PRODYOGIKI '19

RoboClencher

TASK:
The competition is an extension of the robotics workshop conducted by the team ISTE. The team has to build a wirelessly controlled robot which can do simple tasks of gripping blocks and putting them in different places so that it can complete the route by overcoming the obstacles in its path. **THE ROBOT HAS TO BE WIRELESS.**

BOT SPECIFICATIONS:
- The dimensions of the bot should be less than or equal to **200 mm X 200mm X 300mm (lxbxh)** failing which the team will be **disqualified** from the competition. The bot can however extend its dimension once the run starts. An error of **(+5%/-5%)** is Permitted.
- The bot must be controlled wirelessly.
- Irrespective of the mechanism used, only one person will be allowed to control the bot.
- Failing to meet any of the above specifications will lead to immediate disqualification.

GAME RULES:
- The bot would be checked for safety before starting and will be disqualified if found unsafe for other participants.
- Only one team member is allowed to handle the bot. No other team member is allowed to enter the arena.
- The bot will be liable for disqualification if it causes any kind of damage to the arena.
- The bot is **not allowed to Slide the blocks** against the ground except for fine adjustments in the Deposit Zone.
- Any damage done to the blocks will lead to immediate disqualification.
- **Maximum of 6 minutes** will be given for each team.
- The arena has 3 checkpoints, In case the bot gets stuck at any place, then the block it is carrying (if any) will be repositioned at its initial position and the bot will be kept in the checkpoints corresponding to that zone. There will no penalty for this.
- The timer won't be stopped during this process.

PRODYOGIKI '19

- In case of any disputes/discrepancies, the organizer's decision will be final and binding. The organizers reserve the rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website and notified to the registered teams.

SCORING:

- A = Points scored
- P = Penalties
- T = (360 -Time taken in seconds)
- Total points scored = A + T - P