The Rush

Registration fee-200/- per team

Task

Teams have to build a wired or wireless bot that can perform simple task of crossing certain hurdles, slopes etc. and reach at final destination.

Team specification

1. Any team can participate in The Rush. A team may consist of **1** to **4** members. These participants can be from same or different institutions.
2. Each team must specify their team representatives (leader) at the time of registration on website/spot.
3. All important communication between coordinators and the registered team will be done through team representative only.
4. A team will be disqualified if it is not present with its bot on the allotted time.
5. The team will be disqualified if its bot fails to fulfill the given bot specification.
6. The decision of coordinators will be final and binding on all.
7. Teams misbehaving with any coordinator will be disqualified and in the case of any dispute decision of event head will be final.
8. Each participant must carry a valid identification card.

Bot specification

1. Maximum allowable dimensions **(25cmx25cmx20cm)** as per (LxBxH).
2. Maximum **500 rpm** motors are allowed for wheel.
3. Bot should not fly or leave the ground contact for more than **5** sec.
4. The bot can either be wired or wireless (if tie preference will be given to wireless).
5. Battery can be of board or on board.
6. The weight of bot should not exceed **3**kg including power source.
7. If wired the length of wire between bot and controller should be minimum **1.5** meter.
8. Teams are allowed to use their own power supply provided that the voltage between two points should not exceed **18**v.
9. The bot must not be readymade
10. Ac source is not allowed.
11. Use of I.C. engine is strictly prohibited in any form.

Track rules

1. Track will contain certain number of checkpoints and if the bot goes out of track then points will be deducted.
2. There will be certain number of hurdles and obstacles. Each obstacle and hurdle will be assigned some specific points the points will be given on the spot.
3. If a team is found using wires for lifting or moving the bot it will deduct points from their total points.
4. At all times bot should be non-offensive, non-destructive to other bots as well as arena.
5. If bot gets any type of harm during the run coordinators will not be responsible for that.
6. Each team will be allowed to take three restarts at max during which you have to start from last checkpoints and during which time will not stop.

7. If a bot remains stationary for more than **45** sec it will be disqualified.
8. You can once take a technical time out of **90**sec any time during which time will remain pause and that can only be provided by coordinators
9. Maximum **6** minutes(**360** seconds) will be given to complete the track

GAME PLAY

The game will be in 2 parts round1 &round2 under which round 1 will be on basis of time whereas round 2 will be on the basis of points and performance. Only those teams which qualify round1 will be eligible to take part in round2.

Judging criteria

Points will be allotted as

Points=360- (time taken to complete arena)-(points for obstacles left)-(faults)

Date:21 Feb-22 Feb ,2018

Venue: Lawn 6 & 7

Time:9 AM

Student Coordinator:

Gajanand Jangid – 9079998228
Harsh Nandwana – 9993539995