

GUIDELINES FOR LINE FOLLOWING ROBOT

Team Members: Four Members in one team.

Competition Format

1. Selection Rounds

- In **first selection** round, fastest 12 teams will be selected.
- Selection will be based on the time taken by each robot to complete one lap.
- All the selection games will be decided on the time count basis.
- **Second selection** round will be held among remaining teams.
- Fastest 4 teams will be selected from this round.
- Thus selected 16 teams will fight for knock out rounds.

2. Knock Rounds

- All knock out competitions will be head to head.
- **Pre-Quarter final matches** will consists of one lap only. Winners will be selected for Quarter final matches.
- All **Quarter final and semifinal matches** will consists of 3 laps i.e. robots will have to complete the line path 3 times in single run.

3. Final match

- Final match will be held with six laps.
- After first three laps, game fields will be interchanged.
- Time taken for all six laps will be summed.
- The robot completing the laps in less time will be the winner.

Robot specifications:

- The robot size should not be greater than 20cm x 20cm (length x breadth).
- Robot can use any type of component other than provided by the organizer.
- Robot can use any type of battery that fits the competition.

Game field is white in color & 6 ft * 8 ft at boundaries. Line path is black & is 2 inches wide.



1. The robot must be operated by a single switch.
2. Robot should start its position from start point. Timer will start as robot will cross the timing sensor and stop as robot completes the path and cross the sensor again.
3. Only team captain will be responsible for the communication with the referee and can replace captain during the completion. Only team captain will stay at game field arena during the competition.
4. Team captain should control their robot from their pre-specified place after completion of game.
5. Final decision will be bind under judgment of the jury.