

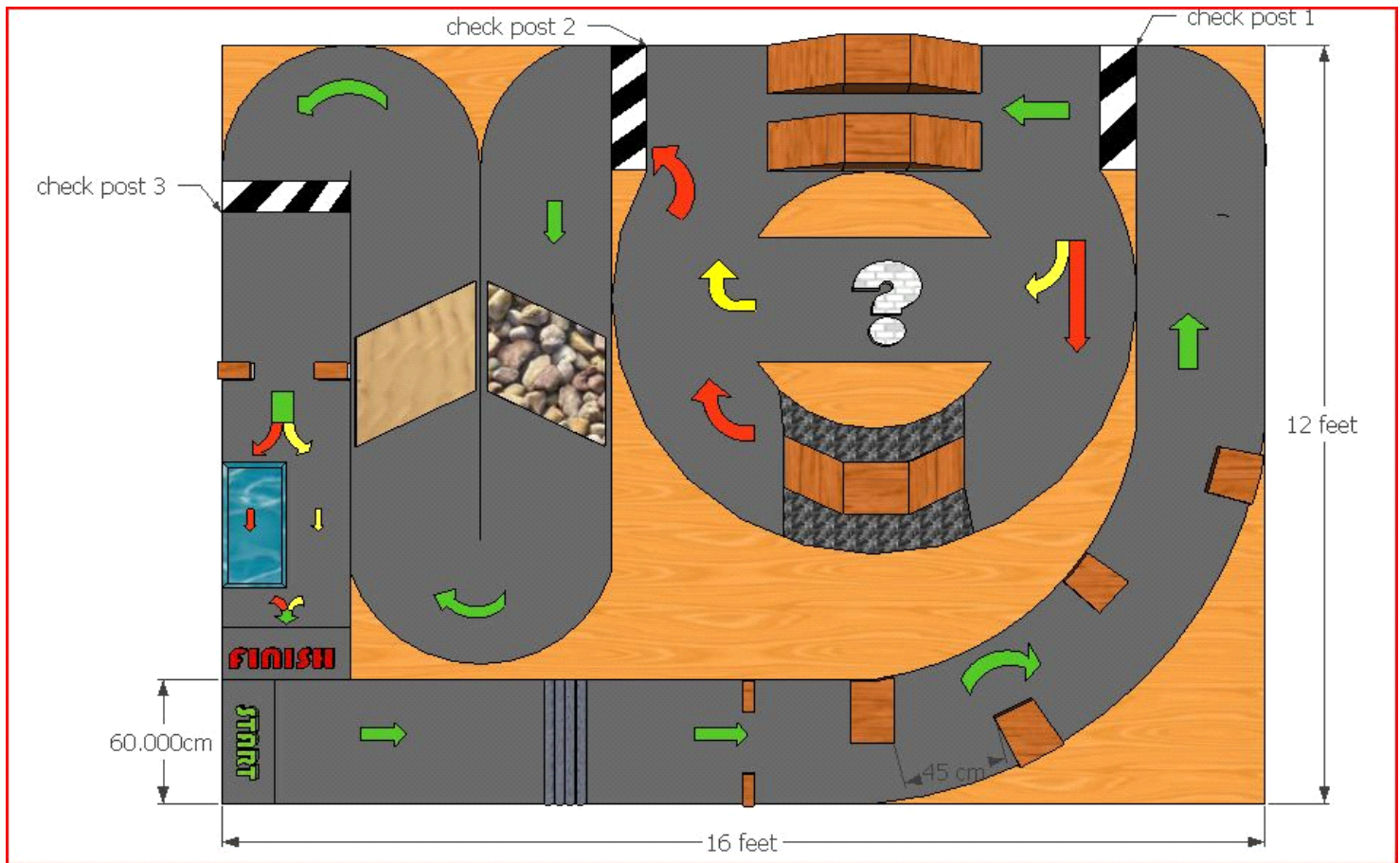
KNOCK OUT CHALLENGE

Arena





Round 1:

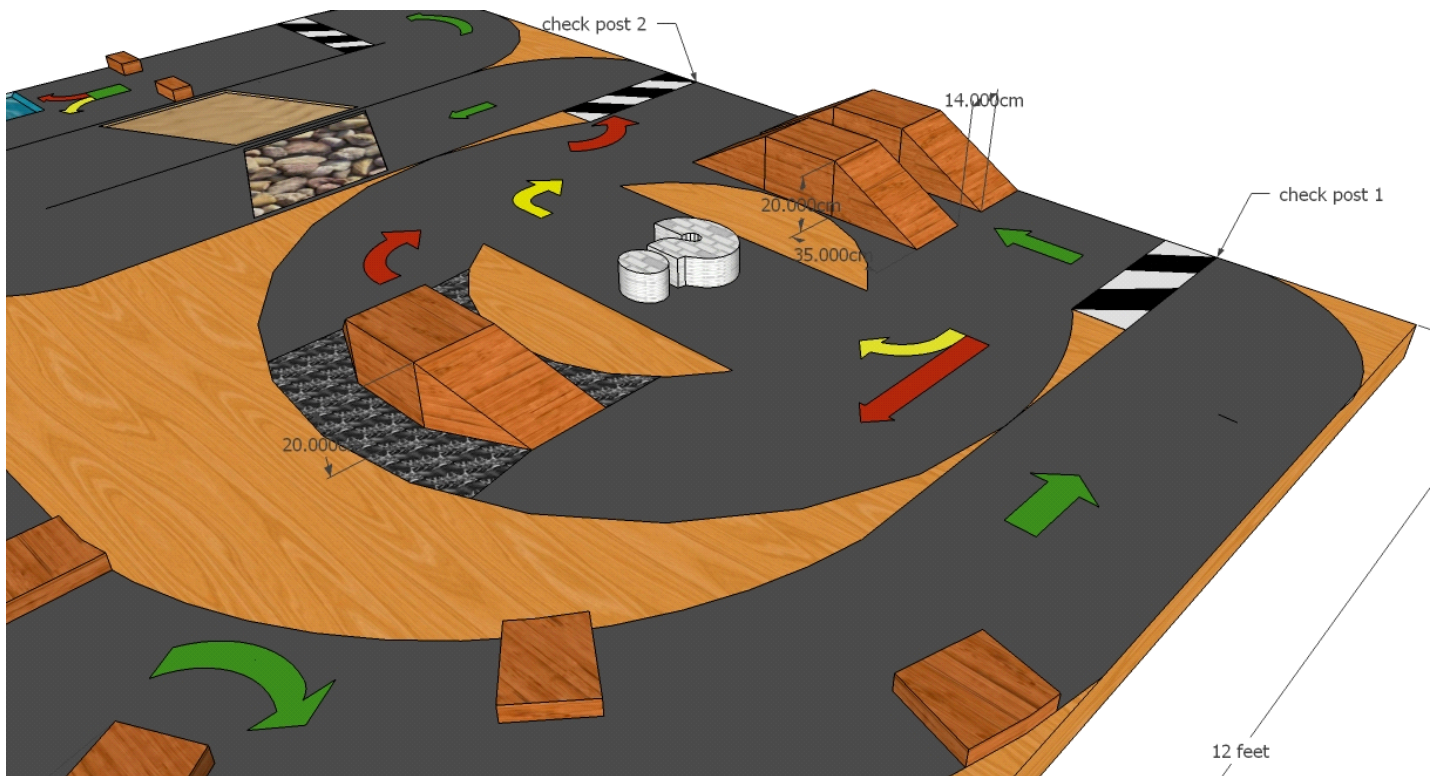
- 1) The Track for round 1 will be disclosed on the day of the event.
- 2) The width of the track is 60 cm except at the obstacles.
- 3) The participants are allowed to fight with their opponent throughout the track. But remember that time is the main judging criterion in this round.
- 4) There will be minor obstacles placed randomly throughout the track like the speed breakers of radius 2.5 cm.
- 5) The track may contain few flag points. Hitting these will attract penalty.
- 6) Bonus time will be awarded for pushing the opponent out of the track.
- 7) The track will be painted in black and surrounded with a small wall. The vehicle of the participants should not cross the wall at any time.
- 8) There will also be spikes at few places which the vehicle should avoid. We are not responsible for any damage to your vehicle.




