

YUKTI 2K25

A NATIONAL TECHNO CULTURAL FEST



EVENT CATEGORY

MECHANICAL



FOR DETAILS REGARDING THE VENUE, TIMINGS, AND
REGISTRATION, PLEASE VISIT OUR WEBSITE.



ROBORACE CHRONICLES

RoboRace



PROBLEM STATEMENT:

A MANUALLY CONTROLLED ROBOT, WIRED OR WIRELESS, HAS TO TRAVERSE THROUGH A TRACK FULL OF TURNS AND OBSTACLES IN THE MINIMUM POSSIBLE TIME.

GAME PLAY:

- THE ROBOT WILL BE PLACED AT THE START LINE. THE ROBOT STARTS WHEN THE TIMER STARTS.
- THE ROBOT SHOULD REMAIN ON TRACK, OTHERWISE IT HAS TO START FROM LAST CHECKPOINT CROSSED, THOUGH THE TIMER WILL NOT BE STOPPED.
- THERE ARE PENALTIES FOR EACH OBSTACLE SKIPPED. PENALTIES WILL BE ADDED TO THE TOTAL TIME.
- TIMER WILL STOP AS SOON AS THE ROBOT CROSSES THE FINISH LINE.
- SCORING AND PENALTIES RULES WILL BE ANNOUNCED ON THE DAY OF THE EVENT.

THE ROBOT:

- THE MACHINE CAN BE WIRED/WIRELESS.
- THE MACHINE MUST BE CONTROLLED MANUALLY.
- THE DIMENSION OF THE BOT SHOULD BE LESS THAN OR EQUAL TO 300MM X 250MM X 300MM (L X B X H), FAILING WHICH THE TEAM WILL BE DISQUALIFIED FROM THE COMPETITION.
- THE TOTAL WEIGHT OF THE BOT SHOULD NOT EXCEED 5KGS.
- THE MACHINE MUST NOT BE MADE FROM LEGO PARTS, OR ANY READY-MADE ASSEMBLY KITS, AND IT MUST BE POWERED ELECTRICAL BY, USE OF IC ENGINE IS NOT ALLOWED.

COORDINATORS:

ABISHEK (NO.: 7411631327)

SRUSHTI (NO.: 9380900293)



ROBORACE CHRONICLES

- THE ROBOT CAN BE POWERED BY A POWER SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD.
- POTENTIAL BETWEEN ANY TWO POINTS ON THE ROBOT SHOULD NOT EXCEED 12 V.
- PARTICIPANTS SHOULD KEEP SPARE BATTERIES, OTHERWISE IT MAY LEAD TO DISQUALIFICATION IF BOT IS NOT READY OR STOPS IN BETWEEN THE RACE.
- THE LENGTH OF THE WIRE (FOR WIRED BOTS) SHOULD BE LONG ENOUGH AND THE WIRE SHOULD REMAIN SLACK DURING THE COMPLETE RACE.

RACE TRACK:

- THERE WILL BE ONLY ONE START AND ONE FINISH LINE. THE TRACK SURFACE AND COURSE LINE MAY HAVE UNEVENNESS.
- THERE WILL BE CERTAIN OBSTACLES IN THE RACETRACK, WHICH WILL TRY TO SLOW DOWN THE ROBOT.
- TRACK MAY CONSIST OF STEEP RAMPS, BRIDGES, SPEED BREAKERS, MARBLE PIT, SLIPPERY PATH, ROTATING DISC, CURVE RAMP DOWN, SEESAW ETC.

