



# Lok Sewa Shikshan Bahuuddeshiya Mandal's Padmashri Dr. V. B. Kolte College of Engineering, Malkapur

(Approved By AICTE-New Delhi, Government of Maharashtra,  
DTE, Affiliated to SGBAU Amravati and MSBTE-Mumbai)

## Rules for Robo-Race

### ➤ Rules & regulation :

- The team should not consist of more than 2 members.
- Each member from same college is not mandatory.
- Once the race begins, three hand touches are allowed, if you're taking hand touch you have to start from last check point.
- No test practice will be allowed on the main arena.
- The arena may subject to change before the commencement of any round.
- If the Robot crosses a checkpoint, and moves off track, then the Robot would be placed back on the previous checkpoint crossed.
- The decision of the judges will be final and abiding. Argument with judges in any form will lead to the disqualification of the team.
- A total of 5 minutes run time (arena time) will be given to every participant.

### ➤ Eligibility :

- All regular students with a valid identity card of their respective educational institute.

**Note: Participant should use the robo provided by the Co-coordinator of our Institute.**

**Outside robo are not allowed for the race.**



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## Rules for Robo-War

### Team Specification:

A team may consist of a maximum of 4 participants, all from the same institute or may be from different institute.

### General Rules:

The competition will be played on a knock-out basis consisting of **3** players at a time.

The maximum duration of each round will be **2** minutes. Any team that is not ready at the time Specified will be disqualified from the competition automatically.

1. The machine would be checked for its safety before the competition and would be Discarded if found unsafe for other participants and spectators.

2. The organizers reserve the rights 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 teams.

3. Violation of any the above rules will lead to disqualification.

4. Judges' decision shall be treated as final and binding on all.

5. The bot should have maximum weight of **12kg**

### Criteria for Triumph:

1. A robot is declared victorious if its opponent is immobilized or out of the arena.

2. A robot will be declared immobile if it cannot display linear motion of at least one inch in a timed period of 15 seconds. A bot with one side of its drive train disabled will not be counted out if it can demonstrate some degree of controlled movement.

3. If both robots survive the five minutes at that point, the robot with the higher hit points wins.

4. The winner moves on, the loser is eliminated from the tournament.



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## Rules for Circuit Mania

### ❖ Rules & regulation :-

- In case of a team, only one candidate will be allowed to appear for technical test.
- All participants are required to report 20 minutes before the event starts, to the reporting desk.
- Every participant should have his/her college identity card or at least one proof of identity and receipt of registration
- All the team members must be present during the event at the specified time. If the team is absent, it will be disqualified.
- No extra time will be provided to any team under any circumstances. Decision of the judges will be final.
- Any misbehavior of participant/participants during event or rounds may lead to elimination from the round he/she is currently in.
- Organizers will have the authority to change the rules under certain conditions.
- Maximum two members will be allowed in a team

### ❖ Introduction:-

- In circuit mania there are 2 round
- First round is of aptitude
- Second round is of circuit assembling

### ❖ First Round

- In this round the question are based on basic electronics and this round will be aptitude round.

### ❖ Third Round (Final Round)

- In this round circuit diagram, Component and bread board will be given to each participant.
- Each participant have to mount the circuit on bread board according to circuit diagram with in a time limit that will be given to them and show the output.
- All the rights are reserved with Tech-Tantra 2K18 committee

### ❖ Entry Fees : Rs. 100 /-



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## NFS

### **Rules for Preliminaries:**

Game Type: Circuit, Sprint.

The Circuit is for 2 rounds Players getting the 1st position shall qualify for the next round.

### **Rules for the tournament:**

1. The tournament will be knock out.
2. The player who wins their 1st stage match advances to the next stage.
3. There will not be any match played for the third spot.

### **Game Settings 1.**

- 1: Courses: Course selection is done by the Game Administrator
2. Car Settings: Use of selected car is mandatory.
3. Players are provided with a standard keyboard and mouse. Other Controllers and Steering Wheel are not allowed.
4. Maximum 1 player in team.
5. I-card / concerned letter of respective college mandatory.
6. There will be 1 Winner and runners up teams are selected.

### **Requirement for LAN Gaming**

- ✓ Decoration of lab.
- ✓ 1 Speaker, 1 Laptop, 1 projector.



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## **RULES AND REGULATIONS FOR BRIGE COMPETITION**

### **1. Participants :-**

- Minimum 3 & maximum 5 participants are allowed per group.
- This is open event any number of teams can participate from different departments.
- Participants having a valid ID card of the respective educational institutions are eligible for participation.
- The total time duration for making bridge will be 180 mins. (3Hrs.)
- All the participants will be awarded participation certificate.
- Certificate of Excellence will be awarded to Winning team.

### **2. Materials :-**

- Use pop sticks provided by College.
- Bridge must be built using a maximum of 150 standard pop sticks.
- Sticks can be altered physically by cutting or notching at any angle.
- Use of threads & other means is not allowed.

### **3. Overall Dimensions :-**

- The pop sticks bridge dimensions should be within the specified limits of :
  - Length – (60 cm)
  - Width – (10 cm)
  - Height – (10 cm)
  - The bridge must have clearance for loading.

### **4. Loading Condition :-**

- The load will be applied vertically at the centre of bridge.



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## 5. Judging Criteria :-

- Evaluation will be 50% aesthetics (Details to connection & members , uniqueness of design, its overall look) and 50% strength (Load /Mass ratio)
- Bridges will be judged separately on the basis of aesthetics and the ratio of load carrying capacity to bridge mass.
- Judges will examine each bridge to ensure that only popsicle sticks, white glue is used or not.
- The recorded load will be divided by the bridge's mass to determine the load/mass ratio.
- The highest load/mass ratio will determine the winners.
- In the event , In case of a tie (same load/mass ratio) the lighter bridge will win.