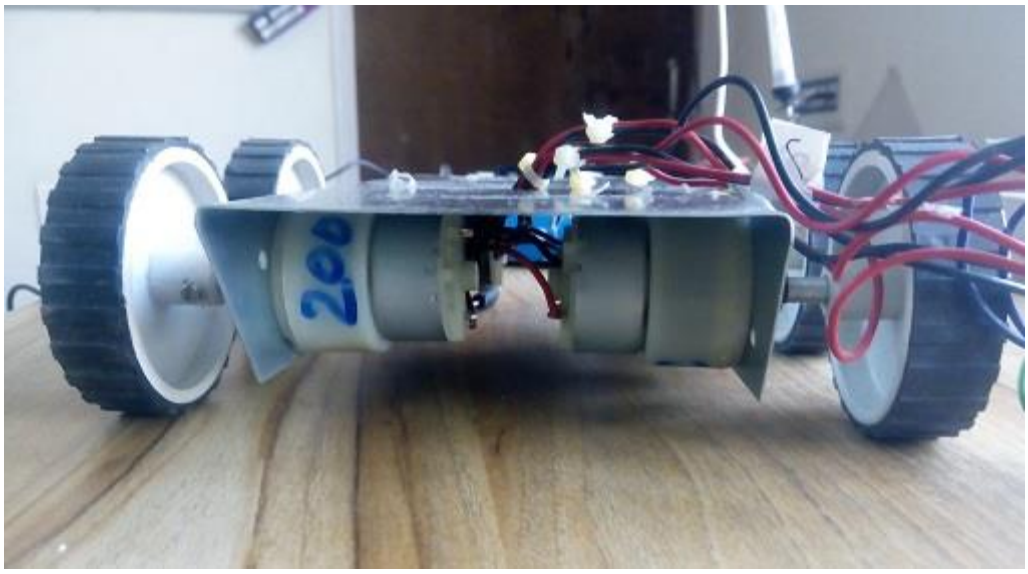
Saroj Mohan Institute of Technology
Guptipara, Hooghly

IMPULSE 2K17



HURDLE MANIA

General Rules:

- **This is a team event. The maximum number of participants allowed in a team is 5.**
- **A team may consist of students from different/same colleges.**
- **A participant cannot be a member of 2 different teams in this event.**
- **Any action violating fair play or any other unfair means will lead to immediate disqualification.**
- **The decision of the coordinators will be final & binding.**
- **Rules may be modified after the commencement of the event.**
- **The bots can be powered on-board as well as off-board.**
- **In case of off-board power supply the wires must be kept slacked all the time.**

 It should be noted that the main chassis should remain the same throughout the event.

 The participants will be provided with 220 volts, 50 Hz standard AC supply.

 Participants will have to arrange for any other power supply required for their robot by their own.

 LEGO kits or its spare parts are not allowed, but the participant can use readymade Gearboxes or bases.

 The bot can be controlled by maximum of two participants during the event.

Game Rules:

 The bot will have to be placed at the starting point from where it will start its journey through the arena and make its way towards the finishing line overcoming all the obstacles in its way.

 The maximum time allotted for completing the arena will be 5 minutes.

 The arena will consist of various obstacle along with sand, bumpers, water, net, bridge etc. Depth of water probably will be around 3 cm.

 There will be a maximum of 2 Restarts where the bot will be placed at the starting point and the clock will be set again, at the cost of a penalty.

 There will be a maximum of 3 Resets where the bot will be placed at the last crossed checkpoint, at the cost of a penalty.

 If the bot falls out of the arena thrice, it will lead to immediate disqualification.

 Each team can take a technical time out of 1 minute only once during the event. In case when a timeout is taken a restart will be deducted (a team can also call for a timeout once a restart is given).

 There will be a number of checkpoints in the arena, crossing which, the team will earn further points.

 The arena will be subjected to modifications in the 2nd & final round.

Special attractions like sea-saws and inclined walls will be also present in the arena.

Attempt those tricky parts to gain huge points.

The top few teams of the preliminary round will move on to the next rounds, in which they have to face a new arena with some major and minor changes.

Bot Specification:-

Dimensions should not exceed (25X25X25)cm 3 . (allowance up to a maximum 10% may be accepted).

The weight of the bot must not exceed 3kg. (allowance up to a maximum 10% may be accepted).

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