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**DEPARTMENT: ROBOTICS**

**NAME OF EVENT: Death Race**

**NO. OF MAX. PARTICIPANTS: 100**

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**EVENT DESCRIPTION:**

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- Death race is a modified form of monster jam, Robots will face obstacles throughout the track. Obstacles can be of any form (Mud pool, Stairs, Bumps etc.). Teams will go turn by turn. The objective of teams should be to beat the time of the other participating teams.

**TEAM AND ROBOT SPECIFICATION:**

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- Number of members per team: 2-4
- Robots maybe Wired or Wireless.
- The maximum dimensions of the robots are 35x30x20 cm (LBH).
- Robots can be of any drive (Wheel, Legs, Belt, etc.).
- Battery voltages for the pathfinder robots should not exceed 12 Volts.  
The permissible weight of the robot is up to 5 Kg. (Including battery).
- Robots must be waterproof & fireproof.

## REQUIREMENTS:

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- Participants must bring their own supplies.
- No battery chargers or tools will be given on the event grounds. So, if they are needed the participants must bring their own.
- AC charging ports will be given on the day of event to charge batteries and use tools

## GENERAL RULES:

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- Changing robots in between death race events will result in immediate elimination.
- No modification of robots is allowed in between the event.
- The track or mechanisms on the track should not be damaged.
- Manipulating the robot by the use of the wire will result in penalty
- The penalty will be awarded for hand touch.
- Bonus points will be awarded for clearing the bonus round.
- Bonus points and the penalties will be announced on the day of the event.
- If the robot remains idle for more than 30 secs in between the game, it will be considered eliminated.

## LEVEL DESCRIPTION:

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- **Round 1: (Day 1, 2 Hours, 120 Participants)**  
Teams will go on track to compete against each other to get the fastest time they can accomplish. The teams with top times will move on to the next round.
- **Round 2: (Day 1, 1.5 Hours, 60 Participants)**  
Teams that had the least times in the previous round will go again to drive on the next section of the track trying to beat other opponents times.
- **Round 3: (Day 2, 3 Hours, 20 Participants)**  
The top teams from the previous round will again go to the track for a final time to beat the time of other contestants. The team with the least time will be decided the winner

(Event Details may change on the day of the event on the basis of entrants)

## JUDGING CRITERIA:

- Teams will take turns going on the track trying to set the fastest time they can.
- The teams with the fastest times will go to the next round with other teams being eliminated.
- Penalties will be given for hand-touch
- Penalties will be time based and will be announced on the day of the event.
- Team with least time will be considered the winner.

## JUDGES:

1. Asst. Prof. Dixit Patel (Institute Faculty)

## EVENT COORDINATORS:

You can contact the following coordinators if you have any query regarding the event.

Sr. No	Name	Faculty/ Student	Contact No	Email ID.
1	Vishal Chudasama	Student	7984354076	Vishalchudasama8474@gmail.com
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