



ROBO WAR RULES FOR PRAXES-2023

Objective:

In this competition the contestant or team of contestants design a robot either wired or wireless within the specified dimensions that can operated manually. The robot that will complete the specified task in least time will be the winner.

Robot Specification:

1. Permissible weight: Maximum 06 kg (excluding off-bot power equipment e.g. batteries, adapters etc.)
2. Maximum permissible volume. Fully unfolded robot must be within the limits of 40 cm X 55 cm (l x b).
There is no maximum height for a robot (dictated by the design and weight constraints).
3. Robots can have weapons such as cutters, flippers, saws, lifting devices, spinning hammers etc. Use of liquid projectiles, any kind of inflammable liquid, flame-based weapons, radio jamming devices, high power magnets or electromagnets, are not permitted.
4. Use of IC Engines is not allowed.
5. We will provide on-site power points of 230 V AC. Participating teams need to bring their own adapters/converters (with a maximum output voltage of 24 V DC) to avail AC supply.
6. In case of batteries, maximum allowed voltage is 24 V DC.
7. If robot is wired, then maximum 4.5 m length is permitted

General Rules:

1. Each team can have maximum five members. Students from different institutes can form a team.
2. Robots will be inspected for safety and reliability before being allowed to compete.
3. Disrupting opponent's power is not allowed.
4. Arena is a 9 ft. X 6 ft. platform consisting of two ditches (a schematic diagram is illustrated herewith).
5. Organizers reserve the right to ban/disqualify any robot at any point of time, due to safety or any other reason.
6. All participants with valid Identity Card of their respective educational institutes.
7. ROBOCOMP organizing team have reserves the right to disqualify any participant who fails to adhere to the below mentioned game rules.

Game Rules:

1. The competition will be played on a knock-out basis consisting of 2 players at a time.
2. The maximum duration of each War/Fight will be 5 minutes.
3. The robot will win if the robot pushes the opponent to the ditch successfully or successfully immobilizes the opponent or out of the arena.
4. In a war, there may be a moving obstacle may appear in the area with regular interval. A robot must avoid being hit by the obstacle.
5. Match will be interrupted if crossings of wire will take place.
6. No member will be allowed to enter in the war zone without permission of coordinators.
7. The organizers reserve the rights to change any or all of the above rules as they deem fit.
8. Violation of any the above rules will lead to disqualification.
9. Judges' decision shall be treated as final and binding on all.

Venue	Mechanical Department
Faculty Co-Ordinator:	Prof. A. R. Chaudhari (C) Prof. A. K. Patel Prof. M. K. Patel Prof. H. U. Patel
Student Co-Ordinator	Panchal Abhi Nileshkumar Seliya Asfak Suthar Hitesh Panchal Ketan