

RC car rules

SNo	Game Structure
1	Matches will be a Time Trial. The robot that completes the lap in the shortest time will be the winner.
2	Only one participant at a time is allowed to participate.
3	No trial runs will be allowed.
4	The robot can only start the competition from start position. and has to reach the finish position for the timer to stop. No break offs can be called in between.
5	Repairing of the robot is allowed, however the timer will not stop.
6	A total of 3 attempt will be given per obstacle. Every obstacle has to be attempted.
7	SKIP can only be used when the 3 attempts are made. Each participant will get 2 skips in total that they can use for any obstacle. Each skip will result in an addition of 20 seconds to the total time.
8	Hand touch anywhere in the course will result in an addition of 10 seconds to the total time. Hand touch will not result in a restart, the players are allowed to continue where they fell-off or got stuck.
9	Boundary touch will lead to an addition of 5 seconds.
10	Check points are given before and after each obstable. The check point has to be crossed atleast 50% to determine that the robot has completed the obstacle.
11	Obstacles will include ramps, drops and swamps. Robots are expected to withstand a pitfall of 200mm and should be capable of navigaing through shallow water of about 20mm
12	The average track width is 40cm (NOTE: the width will change depending on the obstacle).
12	Only a Single attempt will be given per participant.
SNo	RC car Rules
1	The maximum dimensions for the robots are 30x30x30cm (length*breadth*height) with a tolerance of 10%.
2	The maximum allowed weight for these robots are 5kg. (including battery).
3	All robots should be wireless. Any kind of physical connection between the robot and the

	controller is prohibited.
4	The maximum voltage should not exceed 12v.
5	No Readymade/ Kit/ Commercial RC cars are allowed.
6	The Robots can be controlled by means of any wireless options.
	Safety
	As the event takes place in an open environment, every participant must follow safety requirements to guarantee a safe and fair competition. Non-destructive weapons are used as part of these safety precautions. players are also expected to behave in a way that guarantees the safety of both players and spectators. This rule book is intended to ensure a fair and interesting competition while maintaining the safety of all participants. All participants must be aware of and follow these guidelines. Any breach of these guidelines may result in disqualification from the competition.
	Event Coordination and Judging
	The judges and event coordinators will make the final decision. They reserve the right to disqualify any participants who violate the rules outlined above. In the event of a dispute, the judge's decision is final. Judges are also allowed to change the aforementioned rules based on the circumstances. Event organisers are not liable to any damage to the participants robots.