



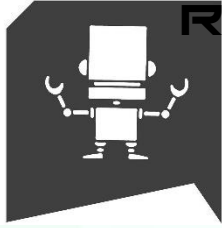
A NATIONAL LEVEL TECHNO-MANAGEMENT FEST

AARUUSH'15

...rising in the spirit of innovation



SRM
UNIVERSITY
(Under section 3 of UGC Act 1956)



ROBOGYAN PRESENTS



THE ATLANTIC CHALLENGERS

The AARUUSH Room, Near Placement Cell,
SRM University, Kattankulathur, Tamil Nadu-603203

www.aaruush.net
www.srmuniv.ac.in



Event Description:

An earthquake in the depths of Atlantic Ocean has resulted in the re-emergence of *THE LOST CITY OF ATLANTIS*. The nations around the massive and prosperous island, now try to claim the new discovered land.....as fast as possible by building their boats. The only challenger who manages to succeed through all the harsh challenges and the race against the time would win the glorious treasures and bounties of - *THE ATLANTIS*.

EVENT CHALLENGES:

- Hacker's Shipyard
- The Endurance
- A Maze The Sea
- Capt D' Flags
- Station It

Event Pre-requisites:

- Each team can have 4-5 participants.
- The teams can build their prototypes before the event and test it. But they have to build it from the scratch during the event.



CRAFT SPECIFICATIONS:

- The craft should have a base dimension of 12 x 8 inches.
- Height of the craft is not limited.
- Only battery powered crafts are permitted in the race. Combustion Engines, Pre-pressurised containers or fluids are prohibited.
- The craft should be remote-controlled type. It can be either wired or wireless based on the participants discretion.
- Batteries of any strength are allowed.
- All motors and propellers are allowed.
- The body of the craft should not be a part of any pre-fabricated kit. It should be made out by the participants.
- All electronic components conforming to the rules above are permitted.

Round-1: HACKER'S SHIPYARD

- As soon as the event starts, the teams should submit their Boat's "IDEA" with proper design & technical specifications within 1 hour.
- The teams should immediately start up with building their boats.
- The Objective of the round is to build your craft *adhering to the **Acceptable Specifications*** within two days of Aaruush'15 in a given time slot of the event.
- Teams can steal ideas from other teams during the building phase to enhance and upgrade the functionality of their boats.
- Two teams with best design and functionality will get bonus points.

Round-2: THE ENDURANCE

- The teams will be divided in groups.
- The Objective of the round is to race with your prepared crafts to reach the finish line and return back in the shortest time.
- Obstacles will be present in the arena. (Waves, balls, etc.).
- No teams are allowed to propel their crafts by hand.
- If a crafts sinks or malfunctions, the respective team is disqualified.
- Any craft that jumps a lane or hinders movements of other crafts is immediately disqualified.
- Hitting the obstacles will add penalty time to the race time of each boat.
- The winning team from each group will qualify for next round.



Round-3: A MAZE THE SEA:

- The event tests the skills of manoeuvring the boat in tough scenarios.
- The objective is to clear a maze within 3 minutes time.
- The teams have to program the boat for their radio control and see the overcoming path through cameras whose feed will be displayed on a screen.
- Two members of each team will be allowed in this event.
- The teams which successfully clears the maze in the time will proceed to next round.

Round-4: CAPT D' FLAGS:

- Flags will be suspended along a path which has to be collected by the boat's mast as it passes through them.
- The mast should be a reversible polarity/ switch polarity electromagnet which should grab the flags & drop it in the bin.
- The mast is optional for teams to prepare i.e. it can be also provided on the spot of event. Though space should be provided on the boat.
- The boats should not touch the side lanes of the path marked for the boat else penalty time will be added.
- The team which manages to collect maximum flags in shortest time wins.

Round-5: STATION IT:

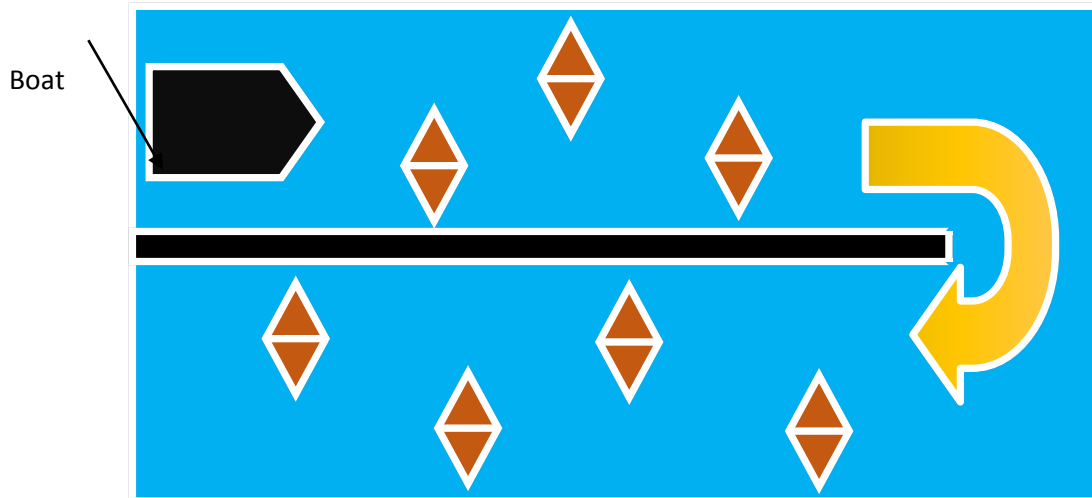
- ◇ The objective of the round is to evaluate controlled movement in a limited region with time constraints.
- ◇ Each boat must start outside a 6ft x 6ft box, marked by four buoys.
- ◇ Upon the start signal, the boat must enter the box as quickly as possible and Station itself. 2 minutes after the start, the boat must leave the box as quickly as possible.
- ◇ An enemy boat will enter the arena and try to collide with the team's boat.
- ◇ The team has to evade it and not touch it till its present there.
- ◇ The boat which successfully manages to avoid contact or with least conflicts wins the Event.



ARENA:

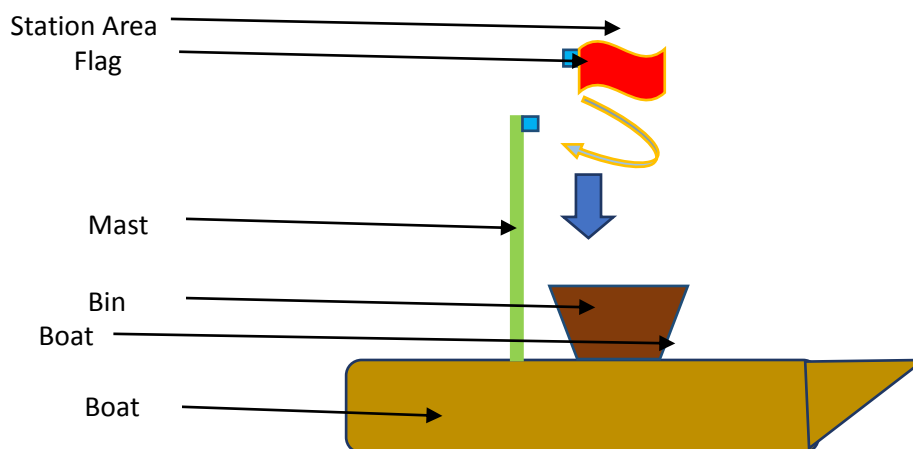
The Endurance:

Size of the pool is 8 x 12 feet with a depth of 3 feet.



Capt D' Flags:

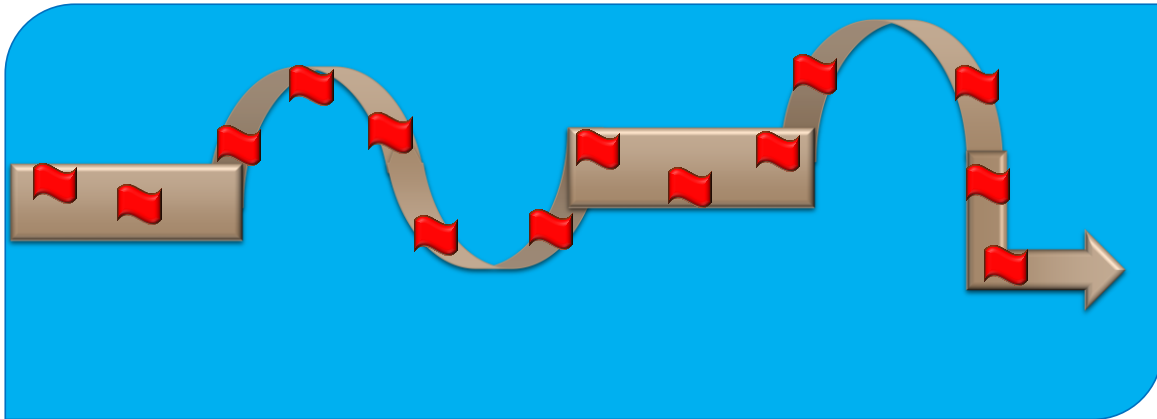
Boat modification with mast.





Arena for Capt D' Flags

Size: 12 x 8 feet



Station It:

Size: 6ft x 6ft

