

VelocitaRush

“More speed, more power with minimum time”

GAME PLAY

The motive is to design a wired/wireless robot being autonomous or manually controlled machine that is capable of completing the ALL TERRAIN Arena successfully in minimum time. And complete some tasks allotted, as-

- a. Collect and store the blocks.
- b. Climb stairs of uniform height to reach a higher-level platform.

Track

1. Track surface and course may have unevenness.
2. There might be abrupt angles (inclined plane with angle nearly 30°)
3. There will be certain obstacles in race track which will try to slow down the Speed of the robot.
4. Arena will consist of switch gate, speed breakers, slippery Paths, see-saw, slotted ramp (**steps***), Mud, Curved slope, Moving blades etc.
5. The track will have a certain number of checkpoints.
6. Actual track will be revealed on or before a day of the event on website.

*Steps are an optional way to climb to a floor and for that BONUS points will be there.

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 Volts.
3. The teams are requested not to use caster wheels as track may contain a bridge with gap in between.
4. The machine should be controlled by wireless remote controlled mechanism or wired one throughout the race.
5. 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.

6. 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.
7. The upper limit for motor capacity is 300rpm (use of side shaft motors is strictly prohibited).
8. There should be hand mechanism to lift.
9. However a tolerance of 5% 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. There will be a penalty if the robot touches any obstacle or the boundary of the track.
4. The robot should not damage any part of the arena.
5. The robot will be judged on basis of (*in priority*):-
 - a. Time to complete the track.
 - b. Number of checkpoints cleared.
6. For calculating points based on time lapsed, a threshold value will be set and revealed on the day of the event.
7. The judges' decision on the criteria of innovation and design cannot be competed.
8. Team members will be allowed only three times to touch or reset their robots position during the run. However, this will lead to a penalty and timer will not stop during this course of action.

9. If the teams reset their robots position then they will have to start from the last checkpoint cleared.
10. 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.
11. 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. In a group 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-
SANDEEP CHAWRASIA

8984171758

SWOGAT PRADHAN

7978165595