RULES AND REGULATIONS:

- A TEAM CAN HAVE A MAXIMUM OF 4 MEMBERS.
- ONE TEAM MEMBER IS ELECTED AS THE ROBOT HANDLER. ONLY THAT TEAM MEMBER IS PERMITTED TO CONTROL THE ROBOT DURING THE GAME.
- ALL OTHER TEAM MEMBERS MUST REMAIN OUTSIDE THE GAME ZONE.
- PARTICIPANTS WHO MISBEHAVE MAY BE ASKED TO LEAVE THE COMPETITION AREA AND RISK BEING DISQUALIFIED FROM THE CONTEST.
- ROBOTS OR PARTICIPANTS THAT CAUSE DELIBERATE INTERFERENCE WITH OTHER ROBOTS OR DAMAGE TO THE ARENA WILL BE DISQUALIFIED.
- ALL DECISIONS ABOUT SCORING, GAME PLAY & TIMING, AND PARTICIPATION, MADE BY
- THE ORGANIZING COMMITTEE ARE FINAL.
- TEAMS SHOULD COMPLETELY RESPECT THEIR VOTE AND DECISIONS.

"AT ANY POINT , THE JUDGES' DECISION IS THE FINAL DECISION"

COORDINATORS:

ABISHEK (NO.: 7411631327)

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CYBERKICK ARENA

RoboSoccer



PROBLEM STATEMENT:

A MANUALLY CONTROLLED ROBOT WIRED OR WIRELESS HAS TO PUSH THE BALL IN THE OPPOSITE TEAM'S GOAL POST AND ALSO IT HAS TO PREVENT THE OPPOSITE TEAM FROM PUSHING THE BALL IN THEIR OWN GOAL POST.

GAMEPLAY

- EACH TEAM WILL HAVE ONE BOT AND CAN COMPRIZE A MAXIMUM OF 4 MEMBERS.
- NO WEAPONS ALLOWED (LIKE EXTERNAL GEARS CUTTERS ETC.).
- NO CARRYING OR LIFTING THE BALL USING ARMS OR ANY OTHER MEANS, AND NO SHIELDING OR COVERING THE BALL IN ANY WAY.
- NO RAMMING PURPOSELY, YELLOW CARD FOR RAMMING ONCE OR TWICE, DISQUALIFICATION FOR RAMMING THE THIRD TIME. PLAY FAIR.
- PLEASE SHIELD THE TIRES TO AVOID THE BALL GETTING STUCK IN THE SAME.
- THE COMPETITION SHALL CONSIST OF 2 ROUNDS.
- EACH ROUND WILL CONSIST OF 2 HALVES EACH OF 3 MINS AND THE TEAM SCORING THE MOST NUMBER OF GOALS WILL BE DECLARED THE WINNER.
- IN CASE OF A TIE, THERE WILL BE AN EXTENDED MATCH WHEREIN A 2 MINS ADD ON PLAY WILL BE HELD AND THE TEAM THAT SCORES FIRST WINS.
- IF THERE IS STILL A DRAW, THEN THE COORDINATORS WILL KEEP EACH TEAM'S BOT AND BALL IN DIFFERENT LOCATIONS OF THE ARENA FROM WHERE THEY WILL HAVE TO FIGURE OUT A WAY TO SCORE A GOAL. THE BOT CAN ONLY TOUCH THE BALL ONCE(3 SETS EACH FOR BOTH TEAMS).
- IN CASE THE BOT BREAKS, THEN A MAXIMUM OF 5 MINUTES WILL BE GIVEN FOR REPAIRS. FAILING TO REPAIR THE BOT WITHIN THE TIME LIMIT WILL LEAD TO DISQUALIFICATION OF ROBOT

COORDINATORS:

SOHAN (NO.: 9611379511)
SYED MAAZ(NO.: 9035398837)



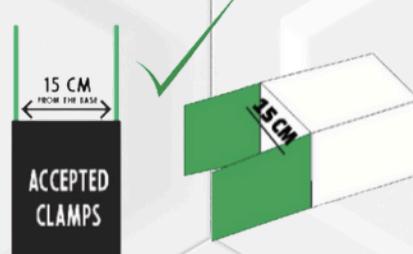
CYBERKICK ARENA

THE ROBOT:

