PROJIT-2024

Rules for Robo Race (Sprint):-

- The robots build by given dimension and specification will be allowed for game.
- The rounds will be decided according to groups participated.
- The robot which gain maximum points will be the winner.

Rules & regulation :

- The team should consist at the most 4 members.
- Each member from same college is not mandatory.
- The robot should follow the robot specifications provided. Any deviation from the mentioned specifications will lead to disqualification.
- Once the race begins, three hand touches are allowed, if your taking hand touch you have to start from last check point with a penalty.
- No test practice will be allowed on the main arena.
- Terminals for charging the battery will not be provided in the college.
- The arena may subject to change before the commencement of any round.
- If the Robot crosses a checkpoint, and moves off track, then the Robot would be placed back on the previous checkpoint crossed with a penalty.
- The decision of the judges will be final and abiding. Argument with judges in any form will lead to the disqualification of the team.

Robot specifications :

- Any changes in the Robot will not be allowed after starting the race
- Lego kits are strictly not allowed in any form.
- The L X B X H should not exceed 30cm X 30cm X 30cm.
- The net weight should not exceed 3 kg.
- However a tolerance of 5% is acceptable.
- Power source may be on board (i.e., on the robot body placed in the arena). A Power source will be provided if required
- Wired or wireless robot are allowed
- The length of the wire (for wired bots) should be long enough to cover the whole track (around 17m or more) and the wire should remain slack during the complete run.
- The maximum allowed voltage to power the robot is 24V.

GENERAL RULES :

- The structure of the robot should not be changed during the competition.
- During the game play, if any part of a robot is destructed/ dismantled/ damaged the participant will be given a timeout to repair at an expense of a penalty, while the next participant for will be called the play.
- Only 1 timeout will be given for any participant and the participant will repair it without the help from the mentor.
- A total of 5 minutes run time (arena time) will be given to every participant.
- A maximum of 3 attempts will be allowed in this 5 minutes, the commencement of the second attempt will be on request of the participant and consent of the judge.
- The better of 2 scores will be considered as final.
- If the total time taken by the robots exceeds 5minutes the participant would be disqualified.
- No readjustment is allowed during the run.

Eligibility :

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

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