

# **ROBOWAR FEATHER WEIGHT**

## **PROBLEM STATEMENT-**

Build a manual robot which can fight with the opponent robot and immobilise the opponent robot or drop it in the pit hole.

## **ROUND 1-**

the robot has to immobilise the opponent robot for 20second or have to drop it in the pit hole for 2 times.

The timeout taken by the team can be 5min max.

Maximum 2 timeout is allowed.

The arena will bear weapons.

The arena has four pit holes .

## **FINAL ROUND-**

The rule will be declared at the time of event on the spot.

# **ROBOWAR HEAVY WEIGHT**

## **PROBLEM STATEMENT-**

Build a manual robot which can fight with the opponent robot and immobilise the opponent robot or drop it in the pit hole.

## **ROUND 1-**

The robot has to immobilise the opponent robot for 20 seconds or have to drop it in the pit hole for 2 times.

The timeout taken by the team can be 5 min max.

Maximum 2 timeout is allowed.

The arena has two pit holes

## **FINAL ROUND-**

The final round will be declared on the spot at the time of the event.