

OPEN TO ALL

PROBLEM STATEMENT

IN THIS EVENT PARTICIPANTS HAVE TO BUILD A TERRESTRIAL BOT THAT IS CAPABLE OF PICKING UP & PLACING THE BLOCK AT RIGHT PLACE BY USING THEIR MACHANICAL ARM AND MUST BE ABLE TO PASS THROUGH DIFFERENT HURDLES

DESCRIPTION OF EVENT

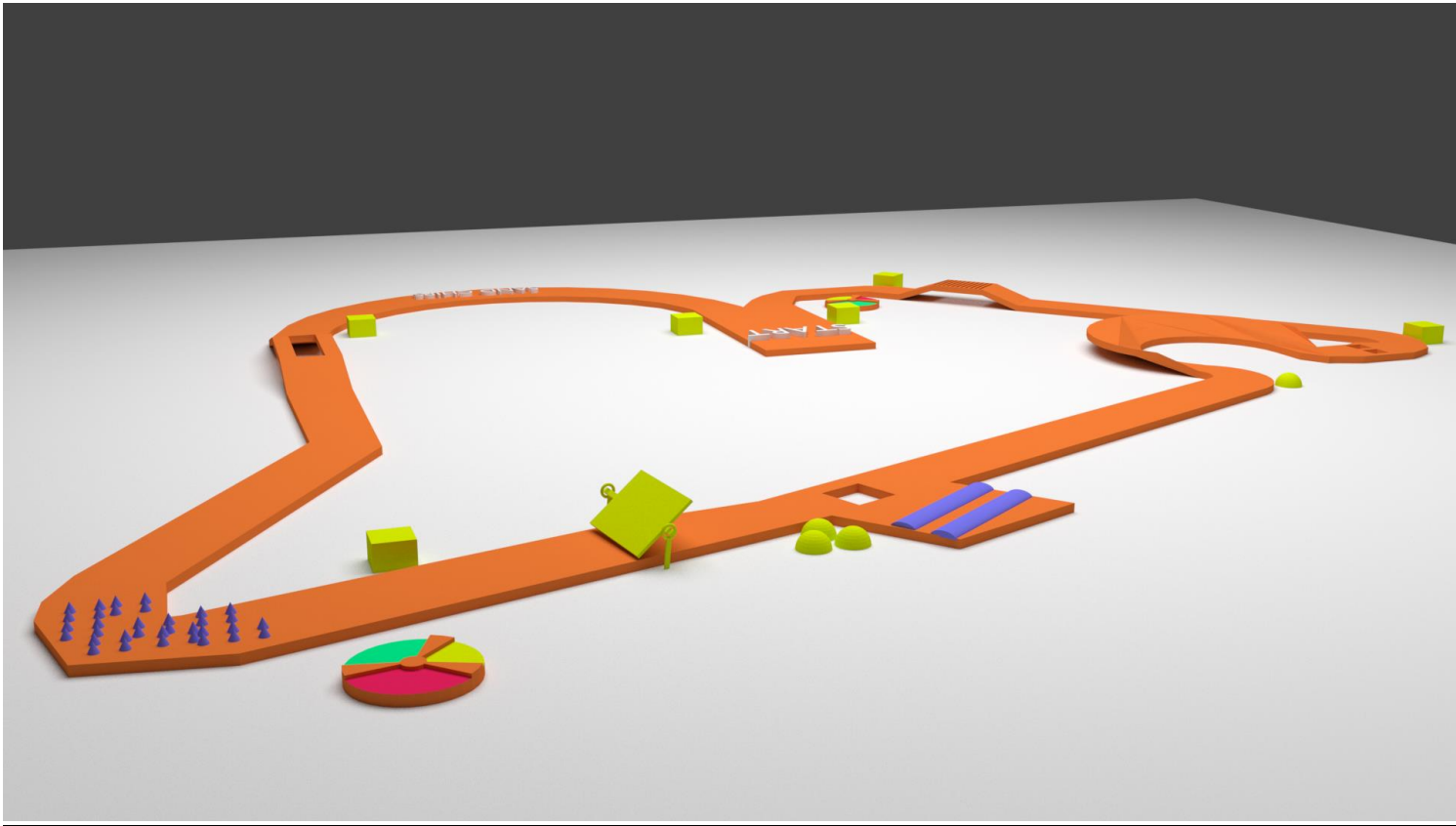
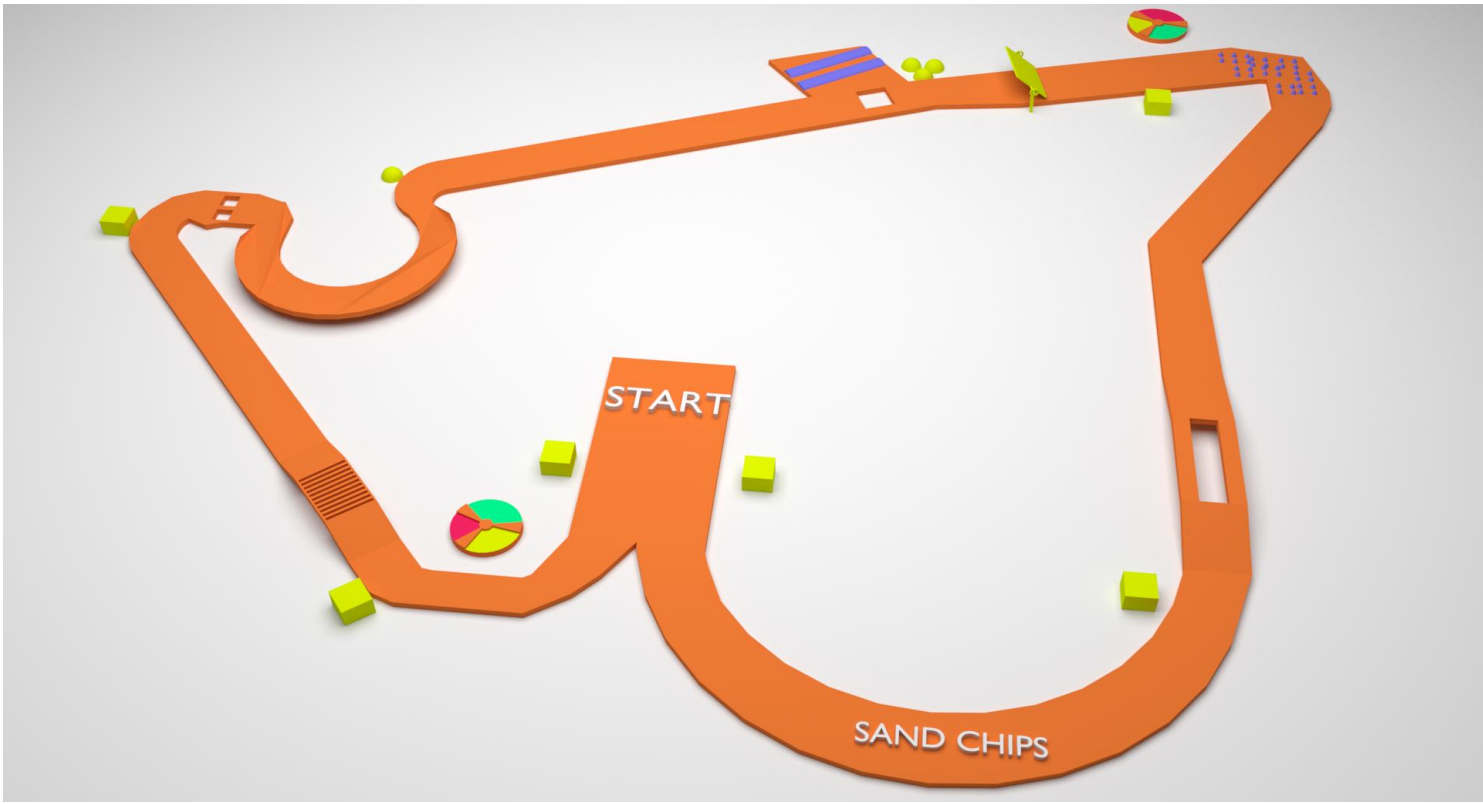
THIS EVENT CONSISTS OF TWO ROUNDS :

