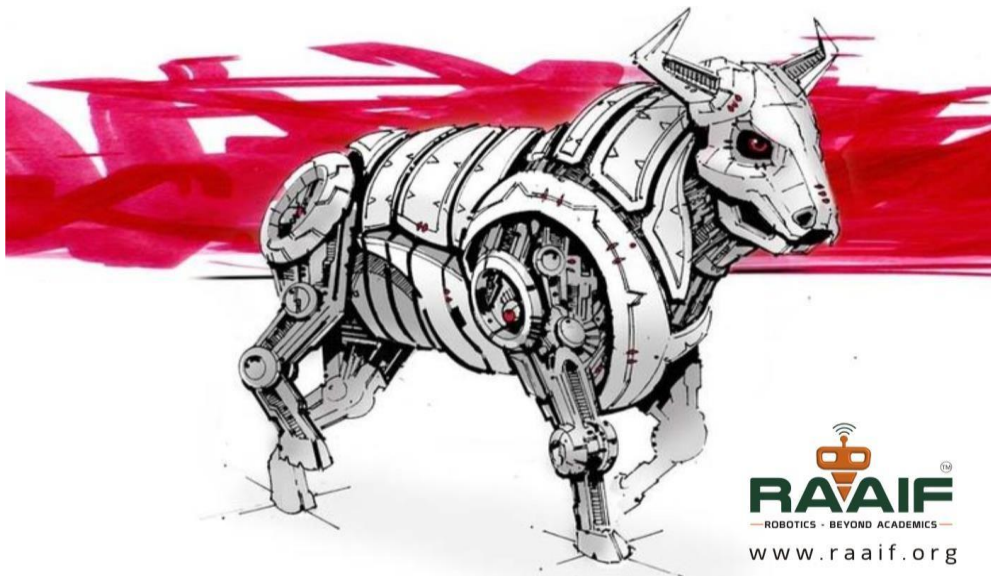


ROBO JALLIKATTU

Introduction:

“We embrace both Technology and Culture”.

Get ready for **ROBO JALLIKATTU**



Build a strong Robot to stop the dashing Robo Bull from Vaadi Vaasal. Survival of the fittest will be the Superhero of Robot Jallikattu.

PROBLEM STATEMENT

Build a remote controlled robot to withstand the Robo Bull's hard hit. The robot which stops the dashing bull before it reaches the Finish line in 60 Seconds will be the winner.

EVENT FORMAT

- This game will have 2 rounds
- The robots of the competitors will be placed inside the arena.
- The Robo Bull will be put into action, hitting and pushing the robots out of the way.
- Stand up against the Robo Bull with the defending mechanism.
- The weight of the robo bull will be 5 kg of dimensions 30*30*30cm.

Round 1

- The first round will be Qualifiers
- The robots will be placed inside the arena where the Robo bull takes action to push the Competitor's bot out of its way.
- The Competitor's robot must withstand and defend the Robo Bull from reaching the finish line in 120 sec.
- The Robot which accomplishes the task will move on to the finals.

Round 2

- The second round will be the finals.
- The Qualified robots will enter the arena and defend against the furious Robo Bull.
- The Robot must stop the bull from reaching the finishing line in 60 sec.
- The Robot which manages to resist the Robo bull will be the title Winners.

RULES AND REGULATIONS

- The weight of the bot should not exceed 3 kg.
- Students should bring valid ID cards for each round, otherwise leads to disqualification.
- The Robots must use only the Defending mechanism. Use of destructive devices is prohibited.
- The bot's dimension within 30*30 *30 cm respectively.
- The bots can be wired or wireless in control. In case of wireless control, it should be equipped with dual frequency (2.8 and 5.4 Ghz) to overcome the clashes between opponents transmitter.
- Battery should be on board.
- Participants should bring their own charging equipment for the battery and tools for repairing



- Robot should not be touched without the permission of judges, if touched without the knowledge of Judge will lead to disqualification.
- The battery should not exceed 12v.
- Judges decision will be final.
- Team should have a “Team name” (a unique name to be validated from the robotzindia.com site), “Logo” for your team name.
- The participants of RobotzIndia v4.0 competition can compete with the same “Team Name”
- A team should have a leader or a spokesperson to interact with media, RAAIF and other audience.

Contact us:

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