

Death Race

“Death Race” is the ultimate challenge for robot enthusiasts. Construct a resilient robot to navigate obstacles with manual control. Swiftly cross the limit line with minimal penalties to win prizes.

Rules:

1. This is a racing event, so the fastest and most well-balanced robot will be declared the winner.
2. Each team can have a maximum of **4 members**.
3. The robot must strictly follow the specifications provided.
4. Any deviation from the mentioned specifications will result in **disqualification**.
5. If the robot crosses a checkpoint and moves off track, it must be placed back at the **previous checkpoint**.
6. **No test practice** will be allowed inside the arenas.
7. Teams must submit their robot at the start of the event. **No modifications** are allowed during the event, except for battery changes.
8. In case of any dispute, the **judge’s and organizer’s decision will be final and binding**.
9. A **participation fee** will be applicable for teams from other colleges.
10. A **technical time-out** will be allotted for all teams during the event.

BOT SPECIFICATION:

1. Maximum bot length allowed: 30cm.
2. Maximum bot width allowed: 25cm.
3. No restrictions on the height of the bot.
4. Maximum bot weight allowed: 2kg.
5. The bot should be wireless or wired but manually controlled.
6. Only electrical motors are allowed.
7. Maximum allowed potential difference of battery: 24V.

8. A tolerance of 5% will be considered.

GAMEPLAY:

ROUND 1:

1. In the first round, is a time-based elimination round, and the points were awarded completely based on time.
2. No hurdle skipping.
3. Maximum time of run is 10 min.
4. Penalties will be awarded if there is a track change by any bot.
5. A leaderboard will be created and a qualified team will compete in the second round.

ROUND 2 (Final Showdown):

1. It is completely 1 vs 1 round.
2. No time-out criterion, it's a race between two teams who were qualified for the second round.
3. The competitor will be decided by the Team Impetus. Track would be decided by Toss.

GAME RULES:

1. No Interventions of the Team Members. Allowance In the case it's an issue regarding the power supply or any hardware.
2. If the bot is stuck in the arena, only the organizing team can intervene.
3. It's completely the decision of the organizing team for the intervention.
4. The team must not disassemble their bots before the final results are announced.
5. No Power supply stations would be provided for DC [Participants can bring]. 220V AC Plug Point would be provided.

PRIZE POOL: