ABOUT THE TRUST

- The memories of veteran freedom fighter, true Gandhian, Ex-parliamentarian &Ex-minister of UP State, Shri Ram Murti Ji, were the inspiration for setting up the Shri Ram Murti Smarak Trust in the year 1990.

- The vision and mission of the Trust are to use all its resources for the upliftment of humankind, by service to humanity. With the inspiration of the Late Shri Ram Murti Ji and with the untiring zeal and enthusiasm of Shri Dev Murti Ji, Shri Ram Murti Smarak College of Engg. & Tech. was established in 1996.Today, the college offers courses in Engineering, Pharmacy, Management, and Computer Applications.

- SRMS CET is recognized as a benchmark institution in defining quality education standards. The Sprawling scenic and serene campus stretching to over 30 acres, provides an ideal atmosphere for the pursuit of academic activities. Shri Ram Murti Smarak College of Engineering and Technology is the only self-financing college in the U.P. to have received a "Soft Loan" under the Technical Education Quality Improvement Programme (TEQIP) of the World Bank.

- The SRMS Trust has also furthered a noble cause by establishing the Shri Ram Murti Smarak Institute of Medical Sciences, which includes a 950-bed Multi Super Specialty: Tertiary Care Hospital and Trauma Centre a Medical and a Nursing College. The campus of the medical college and hospital is spread over an area of 30 acres and is located at 13.2 km on the Bareilly-Nainital Highway, Bareilly (U.P.).

- Rightly said, "**India is the one land that all human beings desire to see and having seen once, by even a glimpse, would not give that glimpse for all the shows of all the rest of the globe combined**". Being born in such a great country, we have millions of reasons to say,

"WE ARE PROUD TO BE AN INDIAN"

<u>TYRO –THE PIONEERS</u>

*"***TYRO–A BEGINNER***, is the way finders! The students club TYRO creates a diversity, inclusion, principle, and value-centred culture inside the SRMS CET campus. It promotes perfection in students through inclusivity, team building, aspiration, and faith. Its mission is to develop principle-centred leadership, robust technocrats, world-class managers, and pharmacists. It offers an invaluable opportunity for the students to showcase their intrinsic talent by hosting and co-hosting multiple events such as Zest, Aamod, Techvyom, and other wellness events. It believes that knowledge of the way is insufficient - one must tread it. If one has fundamental sincerity and a will to go through despite all the obstacles, then the goal is sure.

This time, we have introduced 'TECHVYOM' as a transformative league event, considering global scenarios.

"WE DON'T JUST HOST A TECH FESTIVAL...
WE IGNITE THE SPARK OF INNOVATION AND COLLABORATION!!!"

TECHVYOM-2024...

TECHVYOM

(A National Level Technical Fest)

The mission of the National level annual technical festival Techvyom' is to empower the next generation of Engineers and Technocrats by providing them with a robust foundation for creativity, innovation, and team building through the flavor of cutting-edge technology. This festival will go beyond the academic curriculum with hands-on experience to look towards operations, connections, computations, and simulations. It will explore existing interests and discover new ideas in the automotive and mobility industry, electric autonomous vehicles, 5G communication technologies, human-centric robotics, aero modeling, Green technology, etc. It will inspire participants about the potential applications of artificial inteligence,machine learning, and new-age semiconductor technology. Finally, the ultimate aim is to create mindful leaders who enact positive change by practicing awareness and compassion.

RULES AND REGULATIONS OF TECHVYOM

- Travelling expenses of participating teams will be borne by the sponsoring institutions.
- All the teams are required to confirm their arrival time and place, well in advance before 11/05/2024, so that they can be received by the volunteers of SRMS.
- Faculty members accompanying the team will not be charged any fee subject to a maximum of two.
- Boarding and lodging will be provided only to the registered members and accompanying faculty members at payable charges.
- Any event can be called off on the spot as per the number of participants.
- All the participants are requested to bring their identity cards and a letter of approval from their college authority.
- Registration for any event will stop before the inaugural ceremony.
- Participants only from B. Tech, B.E., B. Pharm, MBA, Medical, M. Tech, Nursing, Paramedical, B.A., L.L.B, PGDM, and MCA will be entertained.
- In cases of shortage of time, registration for any event will be done on a first come first serve basis.
- The students from all the participant colleges will be allowed to participate in the events only after their registration.
- The coordinators reserve the right to change the rules with due approval of the faculty in-charges and the judgement committee if necessary. Changes in the rules will be highlighted on the website.
- Final decisions regarding DISQUALIFICATION, ENROLLMENT OF TEAMS, & RESULTS in all the events will be subject to the concerned Faculty in charge, Judges only.
- Smoking and drinking alcohol are strictly prohibited inside the campus.

