

AXIOM OVERRIDE

Driving precision, traction, stability, and strategy are the main focus of this category. Teams must build a remote-controlled robot capable of pushing opponents, defending its position, and securing control of a designated checkpoint on the arena, becoming the King of the Hill. Robots will compete to capture and maintain control of the checkpoint while preventing opposing robots from taking over. Teams may employ different strategies, including aggressive pushing, defensive positioning, precise manoeuvring, and optimising traction and balance. The robot that demonstrates the best combination of driving skills, pushing power, defensive capability, and strategic positioning will have the advantage.

Delegates per team: 1-2

Round 1 :

Teams will design and build their own bluetooth controlled robot cars using provided materials. Success is dependent on the efficacy of the robots in the arena. Pre-constructed robots are prohibited and all work must occur on site of the event.

Round 2 :

In this round teams will test and refine their robots, and optimize the design for the final round. This round will allow teams to fix any design flaws.

Round 3 :

Your robot now takes on others to see who can control the platform the longest. Every engineering decision you made and every refinement you tested will determine your performance. Success requires strategic and engineering skills and the ability to adapt. Your machine must hold onto the points arena to gain points wile also fighting other robots to keep them out of the arena. If your bot fails to remain on the platform and ends up falling you will automatically loose the round. Control of the platform belongs to teams that can engineer reliable designs and clever weapons while also executing them effectively under pressure. You may use attachments placed strategically onto the bot to gain an upper hand.

Robot Specifications

Size

40cm*17.5cm*7cm