Round 2:

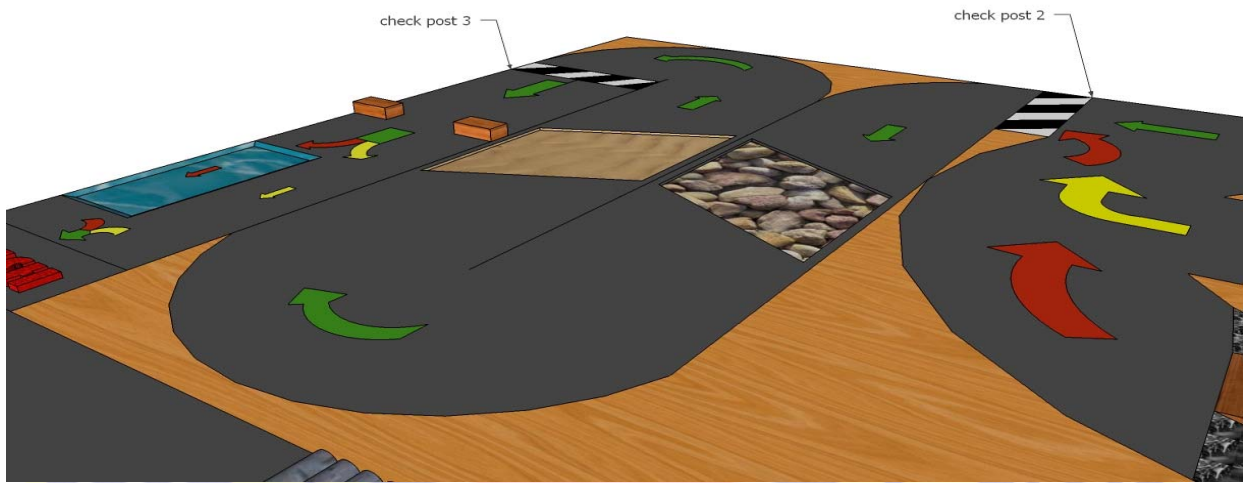


The track for round 2 is above.