- THE Owing SIZE LIMITATIONS APPLY FOR EACH ROBOT, INCLUDING THE CLAMPS THE BOT HAS:
- WIDTH - 300MM MAX
- LENGTH - 300MM MAX
- HEIGHT - 300MM MAX
- THE ROBOT CANNOT HAVE A POTENTIAL MORE THAN 12V BETWEEN ANY TWO POINTS.
- THE EXTERNAL DEVICE, WHICH IS USED TO CONTROL THE MACHINE, IS NOT INCLUDED IN THE SIZE CONSTRAINT. THE MACHINE CAN BE WIRED/WIRELESS.
- THE MACHINE MUST NOT BE MADE FROM LEGO PARTS, OR ANY READY-MADE ASSEMBLY KITS.
- PARTICIPANTS ARE NOT ALLOWED TO USE ANY KICK MECHANISM.
- CLAMP WIDTH AT THE BASE MUST BE MINIMUM 15 CM, WITH MINIMUM DEPTH OF ABOUT 6 CM. CLAMP SHOULD BE STATIONARY I.E. WITHOUT ANY MOVING PARTS AND CAN BE OF ANY SHAPE WITH AN ANGLE OF NOT LESS THAN 90°.



ALLOWED



minimum distance between the arms at base
should be atleast 15cm and clamp angle can be
atleast 90 or more

COORDINATORS:

SOHAN (NO.: 9611379511)
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CYBERKICK ARENA

- THE ROBOT CAN BE POWERED BY A SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD.
- PARTICIPANTS SHOULD KEEP SPARE BATTERIES, OTHERWISE IT MAY LEAD TO DISQUALIFICATION, IF BOT IS NOT READY OR STOPS IN BETWEEN THE MATCH.
- THE LENGTH OF THE WIRE (FOR WIRED BOTS) SHOULD BE LONG ENOUGH TO COVER THE WHOLE ARENA AND WIRE SHOULD REMAIN SLACK DURING THE COMPLETE GAME.
- MINIMUM LENGTH OF THE WIRE PERMITTED IS 2M. ARENA
- THE ARENA DIMENSIONS ARE 8 FEET IN LENGTH AND 6 FEET IN WIDTH. THE ARENA HAS A 20 CM WIDE GOAL POST ON EITHER SIDE.
- THE ARENA IS BOUNDED FROM ALL SIDES.

RULES AND REGULATIONS:

- A TEAM CAN HAVE A MAXIMUM OF 4 MEMBERS.
- ONE TEAM MEMBER IS ELECTED AS THE ROBOT HANDLER. ONLY THAT TEAM MEMBER IS PERMITTED TO CONTROL THE ROBOT DURING THE GAME.
- ALL OTHER TEAM MEMBERS MUST REMAIN OUTSIDE THE GAME ZONE.
- THE MATCHES WILL BE HELD IN KNOCK-OUT FORMAT.
- PARTICIPANTS WHO MISBEHAVE MAY BE ASKED TO LEAVE THE COMPETITION AREA AND RISK BEING DISQUALIFIED FROM THE CONTEST.
- ROBOTS OR PARTICIPANTS THAT CAUSE DELIBERATE INTERFERENCE WITH OTHER ROBOTS OR DAMAGE TO THE ARENA WILL BE DISQUALIFIED.
- ALL DECISIONS ABOUT SCORING, GAME PLAY & TIMING, AND PARTICIPATION, MADE BY THE ORGANIZING COMMITTEE ARE FINAL.
- TEAMS SHOULD COMPLETELY RESPECT THEIR VOTE AND DECISIONS.

"AT ANY POINT JUDGES DECISION IS THE FINAL DECISION"

COORDINATORS:

SOHAN (NO.: 9611379511)
SYED MAAZ(NO.: 9035398837)



MECHAMAYHEM

Robowar

PROBLEM STATEMENT:

A MANUALLY CONTROLLED ROBOT WIRED OR WIRELESS HAS TO PUSH THE OPPONENT'S ROBOT OUT OF THE DESIGNATED ARENA & ALSO IT HAS TO DEFEND ITSELF FROM GETTING PUSHED OUT BY THE OPPPOSITION.