1. PRE-ROUND
2. FINAL ROUND

RULES FOR PRE ROUND AND FINAL ROUND

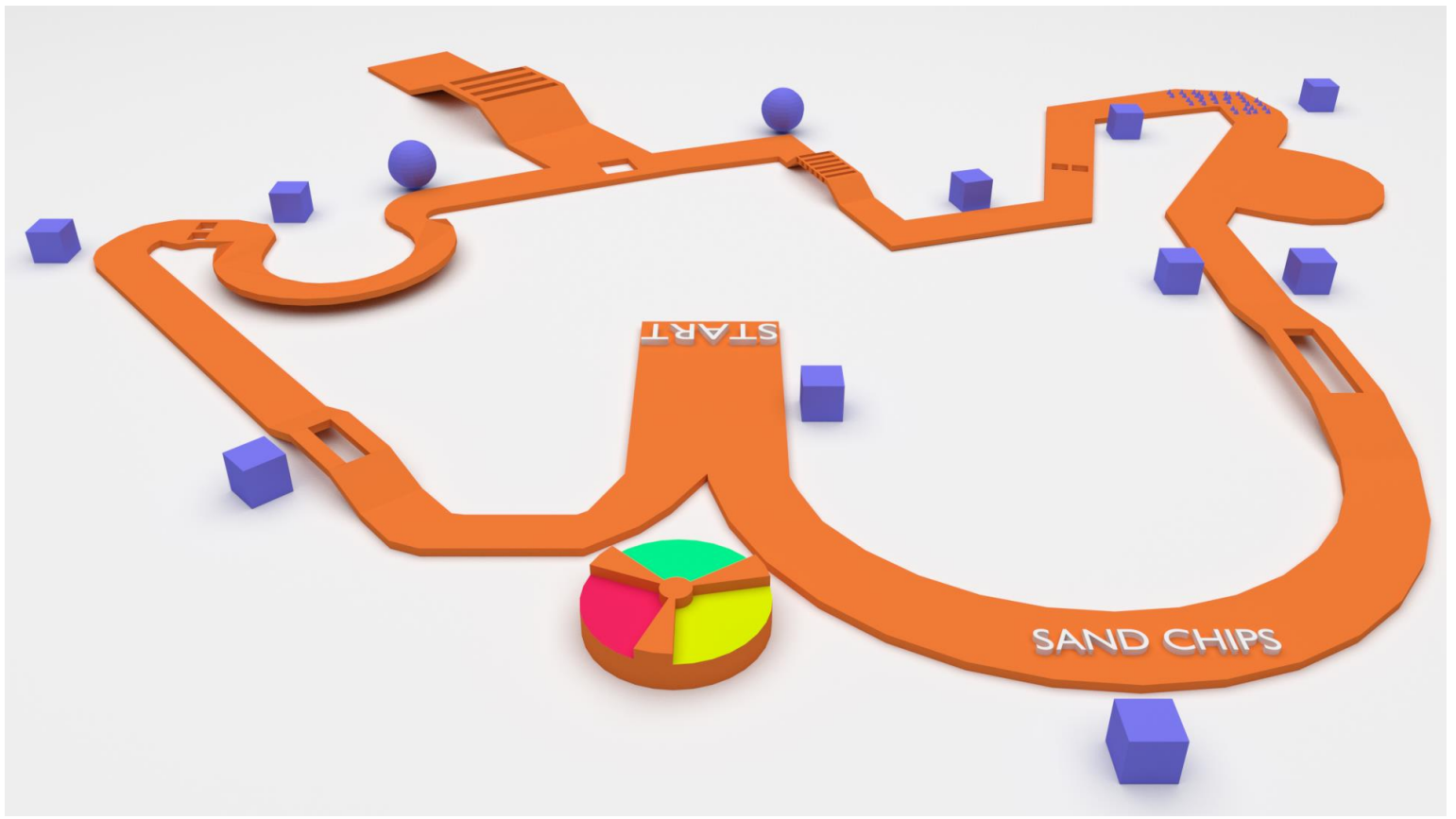
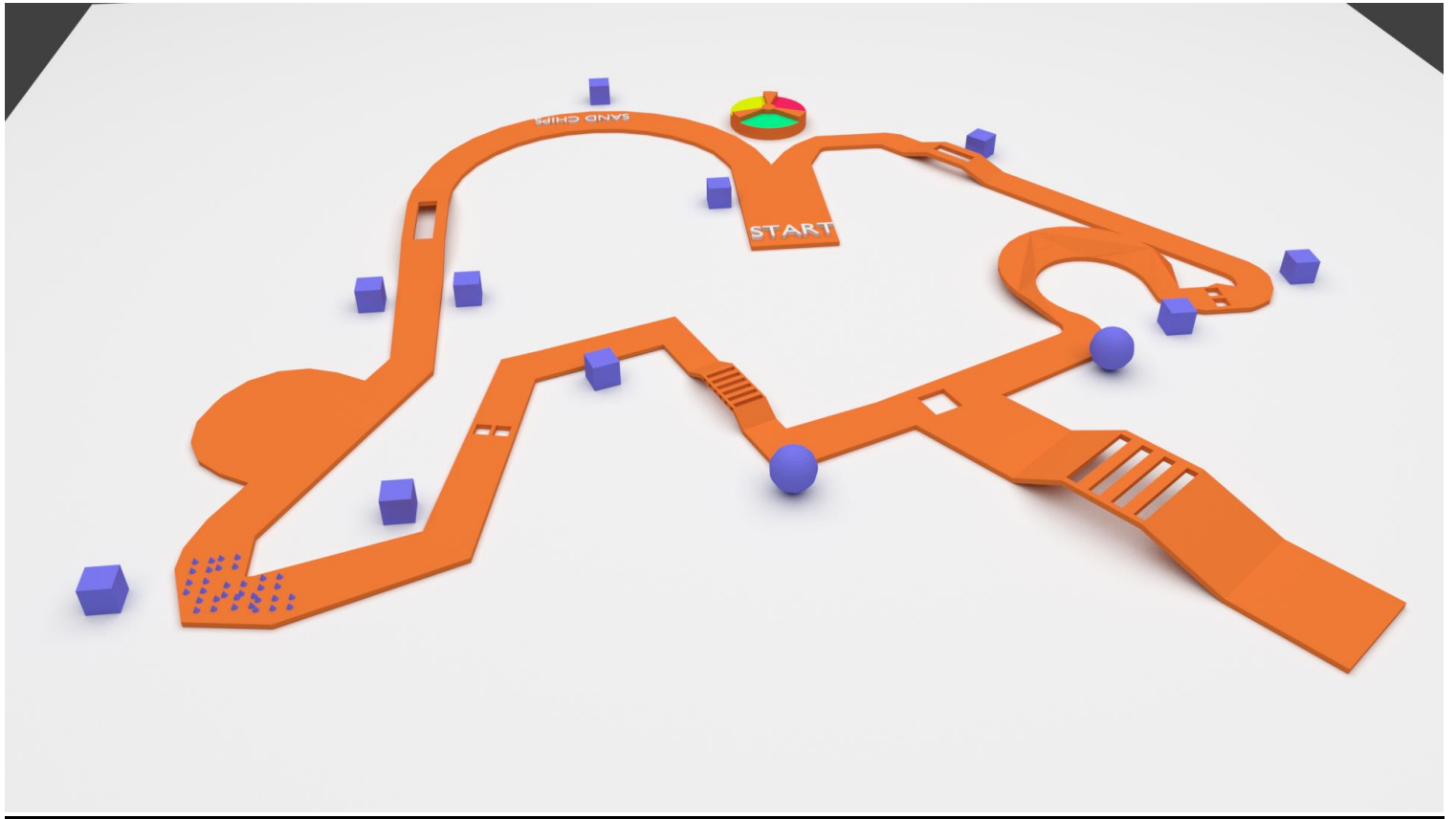
- A MINIMUM OF TWO MEMBER AND MAXIMUM OF FOUR MEMBER ARE PER TEAM.
- NO PERSON SHOULD BE A MEMBER OF TWO OR MORE TEAMS.
- EACH PARTICIPANT GROUP MUST HAVE THEIR OWN BOT.
- ARTIFICIAL OR LOBO BOTS & COMPONENT ARE NOT ALLOWED.
- ANY KIND OF DAMAGE TO THE ARENA BY THE BOT WILL LEAD TO IMMEDIATE DISQUALIFICATION OF THE TEAM.

