AquaMusement

“More balls, more points with minimum time”

GAME PLAY

The motive is to design a wired/wireless robot being autonomous or manually controlled machine that is capable of floating in the water pool. And complete the tasks allotted.

TASK

Boat has to collect the balls floating in the water and put it into the box located at the center of the pool.

Each ball will contain their respective points.

The boat which will score maximum point within minimum time will be winner of that match.

The ball can be put in the box either by pushing the ball into the box or by hand mechanism.

MACHINE SPECIFICATIONS

1. The dimension of bot should not exceed 30x30x30 cm (L*B*H).Non

Adherence to the dimensions will lead to outright ousting from the event with no exceptions.

2. The potential difference between any two points on bot must

not exceed 24 Volt.

3. The machine should be controlled by wireless remote controlled mechanism or wired one throughout the race.
4. If the machine is wired then the wire should remain slack under all circumstances during the competition. All the wires coming out of machine should be stacked as single unit. The wires must be properly insulated.
5. Use of LEGO TM kits is strictly prohibited and using any such kit will lead to

disqualification of the team. The decision vis-à-vis the type and the category of components used by team will be the discretion of co-ordinator team without any appellate.

6. Use of side shaft motors is strictly prohibited.
7. However a tolerance of 10% is acceptable.

RULES

A-GAME

1. Every team will be given only one chance to run their machine on the track.
2. Timer will start when robot starts from the starting point.
3. The robot should not damage any part of the arena.
4. The robot will be judged on basis of (*in priority*):-
    a. Time to complete the task.
    b. Points scored.
5. For calculating points based on time lapsed, a threshold value will be set and revealed on the day of the event.
6. The judges' decision on the criteria of innovation and design cannot be competed.
7. If the teams reset their robots position then they will have to start from the last checkpoint cleared.
8. During the Round, only maximum of three team members are allowed in the arena, one member will control the robot and other two to guide it.
9. Each team should have its own programmers and components; no programmers or components will be made available by the coordinator during the event.

B-GENERAL

1. Each team can have maximum 5 members.
2. Any team that is not ready at the specified time will be scratched from the competition automatically.
3. Judges' and coordinators' decision shall be treated as final and binding on all.

- The co-ordinators reserve the right to change any or all of the above mentioned
  rules as they deemed fit. Change in rules, if any, will be highlighted on the website and notified to the registered participants.

4. Each member from same college is not mandatory.
5. No test practice will be allowed on the main arena.
6. The arena may subject to change before the commencement of any round.

Co-ordinators-

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