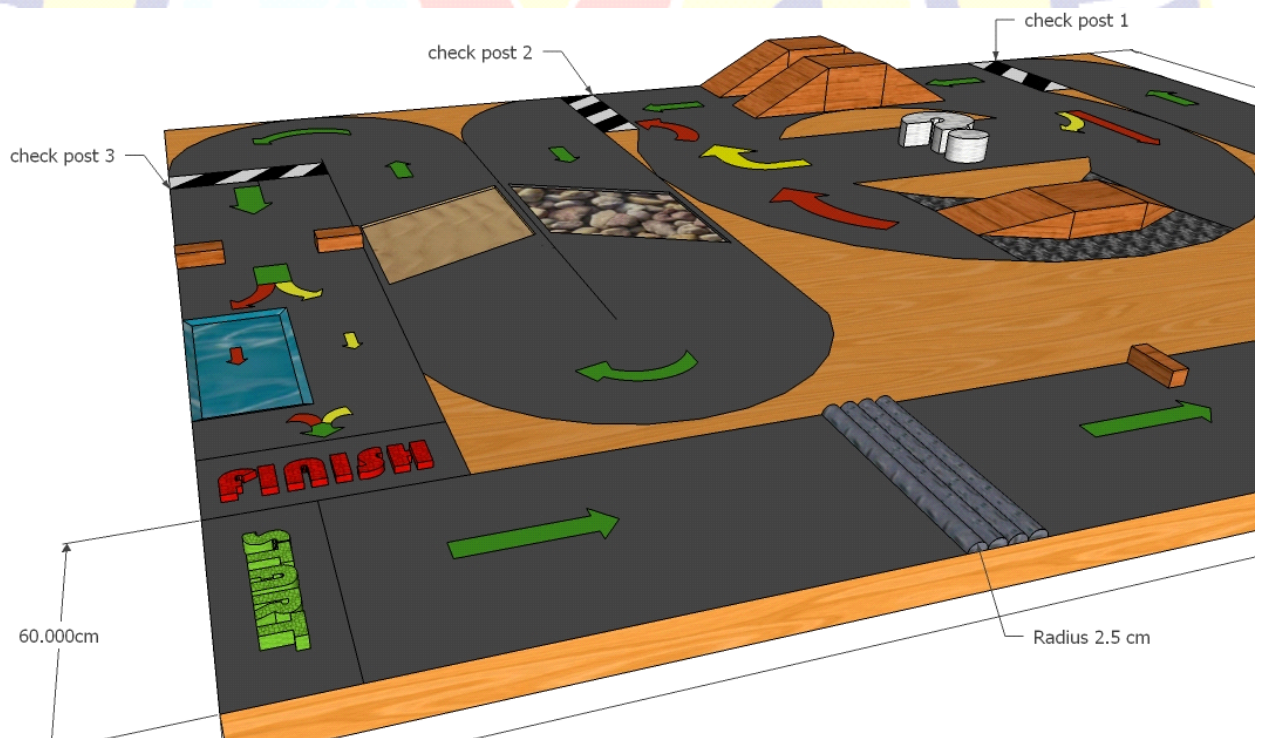
- 1) The Green arrow () shows the path to be followed
- 2) A series of 4 speed breakers are placed across the track. The radius of each speed breaker is 2.5 cm.
- 3) 4 alternatively placed blocks each of 5 cm height each provide 45 cm of space in between them as shown.
- 4) There are altogether 3 check posts. Points will be awarded for successfully reaching each check post.
- 5) At check post 1 the participants are given a **choice** to choose any one among the **3** paths provided as shown in the colors viz Green (), Yellow () and Red () respectively.
- 6) The relative toughness varies from Green being the highest to Yellow medium and Red being the easier one.



- 7) The first path () has a two elevations, 14 cm apart. The angle of elevation is 30 degrees. The vehicle should cross the obstacle with tires on both the elevations simultaneously. There might be a slight banking in one of the elevation. No bonus points will be awarded if the vehicle passes through the distance between the two elevations.
- 8) The second path () is shown with a question mark " ? " . This is the region which is held in surprise for the contestants. There might be any obstacle in this region but with moderate toughness. So come prepared for surprises.
- 9) The third path () is a single elevation of height 20 cm with slopes skewed along the vertical axis. Both sides of the elevation are covered with thorns, picks or spikes which might damage your vehicle. So be careful if you choose this region.
- 10) Only one of the above three paths has to be chosen. All the three paths again converge at check post 2.



11) Between Check post 2 and check post 3 there are two regions One of which will be covered with sand and other with pebbles or marbles.



12) Once the check post 3 is crossed there is a opening of width 30 cm , in the middle beyond which there is a region half covered with water of 1 cm depth and 30 cm wide to the left and normal path to right. The contestant can choose not to go through the water but will lose an opportunity to score bonus points.

13) There will be extra points for reaching the Finish first.

The exact bonus points for successfully overcoming the obstacles and reaching the check posts will be notified on the day of event.

Note:

- 1) All the measurements shown are bound to an error of 5 to 10 %.
- 2) The figures shown are for illustrative purpose only. The actual track may look different.
- 3) The organizing team can change the design of the track without any prior notice.

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