PRE ROUND -



- THIS ARENA HAS TWO PATH. ONE IS SIMPAL ONE & OTHER IS COMPLEX ONE , BOTH HAVE DIFFERENT POINT AND TIME OF COMPLETION IS ALSO DIFFERENT , NOW IT'S UPTO YOU TO WHICH PATH YOU WILL CHOOSE.
- START FROM STARTING POINT AT THIS POINT THERE ARE TWO BLOCKS 'A' OR 'B' WHICH INDICATES THE DIRECTION IN WHICH YOUR BOT WILL MOVE. YOU HAVE TO PICK EITHER OF BLOCK 'A' OR 'B'THEN MOVE IN OPPOSITE DIRECTION OF CORRESPONDING BLOCK(WITH THE BLOCK).

FINAL ROUND



- THIS ROUND IS BASED ON BIT OF LUCK . IN THIS ROUND YOU HAVE TO PICK A BLOCK AT STARTING POINT AND PLACE IT ON ROTATING DISC CONSIST OF THREE PARTS IN WHICH HARD & EASY PARTS WILL BE MENTIONED & YOU HAVE TO PLACE THE BLOCK ON THIS DISC & DISC WILL SHOW YOU PATH ON WHICH YOU WILL HAVE TO MOVE .

BOT SPECIFICATIONS

MAXIMUM ALLOWED DIMENSION OF THE BOT WILL BE (35 cm x 35cm x 35cm).

THE MAXIMUM WEIGHT OF THE BOT SHOULD NOT EXCEED 2KG.

ARENA DESCRIPTION

WIDTH OF TRACK IS 40cm, length of hurdles is 50cm(approx).

INCLINED DESCRIPTION –

Length= 110 cm(approx), inclination angle = 30° , height = 25cm.

BOX OBJECT DIMENSION – 5cm X 5cm X 5cm.

SPEED OF ROTATING DISC = 3.5RPM TO 10RPM

SCORING RULES FOR PRE ROUND

STARTING POINT = +50 POINTS.

RESTART POINT = -100 POINTS.

DISTURBING ARENA = -10 POINTS.

PICKING BOX = +50 POINT/BOX.

DROPPING BOX AT RIGHT PLACE = +50 POINT.

CLIMBING ON THE INCLINED, CROSSING THE BRIDGE = +100POINT.

MOVING DOWN FROM THE INCLINED = +40 POINT.

CROSSING SAND PART AND HURDLE = +100 POINTS.

BONUS POINT = +100 POINTS.

POINTS FOR DROPPING BALL INSIDE THE BUCKET = +20

FOR HAND TOUCHES = -30 POINTS.

CONTACTS :

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IN CASE OF ANY DISCREPANCY THE DECISION OF JUDGMENT PANEL WILL BE
FINAL AND BINDING.