



**INVICTUS**<sup>2K19</sup>

FOURTH NATIONAL LEVEL PROJECT CONTEST



# Rules and Regulations for Invictus - 2k19

March 12 - 2019

Mail us @ [pacetinvictus@gmail.com](mailto:pacetinvictus@gmail.com)



# PROJECT FANFARE

## GENERAL RULES:

- Participants are asked to bring extension box for respective power source
- Students from different educational institutes can form a team
- All students with a valid identity card of their respective educational institutes are eligible to participate
- IETE & IE(I) ID Card is required for IETE & IE(I) members
- Further rules will be revealed at the time of event
- Judges decision will be final

**Maximum member per team: 3**

**Registration fee (Per team):**

**IETE & IE(I) Members: Rs. 250/-**

**Non - IETE & IE(I) Members: Rs. 400/-**

## EVENT CO-ORDINATORS

\*For further details contact

Mr. M.Karthik kumar- +91 8667389141

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# CLASH OF BOTS

## 1.LINE FOLLOWER

The challenge of the competition is to make a robot that can move on black lines on a white background and reach the finish as soon as possible.

### GENERAL RULES:

- Only one autonomous bot per team is allowed.
- At the start of the task, the bot will be placed at the starting point. Only 2 team members is allowed to be near the game field while starting the bot
- The starting procedure of the bot should be simple and should not involve giving bot any manual force or impulse in any direction
- The line to be traced (black line) is of 3cm in width
- Here 2 rounds, one trail round is allowed before start of the first round
- The teams those clearing the first round are qualified to the second round
- When the autonomous bot starts, no team member is allowed to touch the bot or enter the arena, if touch the bot reduces the point
- Game will start only when organizers give the signal
- The robot which will start on the start tile and reach the finish tile block by following the black lines in the shortest time will be nominated the winner
- The decision of the coordinators will be final and binding upon any participants

### **BOT SPECIFICATIONS:**

- Using greater voltages than 12V is forbidden
- Bot dimension should be maximum of 25 cm X 25 cm X 25 cm (l x b x h)
- Bot can use Microcontroller or any IC Gates for automatic Movement and should not be controlled manually
- Team members should bring their components and power supply for their bots. Organizing team do not provide any components

### **NOTES:**

- Only 2 members of the team is allowed to handle the bot
- Students from different educational institutes can form a team
- There is no restriction to the number of teams participating from same educational institute
- All students with a valid identity card of their respective educational institutes are eligible to participate
- IETE & IE(I) ID Card is required for IETE & IE(I) members
- Laptops/personal computers are not allowed near the arena. Other Wi-Fi, Bluetooth, etc. devices must be switched off. The organizers hold the right to check for these devices and their usage and disqualify the team
- The time measured by the organizers will be final and will be used for scoring the teams
- Time measured by any contestant by any other means is not acceptable for scoring
- In case of any disputes/discrepancies, the organizers decision will be final and binding
- The organizers reserve the rights to change any or all of the above rules as they deem fit

**Maximum member per team: 3**

**Registration fee (Per team):**

**IETE & IE(I) Members: Rs. 250/-**

**Non - IETE & IE(I) Members: Rs. 400/-**

## EVENT COORDINATORS

\*For further details contact

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## 2.SUMO WAR

The event mainly focuses on testing the strength of the robots. the robot standing last in the ring wins it.

### GENERAL RULES:

- Students from different educational institutes can form a team
- There is no restriction to the number of teams participating from same educational institute
- All students with a valid identity card of their respective educational institutes are eligible to participate
- IETE & IE(I) ID Card is required for IETE & IE(I) members
- A team is allowed to play with only one robot
- No one should touch the robot during the game doing so will lead to elimination
- In case of wired robot the wire should remain slack and lifted throughout the race. It should not disturb the arena or the participants. If so then the team will be disqualified
- Unfair game may lead to disqualification of the team
- The robot should not Damage the field. Damaging/harming the arena may lead to disqualification
- Decision of the Event Organizers shall be treated as final and binding on all and cannot be contested

### **BOT SPECIFICATIONS:**

- The robot can have maximum dimensions of 30cm X 30cm X 30cm (l x b x h)
- Maximum Weight: 7Kg
- The robot can be controlled by wired/wireless. (Preferably wireless)
- If the robot is controlled wirelessly the robot must have a frequency remote control circuit which can avoid frequency interference with other teams.(Recommended to have 2 frequencies to avoid interference)
- The maximum potential difference between any two points should be 12 volts D.C
- Power supply for charging the battery will be provided

## **Maximum member per team: 3**

### **Registration fee (Per team):**

**IETE & IE(I) Members: Rs. 250/-**

**Non - IETE & IE(I) Members: Rs. 400/-**

## **EVENT CO-ORDINATORS**

\*For further details contact

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## **3.ROBO SOCCER**

Manually controlled robots will compete against each other in an arena which resembles an actual soccer field. Finally the robot should place the goal.

### **GENERAL RULES:**

- Students from different educational institutes can form a team

- There is no restriction to the number of teams participating from same educational institute
- All students with a valid identity card of their respective educational institutes are eligible to participate
- IETE & IE(I) ID Card is required for IETE & IE(I) members
- A team is allowed to play with only one robot
- No one should touch the robot during the game doing so will lead to elimination
- In case of wired robot the wire should remain slack and lifted throughout the race. It should not disturb the arena or the participants. If so then the team will be disqualified
- Unfair game may lead to disqualification of the team
- The robot should not Damage the field. Damaging/harming the arena may lead to disqualification
- Decision of the Event Organizers shall be treated as final and binding on all and cannot be contested

#### **BOT SPECIFICATIONS:**

- The robot can have maximum dimensions of 30cm X 30cm X 30cm (l x b x h)
- Maximum Weight: 5Kg
- The robot can be controlled by wired/wireless. (Preferably wireless)
- If the robot is controlled wirelessly the robot must have a frequency remote control circuit which can avoid frequency interference with other teams.(Recommended to have 2 frequencies to avoid interference)
- The maximum potential difference between any two points should be 12 volts D.C
- Power supply for charging the battery will be provided

**Maximum member per team: 3**

**Registration fee (Per team):**

IETE & IE(I) Members: Rs. 250/-

Non - IETE & IE(I) Members: Rs. 400/-

## **EVENT CO-ORDINATORS**

\*For further details contact

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## **APP VILLA**

### **GENERAL RULES:**

- Trending and useful apps in the medical, electronics and government sectors should be presented not exceeding 10 slides.
- A video(2minutes) explaining the app can also be included (optional).
- Based on the points given by the jury members prize amounts will be provided.

**Maximum member per team: 2**

**Registration fee (Per team):**

IETE & IE(I) Members: Rs. 250/-

Non - IETE & IE(I) Members: Rs. 400/-



## **EVENT COORDINATORS**

\*For further details contact

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