

SANKALP 2K19



Integration of Innovation and Intelligence

NIST ROBOTICS CLUB

REKH-DARSHI (LINE FOLLOWER)



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PROBLEM STATEMENT:

The teams must build a completely autonomous robot that must be able to follow the black track on white surface.

BOT SPECIFICATION:

- Maximum allowable dimension: 25cmx25cmx25cm
- Voltage supply: 12volts.

GENERAL RULES:

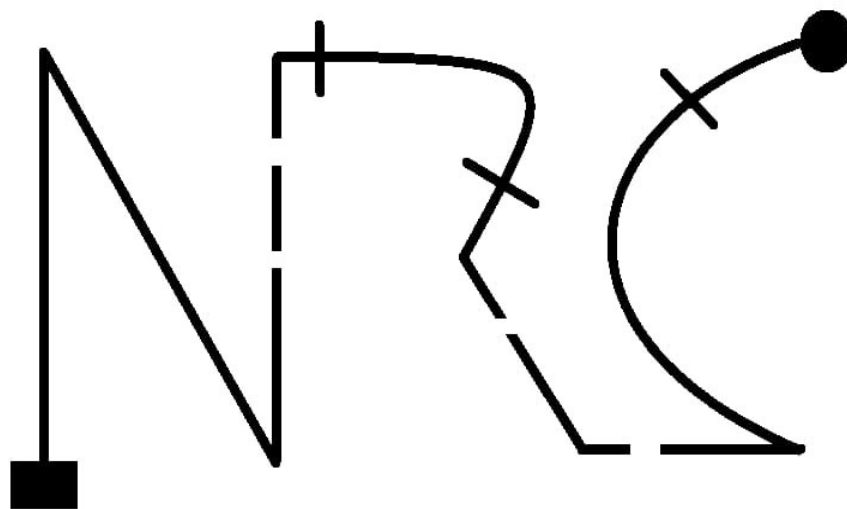
- Maximum 2 number of members are allowed in each team.
- Only one autonomous bot per team is allowed.
- Bot must be started individually by only 1 on-board switch. However, a team may have a separate on-board switch to restart. This switch will have to be shown before the run to the organizers.
- The autonomous bot must be stable and must be able to stand on its own at the beginning.
- Any bot found damaging the arena will be immediately disqualified.
- The bot cannot be constructed using readymade Lego kits or any readymade mechanism. But they can make use of readymade gear assemblies. Violating this clause will lead to disqualification of the team.
- The starting procedure of the bot should be simple and should not involve giving bot any manual force or impulse in any direction.
- It should not receive any input from outside the arena.
- The machine can use on-board or off board electric power supply.
- 220 Volt AC power supply will be provided near the arena.

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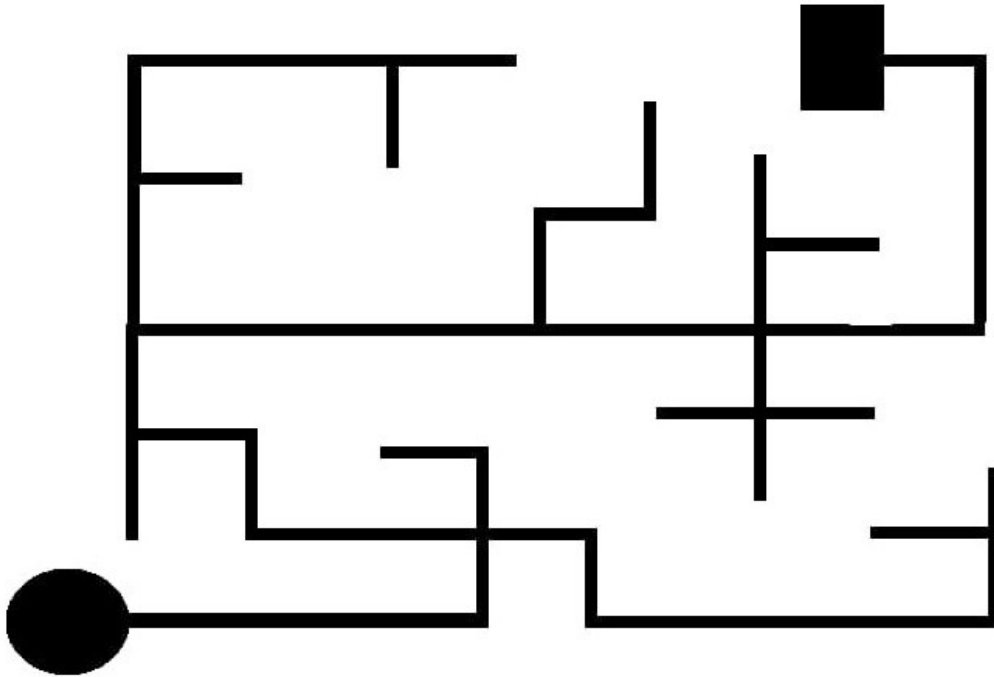
- When using the electric power supply, the voltage at any point on an individual component must be lower than or equal to 12 V at any point of time during the game. .
- The time measured by the organizers will be final and will be used for scoring the teams.
- Time measured by any contestant by any other means is not acceptable for scoring.
- In case of any disputes / discrepancies, the organizers' decision will be final and binding.
- The organizers reserve the rights to change any or all of the above rules as they deem fit.

ARENA DESCRIPTION:

- The arena is of dimensions 180cm X 240cm.
- All the line are of black in color and 3 cm wide uniformly through-out the arena.



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JUDGING:

Points system:

- The team, which completes the task with maximum points will be the winner.
- In case no team finishes the task, team with highest points will be the winner.
- In case of a tie, the team who has taken least time will be the winner.

SOME IMPORTANT RULES:

- Rules for the next level will be same as above.
- The organizers reserve the right to change any of the rules as they see fit.
- Violation of any of the rules will lead to disqualification.
- Rules may be changed at the competition viewing the situation.
- Decision of the coordinators shall be treated as final and binding on all.
- The actual arena may vary from the specified arena.

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**For further enquiry contact the following event
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