ROBOT:

- THE DIMENSIONS OF THE ROBOT USED FOR ROBOWAR SHOULD BE NOT MORE THAN 400MMX400MM (LENGTH X BREADTH).
- THE MAXIMUM PERMISSIBLE WEIGHT FOR THE ROBOT IS 10 KG (NO TOLERANCE ALLOWED).
- THE ROBOT SHOULD NOT BE SPLIT INTENTIONALLY INTO COMPONENTS OR PARTS DURING THE MATCH.
- NEGATIVE CLEARANCE WILL NOT BE ALLOWED.
- THE EXTERNAL DEVICE, WHICH IS USED TO CONTROL THE MACHINE, IS NOT INCLUDED IN THE SIZE CONSTRAINT. THE MACHINE CAN BE WIRED/WIRELESS.
- THE ROBOT CAN BE POWERED BY A SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD.
- PARTICIPANTS SHOULD KEEP SPARE BATTERIES, OTHERWISE IT MAY LEAD TO DISQUALIFICATION, IF BOT IS NOT READY OR STOPS IN BETWEEN THE MATCH.
- THE LENGTH OF THE WIRE (FOR WIRED BOTS) SHOULD BE LONG ENOUGH TO COVER THE WHOLE ARENA AND WIRE SHOULD REMAIN SLACK DURING THE COMPLETE GAME.
- MINIMUM LENGTH OF THE WIRE PERMITTED IS 4M.

COORDINATOR:
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ABISHEK (NO.:7411631327)

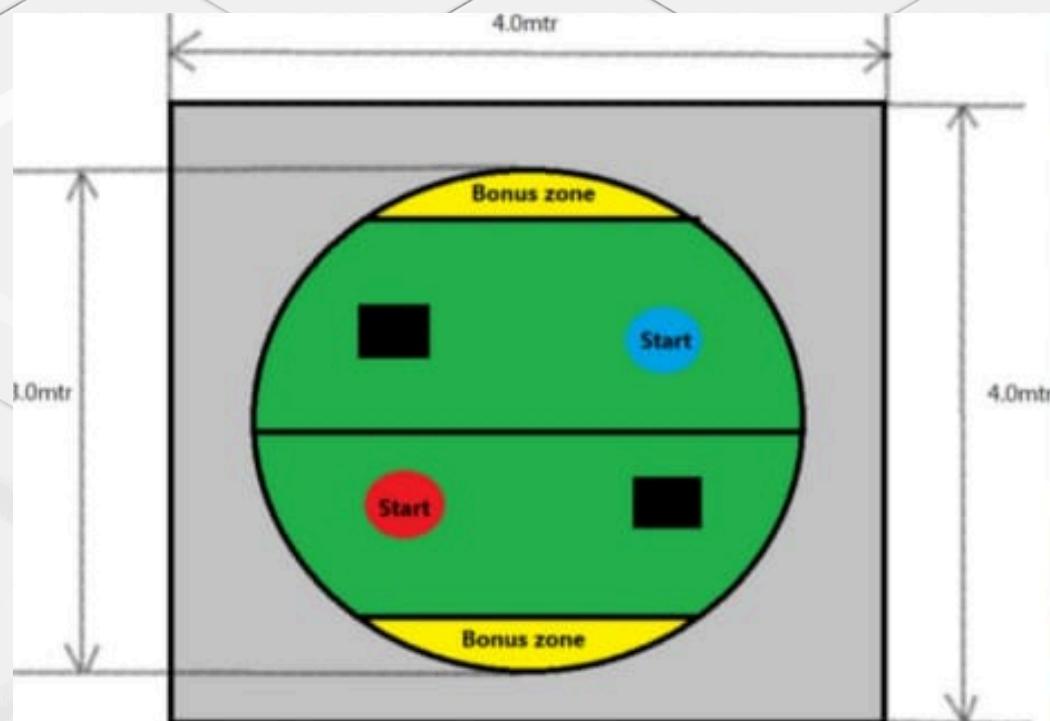


MECHAMAYHEM

GAME PLAY:

- EACH MATCH CONSISTS OF TWO ROUNDS.
- EACH ROUND WILL CONTAIN 3 RAIDS OF EACH TEAM AND EACH RAID WILL BE OF 30 SECONDS. THERE WILL BE TWO TEAMS, THE RED TEAM AND BLUE TEAM.
- A TOSS WILL DECIDE THE SIDE OF THE ARENA WHICH THE WINNING TEAM WANTS.
- IF THERE IS ENTANGLING OF WIRES THEN THE GAME IS PAUSED AND THE GAME WILL START FROM THE SAME LOCATIONS OF THE BOTS.
- TECHNICAL BREAK CAN BE USED BY BOTH THE TEAMS WHICH LASTS FOR 40 SECONDS AND CAN BE USED ONLY ONCE PER GAME (INCLUDING TIE BREAKER ROUND)
- TIME BETWEEN EACH ROUND IS 1 MINUTE. HAND TOUCHING DURING THE GAME TO AVOID THE BOT FROM FALLING OUTSIDE THE ARENA WILL LEAD TO THE BOT BEING CONSIDERED AS FALLEN AND NECESSARY POINTS WILL BE GIVEN TO THE OPPOSITE TEAM.
- FINAL DECISION IN CASE OF SOME AMBIGUITY WILL BE IN THE HANDS OF THE JUDGE.

ARENA LAYOUT



COORDINATOR:
ROHAN (NO.:7204576411)
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MECHAMAYHEM

- THE SQUARE MARKED BLACK IS THE DROP ZONE AND ITS SIZE IS 300X300MM (LENGTH X BREADTH)
- THE TWO TEAMS WILL START FROM THE CIRCLES MARKED RED AND BLUE
- THE DIAMETER OF THE TOTAL CIRCULAR PLAY AREA IS 3MTRS.

COORDINATOR:
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PATHTRACER CHALLENGE

Line Follower



PROBLEM STATEMENT

- AN AUTONOMOUS ROBOT HAS TO FOLLOW BLACK LINES ON A WHITE BACKGROUND OR WHITE LINES ON BLACK BACKGROUND AND REACH FROM STARTING LINE TO FINISHING LINE AS SOON AS POSSIBLE.
- THE ROBOT MUST BE ABLE TO DETECT A PARTICULAR LINE AND KEEP OWNING IT.
- OPEN TO ALL.

GAMEPLAY:

- ROBOTS WILL BE PLACED AT THE STARTING POINT AND TIME WILL BE RECORDED UNTIL IT REACHES THE FINISH LINE.
- EACH TEAM WILL BE GIVEN TWO TRIALS IN EACH ROUND. A ROBOT MUST RESTART IF:
 - A. THE ROBOT DOES NOT START AFTER PRESSING THE START BUTTON FOR 1 MINUTE.
 - B. A HUMAN TOUCHES THE ROBOT.
 - C. THE ROBOT MOVES OFF THE FIELD.
 - D. THE REFEREE ORDERS A RESTART.
- TIME LIMITS, SCORING AND PENALTIES RULES WILL BE ANNOUNCED ON THE DAY OF THE EVENT.

COORDINATOR:
RAMITA (9611535735)
ABISHEK (NO.:7411631327)



LINE FOLLOWER

THE ROBOT:

