

**VELAMMAL TECHSAVVY  
VELAMMAL ROBOTICS CHAMPIONSHIP 2018**

1. Participant should come in **school uniform** and need to carry their **identity card / bonafide**.
2. A student can participate in **only one event**.

<b>EVENT</b>	<b>RULES</b>
<b>ROBO QUIZ</b>	<ul style="list-style-type: none"> <li>➤ <b>Round I</b> - Written test</li> <li>➤ <b>Round II</b> – Finals on Stage (Top six teams)</li> <li>➤ <b>Team : 3 Members</b></li> </ul>
<b>PROGRAM THE ROBO Category: I – Lego II – Non Lego</b>	<ul style="list-style-type: none"> <li>➤ Topic on spot</li> <li>➤ It is team based event – each team should consist of 1 coach, minimum 2 members &amp; maximum 3 members</li> <li>➤ Coaches may offer students advice and guidance prior to the competition, however during the competition, all work and preparation must be performed by the student members of the team.</li> <li>➤ Participants should bring their own robot and laptop to execute the task.</li> <li>➤ A robot must be autonomous and finish the “missions” by itself. Any radio communication, remote control and wired control systems are not allowed while the robot is running. Teams in violation of this rule will be disqualified and must quit the competition immediately</li> <li>➤ The Bluetooth and Wi-Fi function must be switched off at all times.</li> <li>➤ Use of SD cards to store programs is allowed. SD cards must be inserted before the robot is inspected and may not be removed for the duration of the competition once inspection is completed.</li> <li>➤ Each team must prepare for the match in their specified place until the “check time”, when the team’s robot must be placed in a designated area.</li> <li>➤ The participants are allowed to make physical adjustments to the robot in the starting area. However, it is not allowed to enter data to a program by changing positions or orientation of the robot parts or to make any sensor calibrations of the robot. If a judge identifies this the team could be disqualified from the competition</li> <li>➤ The ranking of a team is decided depending on the overall competition format. For example: it could be the best score of a round or the best run out of two rounds. If competing teams acquire the same points, the ranking is decided by the record of time (where time has not already been taken into consideration of the scores calculation). If teams still remain tied, rankings will be determined by consistency of performance by examining which team achieved the next highest score during previous rounds.</li> <li>➤ If there is any uncertainty during the task, the judge makes the final decision. They will bias their decision to the worst outcome available for the context of the situation.</li> </ul>

**ROBO GAME**  
**Category:**  
**I – Lego**  
**II – Non Lego**

- Task will be available in the website : <http://www.velammalitech.edu.in>
- It is team based event – each team should consist of 1 coach, minimum 2 members & maximum 3 members.
- Coaches may offer students advice and guidance prior to the competition, however during the competition, all work and preparation must be performed by the student members of the team.
- Participants should bring their own build in robot and laptop for the game.
- The maximum dimensions of the robot before it starts the “mission” must be within 250mm × 250mm × 250mm. After the robot starts, the dimensions of the robot are not restricted.
- A robot must be autonomous and finish the “missions” by itself. Any radio communication, remote control and wired control systems are not allowed while the robot is running. Teams in violation of this rule will be disqualified and must quit the competition immediately
- The Bluetooth and Wi-Fi function must be switched off at all times.
- Use of SD cards to store programs is allowed. SD cards must be inserted before the robot is inspected and may not be removed for the duration of the competition once inspection is completed.
- Each team must prepare for the match in their specified place until the “check time”, when the team’s robot must be placed in a designated area.
- The robot will have 2 minutes to complete the challenge. Time begins when the judge gives the signal to start. The robot must be placed in the starting area so the projection of the robot on the game mat is completely within the start area. The brain of the Robot must be switched off.
- The participants are allowed to make physical adjustments to the robot in the starting area. However, it is not allowed to enter data to a program by changing positions or orientation of the robot parts or to make any sensor calibrations of the robot. If a judge identifies this the team could be disqualified from the competition
- The ranking of a team is decided depending on the overall competition format. For example: it could be the best score of a round or the best run out of two rounds. If competing teams acquire the same points, the ranking is decided by the record of time (where time has not already been taken into consideration of the scores calculation). If teams still remain tied, rankings will be determined by consistency of performance by examining which team achieved the next highest score during previous rounds.
- If there is any uncertainty during the task, the judge makes the final decision. They will bias their decision to the worst outcome available for the context of the situation.

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INNOVATION

- **Team : 3 Members**
- The following are the Project Areas:
  1. AGRI TECH (AGRICULTURE)
  2. AUTO TECH (AUTOMATION)
  3. MODEM (COMMUNICATION)
  4. ENER CON (ENERGY)
  5. ECO GREEN(ENVIRONMENT)
  6. MAKERS SPACE (FABRICATION)
  7. MEDI CARE (HEALTH CARE)
  8. IQ BOT (ROBOTIC / DRONE)
  9. SAFE CRYPT (SAFETY & SECURITY)
  10. APP STORE (ONLINE SERVICES)
- Abstract of the project with photo should be submitted before **20.09.18** to the e- mail id - [robotics@vkp.co.in](mailto:robotics@vkp.co.in)
- Creativity - The project is original, worthwhile and shows creative thinking / innovative and imaginative design / interesting and divergent interpretation and implementation.
- Quality of Solution - The project is well-thought out and is a good solution to the problem. The solution supports the theme assisting humankind to solve tasks in space.
- Research & Report - It is clear that research was done. The report is a good summary of the project: the problems - solutions - process - findings - team - task.
- Entertainment Value - The project has a certain “WOW” factor - looks fun, captures the attention of passersby - makes you want to see it again or learn more about it.
- Successful Demonstration - A demo of the capabilities was completed, there is a sense that it could reliably be repeated and that preparation and practice have taken place.
- Communication & Reasoning Skills - The team were able to present their project idea in an interesting way - how it works - why they chose it - why it has relevance.
- Quick Thinking - The team are able to easily answer questions about their project. They were also able to deal with any problems that arose during the presentation.
- Posters and Decorations - The materials used to communicate the project to others are clear, concise, relevant, neatly prepared.
- Project Video - Only marks for videos provided on time. The video is a good pitch for the project - presenting the problem, the solution and the team.
- Unified Learning Outcome - There is evidence that team members have internalized knowledge and understanding of the subject matter pertaining to their project.
- Inclusiveness - The team are able to demonstrate that all members played an important role in the development, construction and presentation of their project.
- Team Spirit - The team display positive energy, good cohesiveness, value one another and are enthusiastic and excited about sharing their project with others