



VISAKHAPATNAM
विद्या प्रशस्यते लोकैः



SHASWAT

ROBO RUMBLE

*Get Ready to feel the ground shaking, when
the robos rumble !*

ROBOT TECHNICAL COMPETITION

13-15 | 20
OCTOBER | 23

**20K
WORTH
PRIZES**



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OVERVIEW OF THE EVENT: It is a game of style, control, damage and aggression with the robots pit against each other in a deadly combat

Specifications:

1. There will be no restrictions on the dimensions of the bot(s).
2. The weight of the machine should not exceed 8 Kgs (17.64 Lbs.), which includes the weight of any pneumatic source/tank. All pneumatic tanks/source and batteries should be on board. Only the weight of the remote controller will not be counted.
3. A bot can be in a "Cluster Bot" formation. Each bot must meet the requirements described in this problem statement. The total weight of all the bots and the dimensions of the combination of bots must satisfy the above two points.
4. Robots with pneumatic or hydraulic mechanisms or electric lifters are NOT allowed.
5. Only active weapon bots are allowed.



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

1. **Rolling** (wheels, tracks or the whole robot).

2. **Non-wheeled:** non-wheeled robots have no rolling elements in contact with the floor and no continuous rolling or cam operated motion in contact with the floor, either directly or via a linkage, but are not true walkers as defined below. Motion is "continuous" if continuous operation of the drive motor(s) produces continuous motion of the robot. Linear-actuated legs and novel non-wheeled drive systems are also allowed under this category.

3. Manually operated jumping and hopping are allowed. However, the maximum height of any part of the machine should not exceed 6ft during any stage of its jumping/hopping and any damage caused due to this mechanism is solely the responsibility of the team.



RULES AND REGULATION :

Team Specifications:

1. Any team can participate in International Robowars, Techfest. A team may consist of a maximum of 2 participants. These participants can be from the same or different institutes.
2. Team Name: Every team must have a unique name. Techfest Organizers reserve the right to reject entries from any team whose name it deems inappropriate, offensive or conflicting. Organizers must be notified if a team's name has been changed.
3. Team Representative: Each team must specify their team representative (leader) at the time of registration. All the important communications between Techfest Organizers and the registered teams will be done through their team representative. The team representative must submit valid contact details (phone no., email ID etc.) at the time of registration.

NOTE: During any kind of conversation, registration, communication, emails or submissions the team must identify themselves by their Team ID only provided at the time of registration and not by your team name. Please DO NOT use your team name as your identification in any kind of communication with us.

Match Duration and Type: Matches will consist of 3 minutes of active fight time exclusive of any time-outs. Hence, it is not binding but advisable to keep battery capacity, power usage and machine defenses such that they can sustain a 3- minute fight.



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The matches can be of the following types:

Match: A regular 1-on-1 combat between 2 robots

Resurrection Match: A combat involving robots, each of which has previously lost at least one match. **Rumble:** A combat between more than 2 robots simultaneously. A detailed document of rules regarding the format and rules to be followed during the event days shall be uploaded later, and the participants will be informed.

Criteria for victory:

1. A robot is declared victorious if its opponent is immobilized.
2. A robot will be declared immobile if it cannot display the linear motion of at least one inch in a time period of 10 seconds. A bot with one side of its drivetrain disabled will not be counted out if it can demonstrate some degree of controlled movement. In case both the robots remain mobile after the end of the round, the winner will be decided subjectively.
3. A robot that is deemed unsafe by the judges after the match has begun will be disqualified and therefore declared the loser. The match will be immediately halted and the opponent will be awarded a win.
4. If a robot is thrown out of the arena the match will be stopped immediately, and the robot inside the arena will automatically be declared as the winner.



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5. Robots cannot win by pinning or lifting their opponents. Organizers will allow pinning or lifting for a maximum of 20 seconds per pin/lift then the attacker robot will be instructed to release the opponent. If, after being instructed to do so, the attacker is able to release but does not, their robot may be disqualified. If two or more robots become entangled or a crushing or gripping weapon is employed and becomes trapped within another robot, then the competitors should make the timekeeper aware, the fight should be stopped and the robots separated by the safest means

Team Registration fees 250/-ONLY

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