

## **BOT-LE-ZONE**

### Robo Sumo

**A. Competition Description:** Arc Fest presents ‘Bot-le-Zone’, a contest where a platform is provided for individuals to test their robots in combat. A duel between Machines; a battle of steel and iron; a deadlocked clash-of-bots, until only one bot remains.

**B. Submission Guidelines:** Individuals or teams should submit the following description of the Robot that will be used in the competition:

- Name of the team
- Description (Dimensions, Weight, Power Supply, Other, etc.)
- List of components

**C. Robot Specifications:**

- Maximum dimensions - 30 cm x 30cm x 30cm (l x b x h).
- The robot can be either wired or wireless.
- Maximum weight - 10 kg (including battery)
- Participants will be provided with 220 Volts, 50Hz standard AC supply. Participants will have to arrange for an adapter or batteries themselves.
- Machines made from Lego parts, or any ready-made kit will be disqualified.
- Each team is allowed to have only one bot for all the rounds.
- The machine must be powered electrically only (Use of IC engine, pneumatic & hydraulic systems not allowed).
- Batteries must be sealed, immobilized electrolyte type (gel cell, lithium, NiCad, or dry cells).
- The electric voltage anywhere in the machine should not be more than “12V” DC at any point of time.

## **D. Track Specifications:**

- The arena will be a flat surface.
- Arena dimension: 150\*150cm Approx.

## **E. General Rules:**

- Team Members - 3 (Max.)
- Each member of the team must contain an identity card of his/her respected institute.
- The robot should not damage the arena.
- No test practice will be allowed on the arena.
- The robot must not leave behind any of its parts during the run; else it will result in disqualification.
- Unethical behavior could lead to disqualification. Faculty coordinators have all the rights to take final decisions for any matter during the event.
- Jury's decision will be considered final.
- Certificates of Participation will be given to all teams except the disqualified teams (due to disobeying any of the competition rules).

## F. Game Rules:

- The competition is based on one-on-one Battle; Last Bot Standing “Wins”
- The qualification matches will be a knock out match. When the bot loses the bot is disqualified immediately.
- Weapons of any kind on the bot are not allowed. If found so, the bot will be disqualified.
- Total game time - 4 mins (two halves)
- Game Protocol:
  - I. When the Team A robot pushes the team B robot out of the arena vertically, Team A will be awarded 4 points.
  - II. When the Team A robot pushes the team B robot out of the arena horizontally, Team A will be awarded 3 points.
  - III. When the Team A robot pushes the team B robot to the corners, Team A will be awarded 5 points.
  - IV. If there is a situation where both the robots get locked or in a position where both the bots can't move, the bots will be back to the starting position and the match continues there won't be pausing of time.
  - V. Also, if a bot hasn't moved from its spot for more than 60 seconds, it will lead to disqualification.
  - VI. If any of the robots starts off before starting up the call, the counter would be restarted, and the machines will get a second chance. If repeated, then the team will be disqualified.
- The robot must be ready when a call is made for the team, if not, the team is disqualified immediately and the opponent robot moves to the next match.
- Team members will be allowed only three times to touch or reset their robots position during the run. However, the timer will not stop during this course of action.

### G. Arena:

The numbers indicate the points,

