TechCraze 2K16
ROBO CARROM

Pocket your coins blue and green but in the end save the Queen.

If you thought your robotics were only about climbing twisted arenas and scoring goals, think twice!!! This time the robots will lock horns in another heart-in-the-throat game where the basic idea is to pocket the coins in the least time.
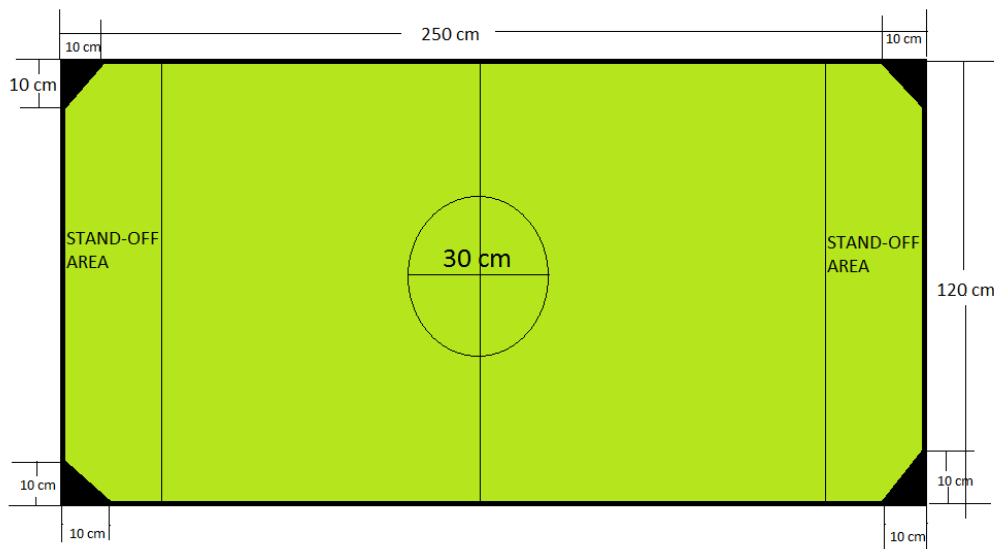
ROBOT SPECIFICATIONS:

1. The size of the robot at the start of the event should be 25cm x 25cm x25cm (length x breadth x height).
[N. B. A maximum tolerance of only 10% will be accepted.]

2. The weight of the robot should strictly not increase more than 3kg.

3. The robot may be wired or wireless remote controlled. In case of wired remote controlled robots there should be sufficient wire so as to neither disturb the setup of the arena nor should it sag.

4. Robots are allowed to equip with attacking mechanism but they must comply with the size restrictions.

5. There should not be any holding mechanism. However guiding mechanism is allowed.

POWER SUPPLY:

1. AC power connection of 220V, 50HZ (20% variation is possible due to variation of load on the power grid) will be provided. Only one plug point will be provided and participants are required to bring their own extension boards.

2. Both internal and external power supply will be allowed.

3. The motors can be given a maximum of 24 Volt.

4. Voltage should be fixed at the start of the game. Participants are not allowed to change voltages during the match.

ARENA SPECIFICATIONS:

[N.B.: The specification of the arena is subjected to change as per requirement.]

RULES & REGULATIONS:

1. The game will be of 5 minutes. There will be no changing of sides. At the start of the game, the robot has to be in the stand-off area only.

2. Both the teams will be assigned their colour suite before the starting of the game.

3. Dimensions of the coins are approximately 7cm in diameter and 1.5 cm in height.

4. The objective is to pocket as many coins of your suite as you can.

5. A cover for the Queen has to be scored compulsorily.

6. All the balls will be marked with points. At the end of the game the grand total of all the scored will be calculated and considered.

7. In case a robot pockets the other team's ball, then the score will be considered as valid and will be counted for the other team.

8. **The Queen will be assigned 50 points. In the event of non-availability of a cover coin, a coin of that team's suite will be brought back on the field again but neither any deduction of points will be done (for bringing back the coin in the game) nor any extra point will be awarded for pocketing it again**. **However time will continue.**

9. If the robot faces any technical problem during the match, the time will not stop; only in case of main power failure it will be taken under consideration.

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