- THE Owing SIZE LIMITATIONS APPLY FOR EACH ROBOT. THE ROBOT CANNOT HAVE POTENTIAL MORE THAN 12V BETWEEN ANY TWO POINTS.
- THE ROBOT MUST BE CONTROLLED AUTONOMOUSLY WITH NO HUMAN AID.
- THE OVERALL SPECIFICATIONS OF THE BOT MUST NOT EXCEED FOLLOWING (INCLUDING TOLERANCE):-
 - WIDTH - 280MM MAX.
 - LENGTH - 280MM MAX.
 - HEIGHT - 200MM MAX.
- THE WEIGHT OF THE ROBOT CAN BE MAX. 5KGS.
- THE ROBOT MUST BE STARTED MANUALLY WITH A START BUTTON.
- USE OF LEGO PARTS AND READY-MADE BOOTS IS NOT ALLOWED.
- THE ROBOT CAN BE POWERED BY A MAX 12V POWER SOURCE SUCH AS A BATTERY FIXED ON THE ROBOT OR BY A STATIONARY POWER SOURCE CONNECTED TO THE ROBOT BY A CORD. PARTICIPANTS SHOULD KEEP SPARE BATTERIES OTHERWISE; IT MAY LEAD TO DISQUALIFICATION IF THE BOT IS NOT READY OR STOPS IN TRIAL.

THE TRACK:

- THE TRACK IS MADE UP OF WHITE COLOURED FLEX SHEET WITH BLACK COLOURED LINES ON IT OR WHITE LINES ON BLACK COLOURED FLEX SHEET.
- THERE WILL BE ONE START POINT AND ONE FINISH POINT IN THE ENTIRE ARENA.
- THE THICKNESS OF THE LINES WILL BE 30MM.
- THE COURSE LINE MAY HAVE ACUTE, OBTUSE AND RIGHT ANGLES, CURVES.
- THE COURSE LINE MAY ALSO HAVE DISCONTINUITIES AT VARIOUS POINTS.
- THE TRACK WILL BE RELEASED ON THE DAY OF THE EVENT ON THE SPOT.

COORDINATOR:
RAMITA (9611535735)
ABISHEK (NO.:7411631327)



LINE FOLLOWER

RULES AND REGULATIONS:

- A TEAM CAN HAVE A MAXIMUM OF 4 MEMBERS.
- THE COMPETITION WILL BE OF 2 ROUNDS. ROUND 1 SHALL BE A QUALIFIER ROUND AND ROUND 2 SHALL BE THE FINAL ROUND.
- IN ROUND 1, EACH TEAM WILL GIVE 2 TIME TRIALS. LEAST TIME AND WITH BEST OUT OF 2 GIVEN TRAILS WILL BE JUDGED UPON.
- FOR THE 1ST TRIAL A TEST RUN OF 3 MINS WILL BE GIVEN AFTER WHICH, IMMEDIATELY 1ST TIME TRIAL WILL FOLLOW
- TEAMS CAN GIVE THE 2ND AND FINAL TRIAL OF THE FIRST ROUND IMMEDIATELY AFTER THE 1ST TRIAL OR LATER IN THE COMPETITION. THERE WONT BE ANY TEST RUN FOR THE 2ND TRIAL.
- THE BOT MUST COVER THE ENTIRE TRACK WITHIN 4 MINUTES TO QUALIFY FOR THE FINAL ROUND. ANY SHORTCUT PATHS AND DEVIATION FROM THE MAIN LINE WILL LEAD TO PLACING OF THE BOT BACK TO THE NEAREST CHECK POINT. THE COORDINATOR'S DECISION WILL BE COUNTED AS THE FINAL.
- IN CASE IF NO BOT IS ABLE TO COMPLETE THE TRACK IN GIVEN TIME, BOT COVERING MAXIMUM CHECKPOINT IN MINIMUM TIME WILL BE SHORTLISTED FOR THE FINAL ROUND.
- THE LINE FOLLOWER BOT MUST BE FULLY SELF-CONTAINED AND MUST NOT BE EXTERNALLY OPERATED BY WIRE OR REMOTE RADIO CONTROL DURING THE COURSE OF THE RACE.
- BEFORE COMMENCEMENT OF THE ACTUAL RACING, THE TEAMS WILL BE ALLOWED TO TEST THEIR BOTS ON THE TRACK BUT ONLY FOR LIMITED PERIOD OF TIME AS DECIDED BY THE COORDINATORS.
- ONCE THE BOT IS PLACED ON THE TRACK, A MAXIMUM OF 8 TOUCHES WILL BE ALLOWED TO RESET THE BOT ON THE RIGHT TRACK AND A PENALTY OF 5 SEC PER TOUCH SHALL BE ADDED TO THE TOTAL TIME.
- WINNER SHALL BE THE GROUP WHICH FINISHES THE TRACK IN THE SHORTEST TIME. IN CASE NO TEAM MANAGES TO FINISH THE TRACK, THEN THE PRIZE SHALL BE GIVEN TO THE TEAM WHO COMPLETES MOST PART OF THE TRACK IN SHORTEST TIME AND WITH MINIMUM TOUCHES.

