educational institutes can form a team.

## CERTIFICATE POLICY:

1. Certificate of Appreciation/Participation will be awarded to the all teams.
2. Certificate of Excellence will be given to top three teams.
3. Disqualified teams will not be considered for any certificates.

## **GAMEPLAY:**

This event may consist of one or many rounds as stated:

Each team will run its manually or automatically controlled bot through the arena. This round is the qualification round to enter the final round. In this round your bot will be tested structurally, mechanically, technically and your skills of controlling bot will be challenged to its peak. Your bot must go through various modules (difficulties) as quickly as possible and cross the finishing line. There will be penalties for skipping a module and for hand touch, this time will be added to your time, and judgement will be based on total time.

## **SPECIFICATION:**

### **Bot Specification:**

The maximum dimensions are length 25cm, width 25cm and height 25cm (10 % tolerance is allowed). The bot can be made manual or automatic. Maximum weight of bot must not exceed 5 kg (10% tolerance is allowed).

## **RULES:**

1. Overall judgments will be time based i.e. those bots reaching the finishing line in minimum amount of time shall proceed to final round which will be time based too.
2. If the bot has some technical issues then first technical hand touch of 4 min and second of 2 minutes will be given to fix it (teams should carry all required tools and other equipment) this time will not be added to the total time.
3. If the bot gets stuck in any module or falls off the track then bot will be placed manually at the start of that particular module with a hand touch penalty of 5 seconds.
4. If the bot skips any module, penalty of respective time will be added to the total time.

Sr No.	Module	Penalty(in sec)
1	Rocky path	10
2	Pipe Survival	40
3	Shifting Blocks	50
4	Bridge the gap	60
5	Zig-zag path	40
6	Curved Bridge	40
7	Dodge the pendulums	70
8	Flip Flop	55
9	Tuning tunnel	70
10	Rocking Rollers	55
11	Sand	20
12	A curved decline	20
13	Curvy Incline	50
14	Seesaw	70
15	Consecutive Incline Decline	70
16	Steep Declination	30
17	Two Brick Road	60
18	Push stone see saw	50
19	One sided Incline	40
20	Centre Track Bridge	50
21	Long Track	70
22	Zigzag Incline	60
23	Hanging Planks	70
24	Incline –horizon -decline	70
25	Net	30
26	Gentle landing	30
27	Jump and Land	50
28	Face the flag	10

**Above given penalties may change at the time of event.**

Teams have to use on-board power supply only.

The use of standard chassis, readymade Lego kit is allowed.

The maximum voltage to be used is 24V.

Minimum length of the connecting wires should be 2 meters.

Any team who wants power supply should bring their adapter.

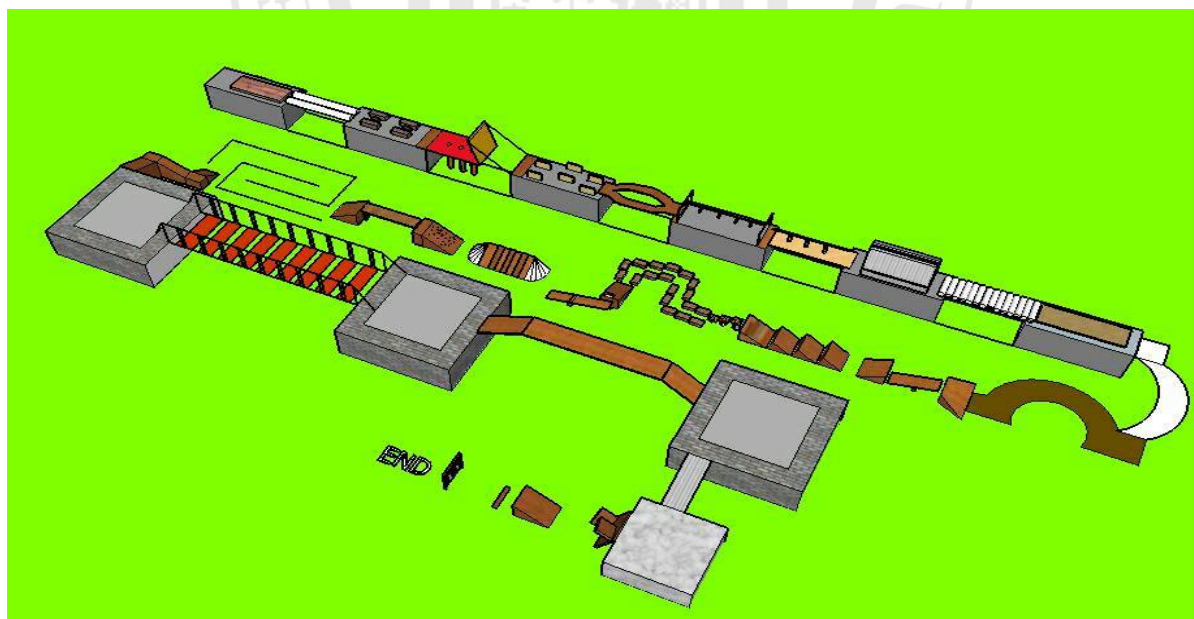
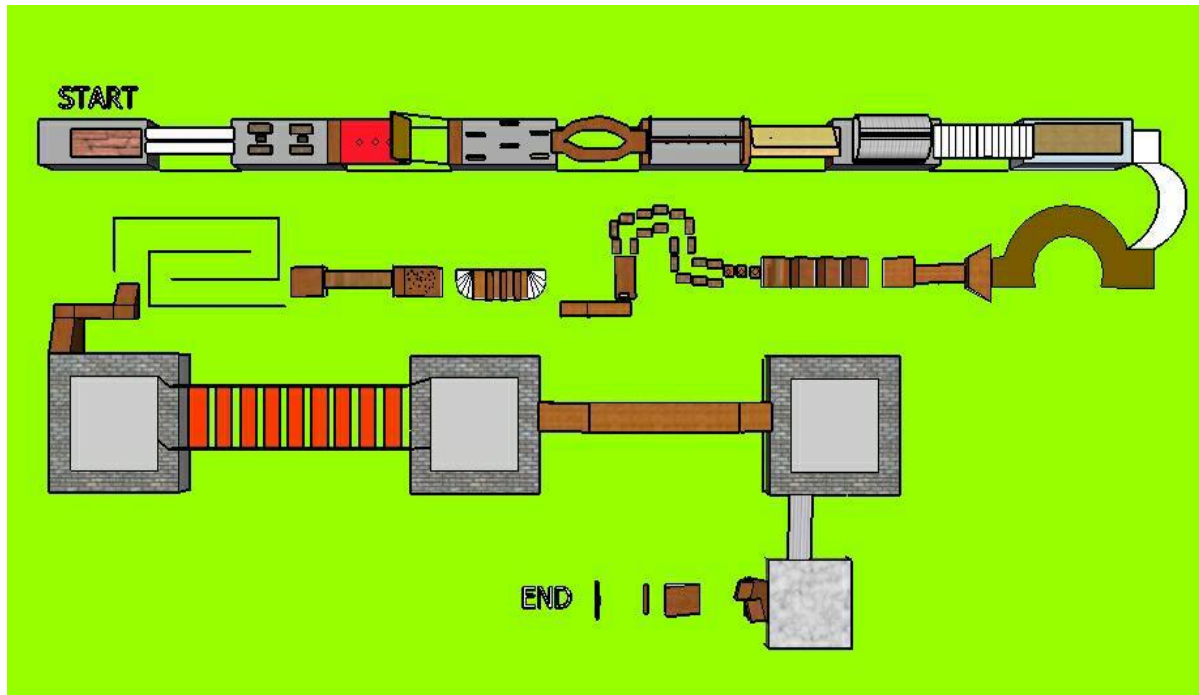
### JUDGING CRITERIA:

- Time taken by bot to cross finishing line.
- Number of modules skipped by and left incomplete by bot.

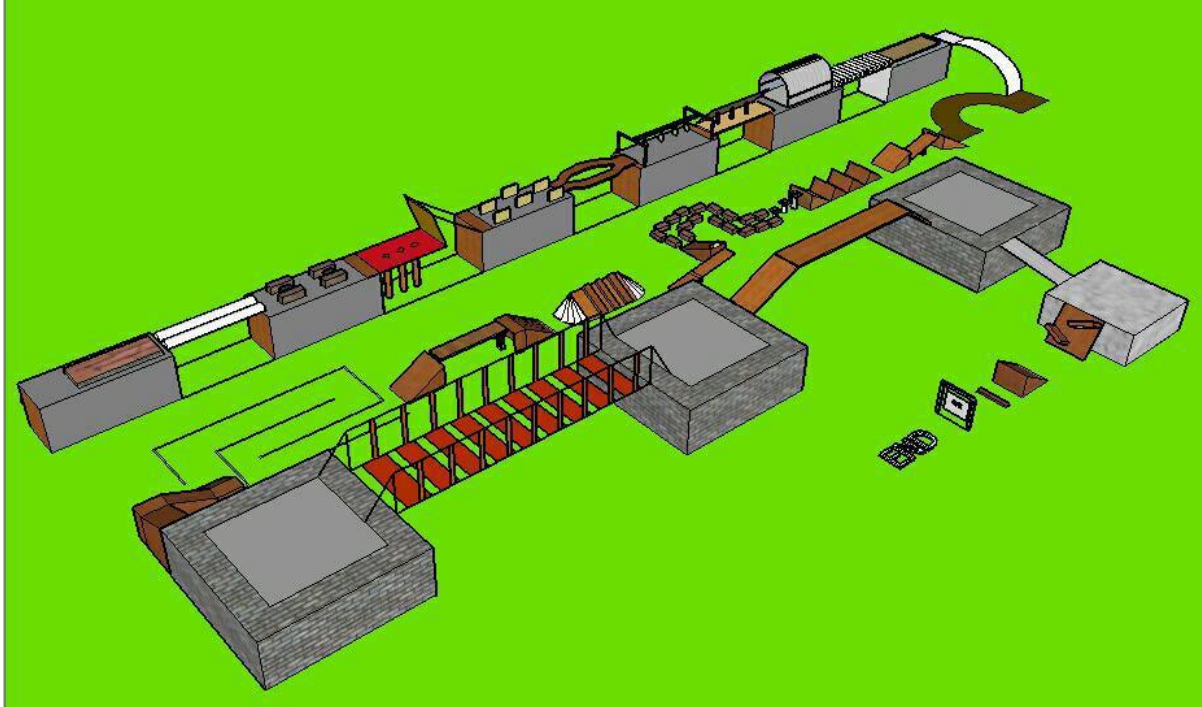
### NOTE:

1. A bot causing any type of damage to the arena will be disqualified.
2. Pulling wires to handle the bot would result in disqualification. The organizers have the right to disqualify any participant indulging in malpractices.
3. The decision of the Event Organizers is final and cannot be debated upon.
4. Same bot cannot be used by more than one team. One team can register only once. If the members of the team participate again with different team name they need to use another bot
5. Bot should be charged before gameplay

## ARENA:







**Note** -This is the basic gameplay , keep checking for updates or modifications on the website regularly.

Any ingenious exploitation of the mentioned rules/gameplay must be notified to and clarified with the organizers before the event.

In any case of any ambiguity, feel free to contact.

Reporting time on 26th December is 8:30 am to 9:30 am.

#### CONTACT US:

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