TECHNICAL RULE BOOK

BY

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ROBOTICS EVENTS

ROBORACE

INTRODUCTION

"Being second is to be the first of the ones who lose" - Ayrton Senna "Life is a race and the need is to win. Life seems easy but is full of hurdles." "If you have the zeal, the chances of winning get boosts. Here we provide budding engineers to show there robotic skills i.e. skills in handling, in designing and in competing of hurdle clearing challenge." "It's a great opportunity for you to show how tough is your robot to survive all the hurdles and win with a will, of fire. So the last question which exists is "Can you win?"

SPECIFICATIONS

Team:
Maximum 2 participants per team.

Arena:
There will be three checkpoints.
The arena will be made up of cement and will have various hurdles like:-
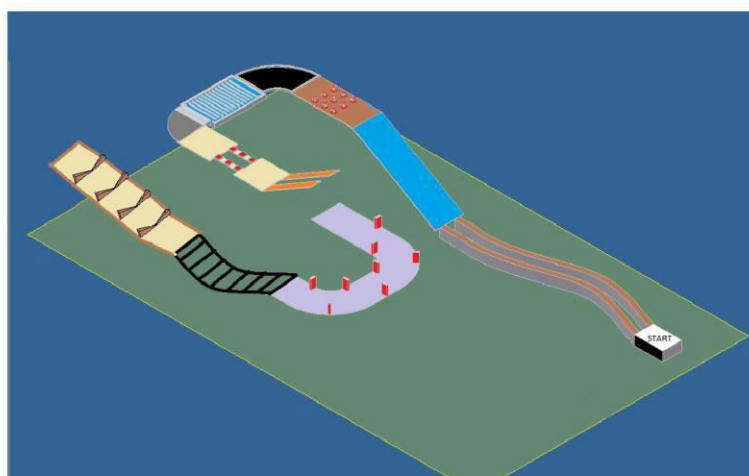Bricks
Elevation
Small wooden blocks
Gravels
Hay
Sand
Inclination + Blocks

Arena:

Robot:

The bot should be fit in the box of 300mmX300mmX300mm.

The bot can be wire or wireless (wireless bot will not be given advantages).

Maximum 24V DC supply should be used.

The wire must be of 5 m in length for wire robots.

RULES & REGULATIONS:

GENERAL RULES:

At a time four teams will compete.

The bot should be checked before the race.

The winners will be selected on the basis of the 'finish first and win' criteria.

There will be three rounds- preliminary, semifinal and final.

If touched ones the bot will start from last checkpoint it passed.

During the match both the team member can enter the arena for handling the bot.

ROUND 1:

First round will be elimination round in which the first one to reach the terminating point and will be qualified for next round.

Participants who were unable to complete the 1st round due to any technical fault can only participate again by re-registration.

In all the rounds a team will be provided with maximum of 3 touches.

ROUND 2:

The first one to reach the final point will be the winner.

If the two bots reach at same instant then the time required to complete the circuit will be considered and the one to complete in the shortest time will be the winner.

ROUND 3:

Third round will contain 2 laps. Timing of each lap will be noted and in case if two bots reaches the finish point at the same time. Then, winner will be decided according to the best lap timing.

REGISTRATION FEES:

Rs. 300₹ per team

Coordinator- Ankit chandrakar

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