RULES FOR PARTICIPATION IN TECHVYOM-2024

- The top body of Tyro Club including the President, Vice-President, Secretary, Joint Secretaries, Treasurer, and all the Organizing Secretaries can participate in one event of the TECHVYOM.

- All chairpersons can participate in any 1 event excluding events for their respective club.

- All the head coordinators can participate in 4 events including 2 events for their respective clubs.

- Committee co-coordinator can participate in a total of 4 events of TECHVYOM but not in the event in which they are Coordinating.

- Tyro Executives can participate in 5 events.

NOTE:
1. **If number of participants are 5 or more, then I, II & III prizes will be distributed.**
2. **If number of participants are 4, then only I & II prizes will be distributed.**
3. **If number of participants are 3, then only I prize will be distributed.**
4. **If number of participants are less than 3, then that particular event will be cancelled.**

ILLUMINATI CLUB

CODE QUEST

Description:

- 5 different problem statements will be given to each team.
- Participants have to solve the questions in a given amount of time.
- The fastest solver will be the winner.

Rules:

- It is a team event with 2 members in each team.
- Use of Pen Drives/ memory devices is strictly prohibited.
- Use of Chat GPT and other AI tools is prohibited.
- Pre-made programs will not be considered.

BYTE BATTLE

Description:

- It is a coding competition **Only for the first year.**
- Languages allowed are Python, C, JAVA.

Rules:

- It is an individual event.
- Participants can use Notepad/VS Code.

- Participants have to use the computer system provided.

TECHNICAL QUIZ

Description:

- It is a quiz competition.
- Participants have to solve basic Aptitude and Technical Questions.
- The event will be held in 3 rounds and the highest scorer of an individual round will be the winner.

Rules:

- It is an individual event
- Use of any electronic devices like mobile phones, laptops, or smart watches is strictly prohibited.

CLONE THE WEB

Description:

- A webpage on the website will be shown.
- Participants have to make a similar web page within the given amount of time.

Rules:

- It is an individual event.
- Languages allowed are HTML, CSS, and JavaScript.
- Platform to be used is Notepad.

- The time limit is 50 minutes.

EQUINOX CLUB

App Craft Challenge

Description:

- Participants have to develop a working android application on the problem statement/theme provided.

Rules:

- It is a team event with 2 members in each team.
- Problem statement/theme will be given on the spot.
- The time limit is 1 hour.

DB Hunt

Description:

- Participants have to write a code/query for the schema (tables) provided.

Rules:

- It is an individual event.
- Database Schema will be provided on the spot.
- Platform - SQL Command Line.

- The time limit is 1 hour.
- Judgement will be based on swiftness and number of questions solved.

Debug Expert

Description:
- Participants have to debug the given code and find the correct output of that code only in the C language.
- Code will be given on the spot.

Rules:
- It is an individual event.
- The time limit is 1 hour.

Game Jam

Description:
- Participants have to design a web-based game.
- The name of the game will be disclosed on spot.

Rules:
- It is a team event with 2 members in each team.
- The time limit is 1 hour.
- Languages that can be used are HTML, CSS and JavaScript.
- Judgement will be based on functionality, design, and co-relation to the topic.

SYNERGY CLUB

JUNK-WARS

Description:

- Build a model from E-Waste & that model should show some output.
- The participants should use their theoretical knowledge, practical skills, and ability to make the best out of what is available.

Rules:

- Make a useful product out of the waste that may use household waste, stationery waste, etc.
- Product will be judged upon Creativity, Innovation, Explanation, and Maximum use of utility.
- Material has to be brought by the participants.

DRONE RACE

Description:

- The better you control your drone, the better you make choices, and better chances to compete with your opponent. Construct a drone that can reach the destination while flying through hurdles sharp turns etc.

Rules:

- Each team is allowed to have a maximum of 5 members.
- The drone that earns the most points wins.
- Readymade Lego kits are not allowed.
- Points will be deducted on restarting the drone.

- The team members have to explain the working of their drone.

