

ROBO SNOOKER

Task: -

Design and construct a remote controlled robot capable to match with other robot as well known game Pool (Snooker) with the pool stick mechanism OR pushing mechanism.

ROBOT SPECIFICATIONS:

- 1) The maximum dimension of the robot can be 30 x 30 x 30 cm (l x b x h).
- 2) The robot may be wired or wireless.
- 3) The length of the wire (for wired bots) should be long enough to cover the whole track and wire should remain slack during the complete run.
- 4) Max weight must not exceed 2 kg.
- 5) The power supply will be provided maximum up to 18Volt.

GENERAL RULES:

- 1) Robot should be as per the given specifications.
- 2) Each team can have maximum three members. Students from different institutes can form a team.
- 3) Each member of the team must contain the identity card of his/her respected institute.
- 4) The robot should not damage the arena.

- 5) The robot must not leave behind any of its parts during the run; else it will result in disqualification
- 6) Unethical behavior could lead to disqualification. Faculty coordinators have all the rights to take final decision for any matter during the event.
- 7) Judge's decision will be considered final.
- 9) Certificates of Participation will be given to all the teams that will participate in the event, but not to the teams which get disqualified due to disobeying any of the competition rules.
- 10) Each player can play in only one team.

***Co-ordination committee reserves the right to add or update any rule.**

GAME PLAY

PHASE 1:

1. First round will be the qualification round
2. In this round bot has to pull the colour ball in the corresponding colour pocket.
3. If bot pulls the ball in wrong pocket it will not score any point .
4. Each ball will carry 10 point.
5. If the 8 bot pulls the ball in the foul pocket then 5 points will deducted.
6. Top bots scoring maximum point will promote for next level.

PHASE 2:

1. Phase 2 will be knock out round ,in which two bot will compete with each other.
2. Bot scoring more point will be promoted to next round
4. Same rule as first round will be followed.

5. From this round 4 bot will promote to next round.

PHASE 3 :

1. In this round bot has to perform alone and has to score more point as possible.
2. If bot pull the ball to wrong pocket then 5 points will be deducted.
3. And if the bot pull the ball to foul pocket then 10 points will be deducted.
4. Top 2 bot scoring more points will be qualified for final.
5. In case if 2 bot will have same point then they have to compete with each other.

FINAL PHASE:

1. In this Phase the 2 bot will compete with each other with the same rule as Phase 3. 2. Bot scoring maximum point will be winner.

RULES & REGULATIONS

1. Robot should be as per the given specifications.
2. Each team can have maximum four members. Students from different institutes can form a team.
3. The robot should not damage the arena.
4. Unethical behavior could lead to disqualification.
5. Judges decision will be considered final.
6. Machine must not contain any readymade kits, pneumatic & hydraulic systems, IC engines.
7. Pick n place bots are not allowed.

Entry fees :- 300 per team

Students co-ordinator

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