"AT ANY POINT JUDGES DECISION IS THE FINAL DECISION"

COORDINATOR:
RAMITA (9611535735)
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SKYFORGE 2147

Flyable Model /Drone Making

GENERAL RULES

- THERE IS NO LIMIT ON THE MAXIMUM NUMBER OF PEOPLE IN A TEAM. HOWEVER, A TEAM MUST HAVE AT LEAST 3 PEOPLE.
- ALL TEAMS ARE REQUIRED TO DESIGN, FABRICATE, AND FLY AN RC OR AUTONOMOUSLY CONTROLLED AIRCRAFT.
- MULTIPLE TEAMS FROM THE SAME COLLEGE ARE ALLOWED, PROVIDED THEY DO NOT ENTER MULTIPLE COPIES OF THE EXACT SAME RC PLANE.
- NO READYMADE MODELS, LIKE RTF, ARF, BNF, ETC., ARE ALLOWED.
- NO LIGHTER-THAN-AIR SYSTEMS AND ROTARY SYSTEMS ARE ALLOWED. ONLY FIXED-WING AIRCRAFT ARE PERMITTED.
- PARTICIPANTS ARE PERMITTED TO MAKE ALTERATIONS AND MODIFICATIONS BETWEEN ROUNDS ONLY IF THEIR AIRCRAFT SUSTAINS DAMAGE DURING A FLIGHT RUN. THEY CAN ONLY DO SO AFTER CONSULTING THE JUDGES AND MUST GO THROUGH ANOTHER TECHNICAL INSPECTION AFTERWARD.
- ANY CALLS REGARDING GREY AREAS IN THE RULES OR UPDATES TO THE RULES ARE UP TO THE JUDGE'S DISCRETION. THE JUDGE'S DECISION IS FINAL. TEAMS MAY NOT APPEAL ANY OF THE JUDGES DECISIONS.
- ALL PARTICIPANTS MUST BRING A LETTER STATING THAT THE MODEL THEY ARE PRESENTING IS ORIGINAL AND NOT COPIED, IN ORDER TO AVOID ANY CASES OF PLAGIARISM.

AIRCRAFT/MODEL SPECIFICATIONS:

THE PROPELLER DIAMETER SHOULD NOT BE GREATER THAN 13 INCHES.

- WINGSPAN SHOULD BE A MAXIMUM OF 1.5 METERS.
- ONLY ELECTRIC MOTORS (BLDC) WOULD BE ALLOWED. NO IC ENGINES OR ANY OTHER FORM OF PROPULSION WILL BE ALLOWED.
- USE OF PROGRAMMING ASSISTANCE IN ANY WAY OR FORM IS PROHIBITED. (E.G., GYROSCOPES, FLIGHT CONTROL BOARDS)
- THERE CAN BE A MAXIMUM OF ONE BATTERY PACK CONNECTED TO A PROPULSION SYSTEM. A PROPULSION SYSTEM CONSISTS OF ONE BATTERY, ONE OR MORE ELECTRONIC SPEED CONTROLLERS (ESC), AND ONE OR MORE MOTORS.
- THE MAXIMUM ENERGY CAPACITY OF THE BATTERY MUST BE AT MOST 50 WATTS-HOURS.
- RADIOFREQUENCY OF 2.4GHZ ONLY SHOULD BE USED AS A CONTROL LINK.

COORDINATORS:

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