PIRATES OF THE CARIBBEAN (AQUA RACE)

Description:
- Complete the track in water without touching the hurdles with in the least possible time.

Rules:
- Dimensions of the bot should not exceed 20 cm x 20 cm x 20cm.
- The supply given to the model should not exceed more than 24V.
- If the bot touches any hurdle there will be an addition of 5 seconds (for each touch) in the total time of completion of the track.

- Maximum weight of the bot should be less than 2.5kg.
- Maximum 5 members are allowed in a team.

DRAG AND PLACE

Description:
- Drag and Place is one of the most exciting synergy events.
- You just have to drag the obstacle and place it in their required places.
- The arena will be revealed during the competition.

Rules:
- It is a team event with 3-5 members in each team.
- There will be three types of 3D obstacles presented in the arena i.e., Square, Triangle, and Sphere.
- Placing of square will reward you 15 points.
- Triangle will reward you 20 points.

- Sphere will reward you 35 points.
- Wireless robot will award you a bonus of 20 points.
- Touching the robot will during the event will cause you a deduction of 5 points. Maximum time for a team is 5 minutes.
- Testing on the track will not be allowed.
- Evaluation will be done on the maximum points scored.

Limitations For The Bot:

- It must be controlled autonomously without any human aid. The robot must be powered by 24 volts DC.
- The size should be 35 cm x 30cm x 25 cm [l*b*h]. The maximum weight of the robot is 5 kg.
- Readymade kits and IC engines are not allowed.
- The robot should be controlled over wired or wireless.

ROBOTRAX CLUB

LINE FOLLOWER ROBOT (WRONG TURN)

Description: BEING ON THE LINE WILL MAKE YOU SHINE!!!

- LINE FOLLOWER ROBOT is one of the most exciting Robotics Events of all time. Your bot through the given arena comprised of an interesting path. All you need is to make your bot compatible with every type of path that you can imagine, the path will be BLACK and the background is going to be WHITE. The Arena will be revealed during the competition.

Rules:

- It is a team event with 2-4 members in each team.

- Point description will be disclosed on the spot before commencement of the event.
- In case of any discrepancy faculty decision will be final and binding.
- Any team found flouting any rules would be automatically disqualified.
- Robot must not exceed circuit voltage of 12v and a weight of 2 kg at any point in time.
- Testing on the track will not be allowed, & if done so, the team will be automatically disqualified.
-

Limitations for the Robot:

- The size limitation should be 200mm lengthwise and 200mm width-wise.
- It must be controlled autonomously without any human aid.
- The robot must be powered by a battery source placed on it.
- Readymade Lego kits and IC engines are not allowed.

RUN BHUMI(ROBOWAR)

Description:

- Design a manual bot capable of fighting with another bot with or without a weapon and damage it completely.

Rules:

- The bot should be powered electrically. Use of an IC engine in any form is not allowed.
- Each team must prepare its power sources. Only 220V A.C. the source will be provided at the arena. The teams have to bring their own batteries.
- In the case of using onboard batteries, the only permitted one should not spill or spray any of their contents when damaged or inverted.
- All connections should be made safe to prevent short circuits and battery fires.
- Any unsafe circuitry may be asked to be replaced, failure to do so will result in disqualification.
- The event will be played in two rounds.

ROUND-1:
- This round will test the strength of the bot.
- This round is further sub-divided into 2 parts.
- No weapons are allowed to be used in this round.

ROUND-2:
- This round will be a one-on-one battle between the robots with all weapons engaged.
- The match will end with either one of the robots being rendered immobile or at the end of the stipulated time of 5 minutes. In case no team can win the match in this stipulated time decision of the winner will be taken by the judges based on their performance in the match.
- The decision of the judges will be binding and final.

Bot Specification:
- The Dimension of the bot should not exceed 55 cm x 55 cm x 55 cm.
- Tolerance of 5% is allowed.
- The weight of the bot should not exceed 28 kg.
- The bot should fit in a box of 55 cm x 55 cm x 55 cm before the start of the match.
- Ground Clearance of the robot should be at least 2mm.

