



Mech Tech Meet

Season-8
March 3rd-4th, 2017



ROBO-STRIKE (Its balloon time)

INTRODUCTION

It invites you to test your controlling ability. Event will consist of two rounds and the bot having maximum points (round1+round2) will be the winner.

Problem statement

Design and built a manually controlled wired or wireless robo which would have capability to burst balloons by adding pin(single or multiple pins can be added) "**only on one side**" of robo.

Rules

❖ Specification

1. The dimension of robot should not exceed $25 \times 25 \times 20 \text{ cm}^3$ (L*B*H), however the pin attached to the bot should not be more than "**3cm off-bot**".
2. The potential difference between any two points on robot must not exceed 24 Volts (no current limit).
3. Both wired & wireless robots are allowed.
4. The bots can have either onboard or off board batteries or AC adaptors.
5. Use of any hot wire/electric means for bursting balloons is not permitted.

❖ Eligibility

1. Students from different institutes can make a team.
2. All regular students with a valid identity card of their respective educational institutes are eligible to participate in the event.



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GAME PLAY

ROUND 1

This round consist of four chambers, you have to burst the balloons as specified.

1. In the first chamber you have to burst all four balloons, each balloon will give +5.
2. You will be allowed in second chamber only after bursting atleast two balloons.
3. In the second chamber there is a rotating disc in which bursting red or blue balloon will give +10 and on bursting green balloon - 10 will be awarded.
4. You can enter to the third chamber directly from first but will not be permitted to return back.
5. In the third chamber you have to burst only the green balloons in the green area by shifting them with you bot which will give +20 otherwise bursting in any other area will give no '+/-' points .
6. In the third chamber bursting red and blue balloon will give -10.
7. Direct entry from 2nd to 4th chamber is allowed but once you entered you can't return back.
8. In the 4th chamber you will be awarded +20 for each green balloon and -5 for blue/red.
9. In the end if you have finished on the **FINISH** point you will get +5 .
10. Each bot will get only 4min to perform.

Round-2

1. Two robots will be there in the arena together.
2. Two lives will be there of each robot in the form of balloon on their robots (will be stacked with tape).
3. Bursting the balloons provided in the opponent's area will give you +5.
4. After the match you will be awarded with +10 for each life on your bot.
5. In case of a tie, rematch will occur.
6. The robo which will kill the opponent's bot by bursting their lives (balloons) first will be qualified for winning zone.

Winning criteria

The TEAM from the winning teams of second round whose total score of Round1+Round 2 will be highest, will be the winner.



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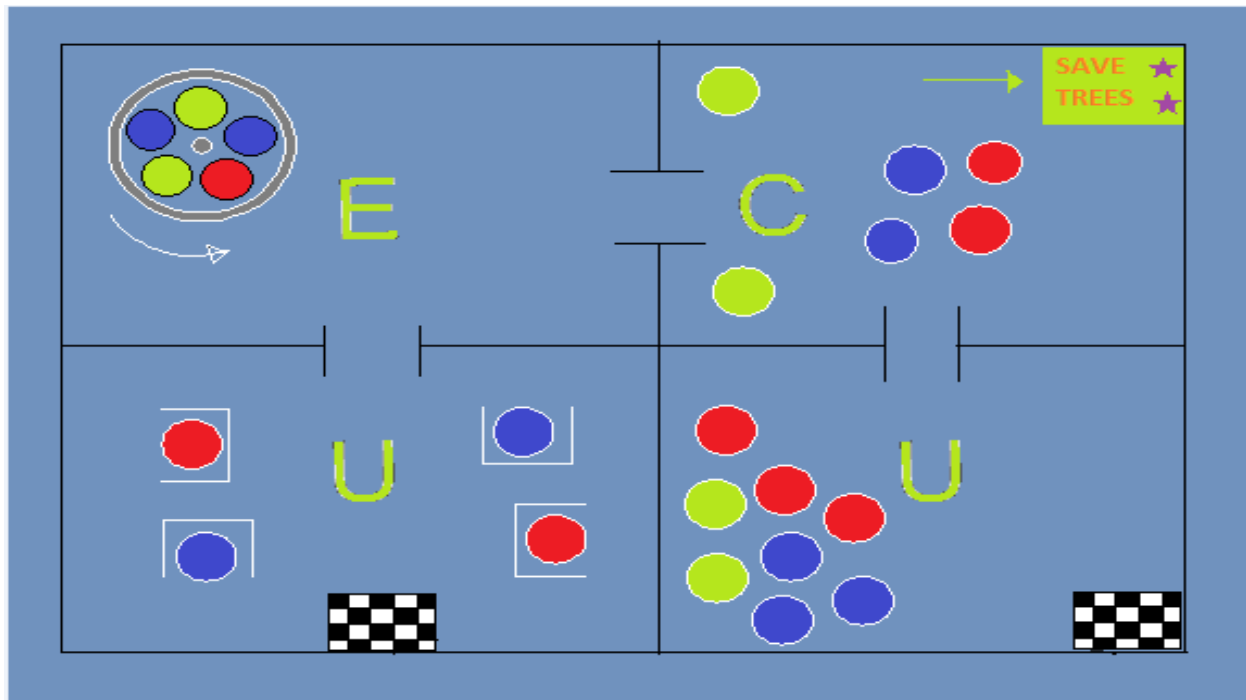
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(IN CASE OF ANY TIE, REMATCH OF SECOND ROUND WILL TAKE PLACE)

Arena

Arena for round 1



Arena for round 2

