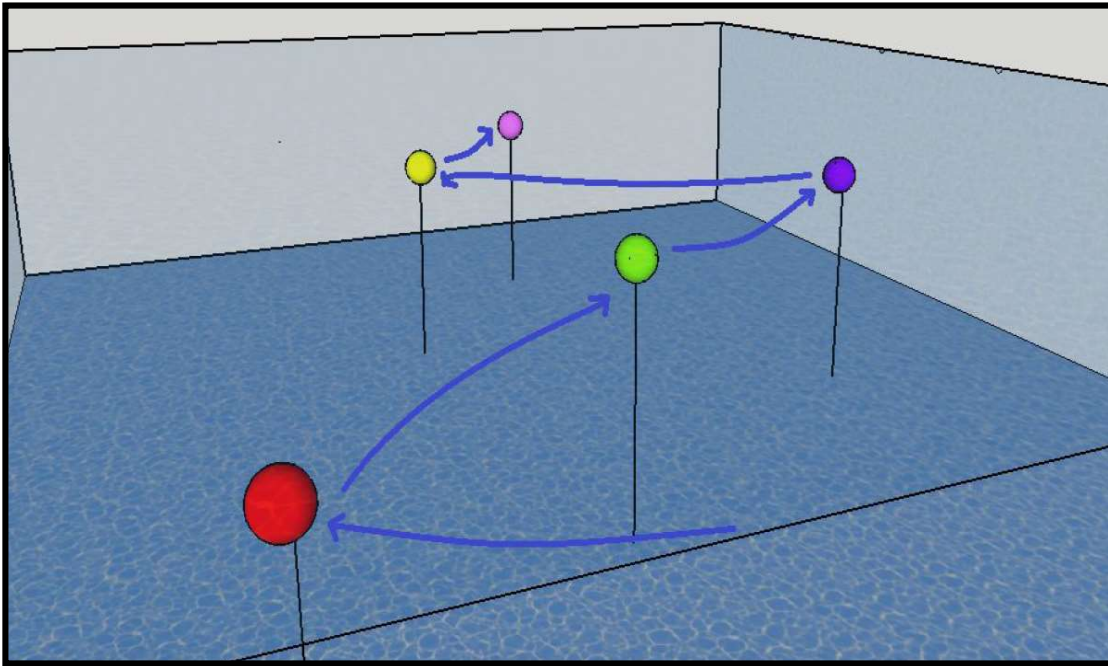**AIM:**

Make a wired controlled or wirelessly controlled bot, powered only by batteries, which has to navigate through obstacle and perform task course under water in the shortest time possible.

ARENA:
- Arena is consisting of water.
- Arena in water is a part of swimming pool of dimensions **7m x 3m** and depth varies.
- Obstacles in the pool will be according to the task.

SPECIFICATIONS:
- The bot must fit into a box of **50 cm x 30 cm x 30 cm** at all times.
- The bots should be strictly battery powered only.
- If the bot is wired controlled, the wire length should be greater than 8m.

POWER SUPPLY:
- Teams shall bring their own power supply for all its machines.
- In case of any power supply, the voltage difference between any two points during any point of time should not exceed 24V.

GAME PLAY
- This is based on maneuvering vehicle under the water.
- The obstacle course of this round are buoys (spherical objects) of diameter 10cm (approx.) suspended inside water at depth of ½ (approx.) meter.
- The bot is supposed to maneuver its path by touching the buoys up to the finish line.
- There are 5 buoys from starting line up to the finish line, each placed at 1 or 1.5 metres distance from the adjacent one.

JUDGING CRITERION:
The positions of teams will be decided based on the points the team scored.

SCORING CRITERION:
POINTS:
- **25 points** for touching each buoy
- Bonus **10 points** for touching **2** buoys consecutively
- Bonus **15 points** for touching **3** buoys consecutively
- Bonus **20 points** for touching **4** buoys consecutively
- Bonus **25 points** for touching all buoys consecutively

So maximum points that can be earned = **150**

Points to be deducted if time taken is more than **4 minutes**.

Total points = Points - Extra time taken (in seconds).

Example: If a team takes 4 minutes 22 seconds to complete the task, 22 points will be deducted from total points earned.

RULES:
- Participants are not be allowed to touch the bot directly or indirectly at any time during the run, doing so will lead in disqualification.
- If bot fails or damage at any point of time, the participant will be allowed to make hardware change in bot and resume the game. Extra time of 3 minute will be provided for that.
- The operator is not allowed to move and has to control the bot from the fixed position.
- No normalization of the result will take place due to any advantage or disadvantage to a participant due to ripples in the pool or wind.
- In case of tie between two teams, speed of the bot will be the key factor and the exact task will be given on the spot.

GENERAL RULES:
- A team can consist of a maximum of 4 participants. Team members can be from different colleges.
- Only one member of the team is allowed to handle the bot.
- Participants are not allowed to keep anything inside the arena other than their bot.
- Any team that is not ready at the time specified will be disqualified from the competition automatically.
- The machines will be checked for their safety before the run and will be discarded if found unsafe for other participants, spectators and arena.
- Organiser decision shall be treated as final and binding on all.
- The organisers reserve the right to change any of the rules at any time.
- Organisers reserve the right to disqualify any team indulging in misbehaviour or violating any rules.
- The changes will be highlighted on website and conveyed to registered participants well in advance.
- Using bot making kits is strictly prohibited. Doing that shall lead to disqualification.

PRIZEMONEY:
- In case of participation less than 5 teams prizemoney will be decided by organizer.
- In case of participation less than 20 teams only 2 teams will be awarded prizemoney.

FOR QUERIES:

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