Mobility & Weaponry:
- All robots must have easily visible and controlled mobility. Methods of Mobility may include:
- Rolling (wheels, tracks, or the whole robot).
- Walking (linear actuated legs with no rolling or cam-operated motion).
- Shuffling (rotational cam operated legs).
- Jumping, hopping, flying or any other method of mobility which leads the robot to lose contact with the ground is not allowed.
- All kinds of weapons except the following:

- *Weapons designed to cause invisible damage (Electrical weapons, RF Jamming, EMF fields, etc.).*
- *Any kind of projectile.*
- *Weapons using liquids, gases, or foams.*
- *Weapons using any source of heat or fire.*
- *Explosion based weapons.*
- *Rotor is allowed.*

The arena should never be damaged by the weapons in any case. If found violating this, the team will be disqualified depending on the decision of the judges which will be final.

ROBO-SOCCER (WILD SOCCER)

Description:

- For all the techies as well as soccer fans out there, who havethe desire toshowcase their talent in football, but also are too lazy to play football, here comes an event meant for you. All you need is a higher level of tenacity, passion for football, an all-time habit of beating your opponent and you are good to go.

Rules:

- This is a team event with 2-5 members in a team with exactly two bots.
- The participants must build a wired/wireless, manually controlled robot that can play a match by ball passing or dragging in the goal post.
- The bot should fit in a box of 35 cm x 35 cm x 35 cm (l x b x h) at any point during thematch.
- All robots must have easily visible and controlled mobility to compete.
- Power used should not exceed 24-volt &3-amp DC supply.
- The weight of the bot should not exceed 3 kg.
- Use of an IC engine and Lego Kits in any form is not allowed.
- The judges' decision will be deemed final.

- The bot should be placed on wheels, any other body part of the bot should not touch the ground.
- Wireless botswill benefit an extra point.

Game Play:
- In this round one bot of each team will play against the one bot of the other team.
- There will be no negative points if the ball falls out of the arena. But there will be negative points if the bots purposely try to damage the opponent's bot.
- There will be three rounds in wild soccer. Each match will be of 2 min.

AERONAUTICS CLUB
CATAPULT

Description:

- A catapult is a ballistic device used to launch projectiles at large distances without the aid of explosive devices. It's a one of a kind of mechanical warfare from ancient times. It displays the analytical skills and engineering aptitude of the participant.

Rules:

- It is a team event with 2-5 members in each team.
- The Wooden Block (5 cm x 5 cm) weight would be approximately 50 grams, which is to be projected.
- Catapult must be only spring-based (neither chemical nor explosion-based).

- The minimum range of projection with a spring catapult is 4 meters.
- 3 throws will be provided to each team.
- The winner will be decided by the maximum range covered by the ball.
- Calculation of the score will be based on the average distance taken from the 3 throws.
- The main structure of the catapult should not exceed 4 feet. (Shooting arm can be longer), otherwise it may lead to disqualification of the team.

BRIDGE BUILDING

Description:
- Design and construct a bridge that can withstand a specified load while adhering to specific guidelines and constraints.

Rules:
- It is a team event with 2-3 members in each team.
- minimum length 50 cm, minimum Width 10 cm and maximum 30 cm
- The thickness of overlapping ice cream sticks does not exceed 1.5 cm.
- The following are the only materials that may be used to build the bridge -
  Ice-cream sticks, Glue (Fevicol),any kind of Tape, Glue gun (apart from these, no other adhesive is allowed).

ASSEMBLE-DISSEMBLE

Description:
- The objective of an event titled "Assemble Dissemble" of any component could be to provide participants with an opportunity to develop and showcase their skills in assembling and disassembling a specific component or object.

Rules:

- It is a team event with 2-3 members in each team.
- Evaluation will be based on the minimum time recorded.
- In case of a tie judges will decide the winner.

LITERARY CLUB

BOOK COVER DESIGNING

Rules:

- It is an individual event.
- Theme will be disclosed on spot.
- Time limit is 30 minutes.
- The designing would be done on CANVA.
- Judgement will be based on creativity and alignment.

EXTEMPORE

Rules:

- It is an individual event.
- Topic will be allotted through chit-picking.
- Time limit is 1.5 minutes.
- Preparation time will be 30 seconds.

- Judgement will be based on fluency and correlation of content with the topic.

VERSES OF THE VALLEY

Rules:

- It is an individual event.
- Time limit is 1 to 3 minutes.
- Can be in any preferred language.
- Original content should be presented.
- Judgement will be based on originality of content and creativity.

   (Disqualification will be done for copying the content.)

TREASURE HUNT

Rules:

- It is a team event consisting of 2 members in one team.
- The event will be completed in three stages:
    - Stage 1:Search Puzzle

      Find the maximum amount of words in 1 minute to qualify for the next round.

