

# FURY ROAD

Participation Fees: 500 INR per Team

## TASK

Make a wired/wireless manual bot, powered “only” by batteries, which has to navigate through an obstacle course, monitored by a single driver.

## THE BOT

### ○ **Dimensions:**

Bot must have following limitations:

- a. Width: maximum of 20 centimeters
- b. Length: maximum of 30 centimeters
- c. Height: no limit
- d. The manual robot can be controlled by wired/wireless remote control mechanism at all stages of the game.
- e. In case of wired bots, the length of wire should be minimum 2 meters so that the wire remains slack at any instant of time.
- f. Irrespective of the mechanism used, only one person will be allowed to control the bot.
- g. Failing to meet any one of the above specifications will lead to disqualification.

### ○ **Power source:**

- a. The robot must be supplied by power source i.e. battery.
- b. In case of electric power supply, the voltage at any point must be lower or equal to 24V DC during the game.
- c. AC power supply will not be provided and cannot be used in the competition.

### ○ **Construction:**

- a. Participants are not supposed to use any readymade Lego components or readymade gripping mechanism. However, the participants are allowed to use readymade gear assemblies.

## TEAM SPECIFICATIONS

- A team may consist of a maximum of 4 members.
- Students from different educational institutes can form a team.



## ARENA

- Please visit Fury Road section in Competitions on Exodia's Website-
- Please note that Arena is subject to change and visit website regularly for updates

## GAME RULES

1. The bot would be checked for safety before starting and will be disqualified if found unsafe for other participants.
2. Only one team member is allowed to handle the bot. No other team member is allowed to enter the arena.
3. The bot will be liable for disqualification if it causes any kind of damage to the arena.
4. Any damage done to the obstacles will lead to immediate disqualification.
5. **Maximum of 10 minutes** will be given to each team.
6. After starting, the timer won't be stopped.
7. Negative points will be scored on each human touch by team members. In case bot falls/ crosses the referred path, the bot will be placed at the starting position of the checkpoint that the bot has to be crossed and will be penalized by **-15 points**.
8. In case of tie, the total time taken by the team to complete the track will be compared as the tie- breaker.
9. A team must need to attempt each obstacle for minimum 3 times. Each next attempt will have a penalty of **-20 points**.
10. In case of any disputes/discrepancies, the organizer's decision will be final and binding.
11. The organizer's reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website and notified to the registered teams.

## SCORING

- A = points scored
- P = penalties
- T = (600-Time taken in seconds)
- **Total points scored = (A+T-P)**
- The team with the maximum numbers will be declared as winner.

## ELIGIBILITY

All students with a valid identity card of their respective educational institutes are eligible to participate.

## CODE OF CONDUCT FAIR PLAY

- Bots that cause deliberate interference with other robots or damage to the field will be disqualified.
- Humans that cause deliberate interference with robots or damage to the field will be disqualified.
- It is expected that the aim of all teams is to play a fair and clean game.
- During the match, the team members are not allowed to touch the machine or the arena without permission of referee. Failure to do so will lead to disqualification.
- In any case, the decision of the judges will be final if they feel that any team is not playing with fair interest.
- Judges have the right to disqualify any team whose working mechanism or game strategy is considered hazardous in any way.
- In case any kind of dispute arises, **the judge's decision will be considered final and binding to all** and **no argument** will be entertained.

## BEHAVIOUR

- Participants who misbehave may be asked to leave the competition area and risk being disqualified from the contest.
- The rules will be enforced at the discretion of the referees, officials, and local law enforcement authorities.

## JUDGES

- All decisions about scoring, game play and timing are made by the juries. Teams should completely respect their vote and decisions. Members of the jury will be from different fields of the robotic science.

### Note:

The organizers reserve the right to change the rules as they deem fit. Change in rules, if any, will be highlighted on the website and notified to the registered participants. In any case of discrepancies, Decision of judges will be final and abiding.

### Contact Details

Arjun Sahdev | +91-8368058875

(Event Head)

Email ID – b17117@students.iitmandi.ac.in