

Problem statement:

The bot which completes the race in the least possible time is declared as winner

Rules :

- 1) Bot dimensions should not cross 20cm*20cm*20cm
- 2) The track will be flat and will have obstacles
- 3) The location of the obstacles and the track itself won't be revealed till the time of the event

Judging Criteria and Penalties:

- 1) Each obstacle will be indexed and each obstacle will have its own time penalty
- 2) Every time the bot crosses the boundaries, a time penalty 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
- 5) Each team will be allotted 2 complimentary technical timeouts - each max of 2 minutes.
- 6) These technical timeouts can't be split into smaller parts and used

Time penalties :

Track crossing - every time the bot crosses the boundary, 5 seconds will be added to the team's total time

Cardboard hurdles - each time the bot touches/displaces the hurdle, 5 seconds will be added to the total time

Bumps - each time the team is not able to cross the bump, the team can choose to skip the hurdle for a time penalty of 10 seconds

Technical timeouts - if the team crosses 2 minutes in the technical timeouts, then for every additional second , 2 seconds will be as a time penalty

if the team wants more than 2 technical timeouts then the team will be awarded n times the time they use as time penalty

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say the team took 4th timeout and use 10 seconds then team will have a time-penalty of 40 seconds

General Disclaimers :

- 1) Participants who have registered online and participated in the event will get a participation certificate
- 2) The track maybe slippery
- 3) Organizer's decision is final. No arguments will be entertained. If any arise, the team will be disqualified