

3. THE PARTICIPANTS HAVE TO KEEP THE BOT IN THE STARTING POSITION AND AT THE FIRST INTERSECTION HAS TO MOVE FORWARD.

RULES:

1. **USE OF 2 IR SENSOR AND 2 PROXIMITY SENSORS ARE PERMITTED.**
2. **THERE WILL BE EXTRA POINTS FOR STOPPING THE BOT AT THE STOP END.**
3. **PARTICIPANTS HAVE TO GLOW LED ON OBJECT DETECTION. FAILURE TO DO SO WILL RESULT IN NEGATIVE MARKING.**
4. **THERE WILL BE NEGATIVE MARKING FOR ANY HAND TOUCH IF THE BOT RUNS OUT OF ARENA.**
5. **WINNERS WILL BE SELECTED ON THE BASIS OF POINTS AND TIME TAKEN TO COMPLETE THE ARENA.**
6. **EVERY TEAM WILL BE ALLOWED A TEST RUN AND TWO FINAL RUNS OUT OF WHICH THE BEST WILL BE CONSIDERED.**
7. **THE PARTICIPANTS QUALIFIED IN THIS ROUND WILL BE ELIGIBLE TO COMPETE IN ROUND 2.**

N.B- THERE MAY BE MINOR CHANGES IN THE ARENA WITHOUT PRIOR NOTICE.

CONTACT

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