

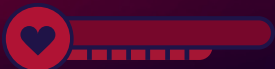
The **FURTHER**

PRESENTS

TECHNICAL COMPETITIONS

2023

GENERAL
RULEBOOK



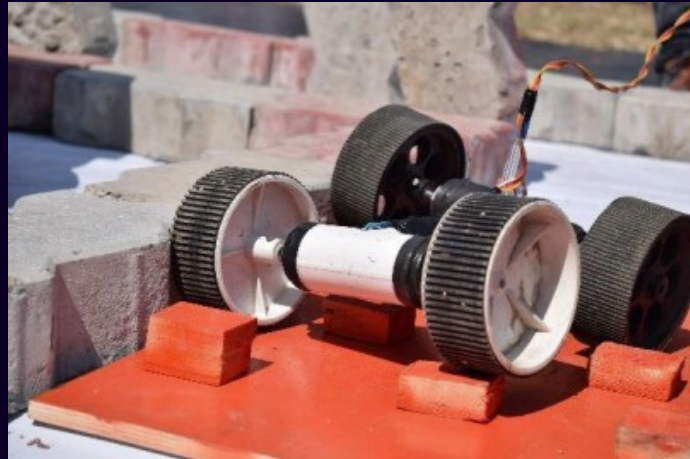
START



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Obsta-Race



This race consists of bots to overcome certain obstacles in the race track in shortest time.

Design a manually controlled ROBOT that has the capacity to cover maximum distance in the shortest possible time, challenging the hurdles and being one of the best opponents. Think your robot can overcome any obstacle-big or minor in the least time. If so, get it on the track and let the game begin. And bear in mind that maximising RPM does. The way you enter, the way you proceed, and the way you reveal your speed to others beings here at the enthralling event of "Robo-Race". It is the event where you get to test the efficiency, power, and skills of your droid/robot. Race your bots to the finish line and earn accolades.

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Rules

- 1.) This is a racing event, so the fastest and most balanced robot will win.
- 2.) Each team can have a maximum of 4 members.
- 3.) The robot should follow the specifications provided.
- 4.) Any deviation from the mentioned specification will lead to disqualification.
- 5.) If the Robot crosses a checkpoint and moves off track, then the robot should be placed on the previous checkpoint.
- 6.) No Test practice will be inside Arenas.
- 7.) You will have to submit your bot in starting of the event. No modification will be allowed during the event. However, you can change the battery.
- 8.) In case of any dispute, the decision of the judge and Organizer will be final.
- 9.) Organizer's will not provide any sort of tools, equipments, machinery,

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Game Rules

- 1.) All teams will be given 60 seconds for this round.
- 2.) You have to cover maximum obstacles with minimum time for a maximum score.
- 3.) Based on this score, you will be ranked in Rounds.
- 4.) Once the race begins, one touch is allowed in Round. After that, 5 points will be deducted.
- 5.) No elimination would be done in Pre-Rounds.

Knockout Round

During the knockout Round, Two teams will compete simultaneously, attempting to score a maximum point. The team who scores more points will be qualified for the next round.

- 1.) The Pre-Round ranking will be used to seed the knockout round. In the knockout round, the highest-scoring team will compete against the lowest-scoring team, 2nd highest against 2nd lowest etc.

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- 2.) Once the race begins, only one touch is allowed. After that, 3 points will be deducted
- 3.) Each Obstacle will have specific points based on difficulty level, which will not be disclosed.
- 4.) In each round, obstacles may change.
- 5.) Suppose Team A and Team B compete; Team A reaches the final checkpoint earlier than Team B by x seconds. So, $x*0.5$ points will be given to Team A.
- 6.) It is optional that team reaching the final checkpoint first will be the winner. It also depends upon the number of obstacles you have covered.

Bot Specification

- 1.) Maximum dimension of the bot is $25\text{cm} \times 30\text{cm} \times 20\text{cm}$ (l * b * h)
- 2.) The maximum weight of your bot can be upto 3 kg. (including your controller and battery).
- 3.) Voltage between any two points of your bot should not be greater than 12V.
- 4.) Wired or wireless robots are allowed.

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- 5.) Power Source can be on your robot, depending upon your choice. However, Point 2 must be followed.
- 6.) The length of the wire (for wired bots) should be long enough to cover the whole track
- 7.) If RF (Wireless) controller is used, dual frequency is a must in order to avoid RF jamming.
- 8.) Tolerance of 5% will be acceptable.
- 9.) Lego kits are not allowed.
- 10.) The Organizers have the right to change or modify the above rules without prior notice to the participants.

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