

**TECHNICAL EVENTS
ROBOMANIA- 2018
GULZAR GROUP OF INSTITUTES KHANNA
LUDHIANA**

**Faculty Coordinators-
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SUMOBOT

About the event:

In this event, each robot of the particular team or an individual is placed circular arena with white base and black boundaries, where it has to push or throw out his opponent out of the ring and the robot remaining in the ring would be declared as winner of that particular match. There will be various stages of the tournament depending upon number of teams.

Problem Formulation:

To design an robot that could throw the opponent out of the arena or the one that remains on the arena till the other robot falls by itself.

General Rules:

1. Each team can have maximum of 4 participants.
2. A team may consist of students from different colleges. School students from class 8th and above are also allowed to participate in the event.
3. Robot should fit into a size of (30 x 30 x 30)cm., max. weight: 4kg including battery.
4. Maximum power 12V onboard.
5. The organizers reserve the right to change the rules as they deem fit.
6. Judges decision will be final and binding to all.

Note

- All decisions of a referee and judges are final.
- All the criteria will be checked before the match. If any ROBOT fails to match the criteria shall be disqualified.

Student Co-ordinator

Ashutosh Sharma

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