

ROBOXING

TASK

Design and construct a remote controlled wired robot capable of fighting a one on one tournament.

SPECIFICATIONS

1. The machine should fit in a box of dimension 30cm × 30cm × 30cm (l × b × h) at any given point during the match. The remote controller is not included in the size constraint. An error of ±10% is allowable
2. The machine should not exceed 7kgs (15.43 pounds). Weight of remote controller will not be counted.
3. The length of wire from remote controller to robot should be minimum 2 meters so that the wire remains slack at any instant of time.
4. Robots can't have any kind of magnetic weapons, cutters, flippers, saws, spinning hammers etc. as weapons.
5. Robot can't have any kind of hydraulic device(s) or pneumatic device(s).
6. Robot can't have the internal or external circuitry to amplify the power supply.

MOBILITY

All robots must have easily visible and controlled mobility in order to compete. Methods of mobility include:

1. Rolling (wheels or tracks).
2. Jumping, hopping and Flying (using airfoil, helium balloons, ornithopters, etc.) are not allowed.

POWER SUPPLY

1. Power rating should be 18V.
2. 220 volts, 50 Hz standard AC supply will be provided for the participants.

GAME PLAY

1. Two teams (bot A and bot B) will play against each other and the winning team will proceed to next level.
2. The two bots will be placed at their respective positions.
3. If a robot is thrown out of the arena the match will stop immediately, and the robot still inside the arena will automatically be declared as the winner.
4. There will be three rounds. Time limit for each round is 3 minutes.
5. In 1st and 2nd round one bot will attack and another will defence.

1st Round

1. Bot A will attack and Bot B will defence.
2. The bot B can't cross the yellow line as well as blue line.
3. The bot A can't cross the blue line.
4. No bot can cross the red line.

2nd Round

1. Bot A will defence and Bot B will attack.
2. The bot A can't cross the yellow line as well as blue line.
3. The bot which will attack can't cross the blue line.
4. No bot can cross the red line.

3rd Round

1. Both Bot A and Bot B can attack or can defence.
2. Both the bot can cross any line in this round.

GAME RULES

1. The teams will have to submit their bot before the start of the competition. Only those teams which submit their bots will be allowed to participate. The bot will be handed back to the team during the time of their competition. They will be given 5 minute for test drive.
2. Only one bot per team is allowed.
3. Competition will start only when organizers give the signal.
4. The starting procedure of the bot should be simple and should not involve giving bot any manual force or impulse in any direction.

GENERAL RULES

1. Participants are not allowed to keep anything inside the arena other than the bot.
2. Laptops/personal computers are not allowed near the arena. Other Wi-Fi, Bluetooth, etc. devices must be switched off. The organizers hold the right to check for these devices and their usage and disqualify the team.
3. In case of any disputes / discrepancies, the organizers' decision will be final and binding.
4. The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be notified to the registered teams.
5. In case of disqualification registration fees will not be refunded.

CONTROLS

The bot must be completely remote controlled and wired.

TEAM SPECIFICATION

1. A team may consist of a maximum of 3 participants. Students from different educational institutes can form a team.
2. Team Name: Every team must have a name which must be unique. Organizers reserve the right to reject entries from any team whose name it deems inappropriate, offensive or conflicting.
3. A participant cannot be a member of 2 different teams in this event.

ELIGIBILITY

All students with a valid identity card of their respective educational institutes are eligible to participate.

CERTIFICATE POLICY

The certificate of excellence will be awarded to top 2 teams.

CONTACT PERSONS

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