

DTMF RACE

PROBLEM STATEMENT:

1. As the name suggests, your bot has to complete the race overcoming and avoiding various obstacles in the least possible time.
2. The participants should prepare a wireless DTMF bot which competes with other bots in an obstacle race.
3. Note: Track for the Obstacle race will be made up of different terrains with obstacles to test the participant's control of the bot. It's made wide enough for one bot to navigate freely.
4. The track will be flat and will have obstacles and may be slippery
5. The location of the obstacles and the track itself won't be revealed until the time of the event

EVENT RULES:

1. Bot dimensions should not cross 20cm*20cm*20cm(l*b*h) at any time during the event.
2. If a team is not ready when their challenge round is called by the judge, the team forfeits and the opposing team is declared the winner by default.
3. The machine should be controlled by a wireless remote control mechanism throughout the race.
4. Each team is allowed to have only one machine.
5. The machines have to use an onboard power supply. No external power supply will be allowed. Teams shall bring their own power supply for all its machines.
6. Organizer's decision is final. No arguments will be entertained. If any arise, the team will be disqualified

JUDGING CRITERIA AND PENALTIES:

1. Each obstacle will be indexed and each obstacle will have its own time penalty and will be announced during the event itself.
2. Every time the bot crosses the boundaries, a time penalty of 5 seconds will be imposed
3. Every time the bot is not able to cross an obstacle, the team has a choice of skipping the obstacle for a time penalty
4. The bot which completes the track in the least time wins

TECHNICAL TIMEOUTS:

1. Each team will be allotted 2 complimentary technical timeouts - each max of 2 minutes.
2. These technical timeouts can't be split into smaller parts and used
3. If the team crosses 2 minutes in the technical timeouts, then for every additional second, 2 seconds will be a time penalty
4. If the team wants more than 2 technical timeouts, then the team will be awarded n times the time they use as a time penalty. Say the team took the 4th timeout and use 10 seconds then the team will have a time-penalty of 40 seconds