



Rules for Robo Race (Sprint)

Task :

- The robots build by given specification's will be allowed for game.
- The rounds will be decided according to groups participated.
- The robot which gain maximum points will be the winner.

Rules & regulation :

- This is Racing events so fastest and most balanced Robot will win.
- The team should not consist of more than 4 members.
- The robot should follow the robot specifications provided. Any deviation from the mentioned specifications will lead to disqualification.
- Once the race begins, three hand touches are allowed, if your taking hand touch you have to start from last check point.
- No test practice will be allowed on the main arena.
- Terminals for charging the battery will not be provided in the college.
- The arena may subject to change before the commencement of any round.
- If the Robot crosses a checkpoint, and moves off track, then the Robot would be placed back on the previous checkpoint crossed.
- The decision of the judges will be final and abiding. Argument with judges in any form will lead to the disqualification of the team.
- The robot should not damage the arena.

Robot specifications :

- Readymade toys car are not allowed
- The L X B X H should not exceed (250 X 250 X 250)mm
- The net weight should not exceed 3 kgs.
- However a tolerance of 10% is acceptable.

- Power source should be on board (i.e., on the robot body placed in the arena).
- Wired or wireless robot are allowed
- If RF (Wireless) controller is used, dual frequency is a must in order to avoid RF jamming. The dual frequency should be such that it can be switched to either frequency just before the start of the run
- The length of the wire (for wired bots) should be long enough to cover the whole track (around 15m) and the wire should remain slack during the complete run.
- The maximum allowed voltage to power the robot is 24V.

Arena specifications :

- 1) Track width is maximum 60cm and minimum 30cm.
- 2) The track surface and course line may have unevenness.
- 3) There might be abrupt angles, but this will be not exceed 30 degrees.
- 4) Arena will consist of switch gate, speed breakers, marble pit, rotating disk, seesaw etc.

GENERAL RULES :

- The team would consist of minimum 2 members.
- The structure of the robot should not be changed during the competition.
- If the robot by any chances falls from the bridge, the robot will be kept back to the previous checkpoint crossed with a penalty.
- During the game play, if any part of a robot is destructed/ dismantled/ damaged the participant will be given a timeout to repair at an expense of a penalty, while the next participant will be called for the play.
- Only 1 timeout will be given for any participant and the participant will repair it without the help from the mentor.
- A total of 5 minutes run time (arena time) will be given to every participant.
- A maximum of 3 attempts will be allowed in this 5 minutes, the commencement of the second attempt will be on request of the participant and consent of the judge.
- The better of 2 scores will be considered as final.
- If the total time taken by the robots exceeds 8 min's the participant would be disqualified.
- No readjustment is allowed during the run.

Eligibility :

- All regular students with a valid identity card of their respective educational institutes are eligible to participate in the event.

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