    - Stage 2:Wordle

      Find the location by building the word.

      Qualification will be based on a first come first serve.

    - Stage 3:Arrange the Picture

The fastestteam to unjumble the picture will win.

PHARMQUIMICA CLUB
AAVISHKARAK

Description:

- Participants have to prepare working models related to the Pharmaceutical and life sciences.

Rules:

- It is a team event with 3 members in each team. (3 members from any batch).
- The model should be related to pharmaceutical science and life science.
- Judgement will be based on creativity and closeness to the theme.

PHARMA-DESK

Description:

- The event is about preparing Pharmaceutical / Nutraceuticals / Cosmaceuticals products (Eg – Nutrition Bar, cookies, Herbal Cream,etc.)

Rules:

- Participants should present their formulations which they were allotted under concerned faculty members.
- It can be presented in groups/individual.

- Maximum number of participants in a team is 3 members per team.
- It is mandatory to Prepare a Digital Label for your Prepared Product.
- Each team has to speak for 2 minutes on the prepared product.
- Judgement will be based on creativity and closeness to the theme.

PHARMDRAW

Description:

- In this event, the participants have to make innovative tissue paper art that is related to Pharmaceutical Science and Biological Science.

Rules:

- Participants have to bring their materials.
- It is a team event with 2 members in each team.
- A-3 Sheets will be provided to the participants.
- Theme - Pharmaceutical Science and Biological Science.
- Time limit: **45 minutes**
- Explanation time: **5 minutes**
- Interpretation and Clarity of the theme should be depictable through the Art.
-

PHARMA-SCOUT

Description:

- The event includes empty boxes that contain disease names written on them. Participants have to put the right Dosage form in the empty boxes according to the treatment of the Diseases.

Rules:

- It is a team event with 2 members in each team.
- Each empty box contains different diseases.

- A stock box of medicines will be provided, containing random medicines that are used in the treatment of diseases.
- The time limit is 3 minutes.
- Participants can pick only one dosage form at a time.
- Net access is prohibited.

MANAGEMENT CLUB

Ad MAD

Description:

- Bring out the creativity inside you and make an outstanding advertisement of your own. Be it funny or sensitive, be it just your creativity and ad sense.

Rules:

- It is a team event with 3-4 members in each team.
- Topics would be provided on the spot.
- 30 minutes will be given as preparation time.
- The time limit for performing the advertisement is 1-2 minutes.
- Participants shall be judged based on spontaneity, content, adherence to the topic, on-stage presentation, coordination, and overall appeal of the advertisement.

BUSINESS QUIZ

Description:

- The quiz contains questions related to the world of business.
- No external help will be provided.
- Co-ordination and discipline should be maintained properly during the quiz.

Rules:

- It is a team event with a minimum of 2 and a maximum of 3 members in each team.
- Maximum of 2 teams can participate from one department.
- There will be 5 rounds with the last round being the Buzzer Round.

BUSINESS PLAN

Description:

- Participants have to express a business plan made by using their creativity.
- The solution for the problem should be innovative, feasible, and market-compatible.

Rules:

- It is a team event with a maximu of 4 members in each team.
- The team should submit their innovative ideas in the form of a powerpoint presentation.
- The powerpoint presentation should have 7 slides containing the problem statement, existing solutions, innovative solution, Implementation, target community, Prototype, and conclusion.
- The pitching duration for each idea will be 5 minutes followed by 2 minutes of a question-answer round.
- The ideas will be evaluated based on innovation, practicality, feasibility, scalability, and social relevance.

BILLBOARD POSTER MAKING COMPETITION

Description:

- Participants are asked to prepare a bill board advertisement for certain companies/products in a time frame.

Rules:

- Participants can participate individually or in a pair of two.
- Time frame: 1 hour for preparing and formulating their ideas.
- Presentation & Explanation: the participants have to present & explain their poster.
- Originality: The proposed idea should reflect participants creativity and originality.
- Theme: Market in the era of AI and the use of AI in advertisement.
- Supplies: The participants are requested to bring their own supplies (sketch pen, pencil, colour etc.) and would only be provided with a sheet by the institute. Use of water colors is strictly prohibited.

MEDIA RELATION CLUB

SHUTTER SHOWCASE: CELEBRATING CAPTURED MOMENTS

•Photography event

•**Theme - Stray animals**

- It is an individual event.

