

CLASH OF BOTS

TASK:

Design and control a manually controlled wired robot of fighting one on one tournament.

HOW MANY PARTICIPANTS CAN BE THERE IN ONE TEAM?

5

Bot specification:

Weight: 12Kg \pm 10%

Dimension: (40*40*40) cm (l*b*h)

Weight of controller will not be counted.

MOBILITY:

Rolling (wheels, tracks or the whole bot).

Jumping and Hopping is not allowed.

Flying (using air foil, helium ballons; etc) is not allowed.

Power supply:

220V ac will be supplied. Participants have to carry their own power supply. Maximum voltage that can be used during any point of the war is 24 volts.

WEAPON SYSTEM:

1. Lifting

2. Spinning

3. Hammer

Exception:

Liquid Projectiles, Flame based Weapon, any kind of inflammable object.

Criteria for victory:

The game will be played for 5minutes.

1. If the opponents bot is immobilized, then the other bot will be declared as winner.

2. If a bot cannot display linear motion at least of one inch in a time period of 30seconds then the opponent bot will be declared as the winner.

3. A robot that is deemed unsafe after the match has begun will be disqualified and therefore declared loser.

4. Pinning/Lifting a bot will be allowed for 20seconds and then the respective bot has to be released.

5. Points will be given on the basis of aggression, damage, control and strategy.

After 5minutes the team with maximum points will be declared as the winner.