



PathFinder

Speed Matters!

Introduction

In this competition participants would be competing against each other in an arena which would be having white stripes on a black background. Robots should be designed in such a way that it can take turn whenever there is a curve.

Prize Money

1st Prize: 10,000

2nd Prize: 7,000

3rd Prize: 4,000

Problem Statement

Round 1

Teams will need to submit working video of their robot as a Proof of Concept.

- Duration of video must not be more 5 minutes.
- Video must be in mp4 format.
- Ensure the proper visibility of bot in video.
- Bot shown must be the one which is to be operated over arena.
- Any sort of malpractice might lead to disqualification.

Round 2

The robot will be required to follow the path on the arena. The layout of the arena will be disclosed on the spot.

Track Specification

- The layout of the track will be disclosed on the spot.
- The track will have straight paths and smooth circular turns.
- The lines will be of standard white color of the width of 3 cm (with a dark background).
- The starting point and ending point will not coincide.
- White strip will be present at the end of the arena.

Machine Specification

- The robot must be fully autonomous.
- It should be controlled by a micro-controller using differential drive.
- At any time of the event, the robot dimensions must not exceed 250x250 mm length and breadthwise.
- There isn't any constraint on height and weight.



- The maximum DC voltage between any two points in the circuitry must not exceed 24V.
- No pneumatics and hydraulics are allowed. Mechanisms which can harm other robot are NOT allowed.

General Rules

- Any damage caused to the arena at any point in time will lead to disqualification /penalty.
- The robot has to travel only on the prescribed arena, and if the bot completely leaves the arena it will have to start from the previous checkpoint.
- Bring your college/student I-Card at the time of competition.
- Any of the above-mentioned rules, if found violated, teams would not be allowed to participate in the competition.
- Decision Taken by Judges will be final and binding for all.
- Any misbehaviour will lead you to disqualification from the competition.
- If less than 5 teams will be registered, then only first prize will be given and if less than 10 teams will register, only two prizes will be given.

Team Specifications

- Team should be of 3-5 members.
- Members of a team may be from the same college/school or different (K12/UG/PG).
- Any number of teams can participate from one college/school.
- Professionals are not allowed. Only students can participate.
- Participants are required to bring their school/college ID cards.
- Once registered, the same team cannot register with another name or for another robot other than previously registered one.
- Every team must have a unique name that should not be offensive conflicting or inappropriate.
- Organizers have the right to reject entries for any inappropriate team name.
- Organizers must be notified if a team's name has been changed.
- Team Representative: Each team must specify their Team Representative (Leader) at the time of registration on the website. All important communications between the organizer and the registered teams will be done through their Team Representative. The Team representatives must submit valid contact details (phone no., email id, etc.) at the time of registration.
- If teams don't show up on allotted slot, they will be disqualified.

Event Timeline

Round 1	POC Submission Deadline	12 th April 2022
	Releasing list of shortlisted teams for final round	14 th April 2022
Round 2	On site event	16 th April 2022



Mindbend

SVNIT Surat

Registration Details

Registration window will open soon!

For updates, follow us on   

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