- Each participant can submit a maximum of three photographs for consideration.
- Participants are required to send the photos in the form of a PDF on the MRC's mail with your Name, Branch, Year, 1 hour before the event starts after that no entries will be considered.
- Editing of photographs is allowed, but excessive manipulation and use of AI that alters the original image drastically is discouraged.
- Participants must ensure that their submissions do not contain any offensive or inappropriate content.
- Judgement will be based on clarity, originality and co-relation to the topic.
- **Mail – mrc.media17@gmail.com**

CINEMAGIC: CAPTURING MOTION ON SCREEN

•Videography event

•**Theme - Your city.**

- It is a team event with a maximum of 3 members.
- The video should not exceed the maximum limit of 3 minutes. Otherwise, it will lead to disqualification.
- The video should be sent on the MRC's mail with your Name, Branch, and Year, 1 hour before the event starts after that no entries will be considered.
- Video editing tools can be used but heavy filters are prohibited.Excessive transitions will not be considered.
- Each participant can submit only one video entry for consideration.
- Judgement will be based on cinematography, editing, sound design, adherence to the theme, and overall impact.
- **Mail – mrc.media17@gmail.com**

DESIGN DYNAMO: LOGO CREATION

•Digital platform event.

•**Theme - will be disclosed on the spot.**

- It is an individual event.
- Each participant can submit only one entry for consideration.
- Use of AI is STRICTLY PROHIBITED.
- Half an hour will be provided to make the logograph on CANVA.
- Designs must not contain any offensive or inappropriate content.(Such participants will be disqualified on the spot).
- Judgment will be based on creativity, originality, relevance to the theme, visual appeal, and overall design execution.

LAN GAMES

MINI-MILITIA

Rules:

- The total player is 5 (4+1) in a match.
- The application will be provided.
- Maps are- Catacomb, High Tower, and So Long.
- Unfair practices are subject to disqualification.

- Knockout basis qualification.
- Participants have to install the game on the venue.

BGMI

Rules:

- Knock out basis (qualification).
- Each team can have 4 active participants and 1 extra player.
- Use of MODS are strictly PROHIBITED if found the team will be suspended.
- Maps will be disclosed at the time of the event.

OPEN EVENTS

- **Tech Gallery**
- **PLC Designing**
- **CAR-RACE (ASPHALT)**
- **Speed Cubing**

SPEED CUBING

Rules:

- It is an individual event.
- Participants will be provided with a scrambled Rubix Cube.
- Maximum time given to solve the cube is 3 minutes.
- In case of a tie, a re-match will be conducted.

CAR-RACE (ASPHALT)

Description:

- The better you control your bot, the better you make choices, and better chances to compete with your opponent. Construct a bot (Wired/Wireless) that can reach the destination while traversing through hurdles, sharp turns, wavy and muddy paths, wedges, etc.

Rules:

- A team will be disqualified if it is not present with its bot in the allotted time.
- The team will be disqualified if its bot fails to fulfill the given bot specifications.
- The team will be disqualified if its bot is found to be damaging the opponent team's bot or the arena.
- The bot will be checked for the safety of the opponent's team and the arena and will be disqualified if found unsafe.
- LEGO kits or any other similar kits are not allowed.
- Power supply should not be exceeded 24V & 3Amp DC.
- Flying the bot using air foil, helium balloons, etc. is not allowed.
- The coordinators reserve the right to change any or all of the above rules as they deem fit.
- The decision of the faculty will be final and binding on all. In case of any misbehaviour with coordinator & faculty team will disqualify.
- 5% tolerance will be given in dimension & power supply.

Bot Specifications:

- Maximum allowable dimensions of the bot will be 32 cm x32 cm x 32 cm (l x b x h).
- The bot can be manual or semi-autonomous. The weight of the bot should not exceed 5 kg. This includes the weight of all external control devices.
- Use of an IC engine in any form is not allowed.

Gameplay Details:

- Bot will start from 1st checkpoint.
- There will be a penalty of 5 seconds for each restart and 10 seconds for each skip.
- Once started team members are not allowed to touch the bot.
- Only one member can control the bot.
- Wireless bot will benefit from an extra 5-second concession.
- If the bot goes out of track at most 5 times, then the team will be disqualified.
- Each manhandling penalty of 5 seconds will be added to the total time.