

Amphibian Boat

Task

Make a remote/wired controlled boat, powered only by batteries, which has to navigate through an obstacle course float on water and run on land in the shortest possible time to get maximum points.

Arena

- Arena is consisting of both water and land part.
- Arena on water in a circular pool.
- Floating balls will form the boundary of the track on water.
- The width of the track will be of 40 cm.
- The race track will be consisting of sharp left-right turns, bumps, slopes, gravels and sand, grease laden surfaces, etc.
- Following are some of the main obstacles to be faced in the track:
- Elevated tracks of not more than 30 degree.
- Rough uneven terrains and Long bridges.
- Pit holes and death wells.

Power Supply and Propulsion

The machines have to use an on-board electric power supply. No external power supply will be allowed. Teams shall bring their own power supply for all its machines. The potential difference between any two points of the machines must not exceed 12V DC.

Event Rules

- Each participant will be given only one chance to finish the course, the boat with shortest time and getting maximum point will stand as winner.
- Participants will not be allowed to touch the boat directly or indirectly at anytime during the run; doing so will lead in Penalty of -5points.
- Sinking or Disintegration of the boat will lead in immediate disqualification.
- If the boat starts off before the whistle is blown, the counter would be restarted and the machines would get a second chance. However, if the boat starts off without the flag being waived for a second time, it will be disqualified.
- Any cost incurred due to damage or disintegration of the boat will be borne solely by the participant and is not the responsibility of the host organisers.
- No normalization of the result will take place due to any advantage or disadvantage to a participant due to ripples in the pool or wind.
- Only one member of the team is allowed to handle the boat.
- Participants are not allowed to keep anything inside the arena other than their bot.
- Any team that is not ready at the time specified will be disqualified from the competition automatically.
- The machines will be checked for their safety before the run and will be discarded if found unsafe for other participants, spectators and arena.
- The boat is not allowed to leave anything behind, all components should be rigidly fit to the machine, and there should be no falling off of parts of the robot.
- Organiser decision shall be treated as final and binding on all.
- The organisers reserve the right to change any or all of the above rules as they deem fit.
- Change in rules, if any, will be highlighted on the website and notified to the registered participants.
- Organisers reserve the right to disqualify any team indulging in misbehaviour or violating any rules.
- In case of any disputes/discrepancies, the organizer's decision will be final and binding.



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