**ROBO-SAPIENS**

**Line follower Robotic competition:**

The objective of the competition is to cover the track as fast as it can by accurately following the track from start to finish line keeping the checkpoint.

**Rules And Instruction:**

* Team should consist of maximum 4 members.
* Any member of any team should not repeat in any other team .In case both the teams would be disqualified.
* Every team has its own hand made ROBOT.
* Sharing of ROBOT would lead you to disqualification.
* No restriction on motors, batteries, wheels, sensors.
* Size of ROBOT should not exceed 30 cm x 30 cm.
* Touching of robot would not be allowed once the time started.
* Qualification would be awarded on the basis of maximum distance covered.
* Any DELAY command in the programming is not allowed.
* Any misbehave or slang words would result in disqualification.
* Robot damage would be on your hand.
* Major damage to the arena would result in fine.
* Robots qualifying the 1st round would proceed to the next round.
* Maximum 3 min is allowed to complete the course otherwise disqualified.
* Robot should be completely autonomous as it leaves the starting line till it complete the course otherwise it will be disqualified.
* Robots that wanders off the arena it will be disqualified, even any parts goes out the area it will be consider as disqualification
* If Robot losses the line it will be place on line/track where it loses its ways or any place prior to its last point.
* The decision of the judges will be final.

**Course Time**: Time in which robot leave the start line and its forward part cross over the finish line

**ROUNDS:** 3 rounds in total

1) Qualifying round

2) Eliminating round

3) Final round

**OBJECTIONS.**

1. No objections shall be declared against the judges' decisions.

2. The lead person of a team can present objections to the Committee, before the match is over, if there are any doubts in the exercising of these rules. If there are no Committee members present, the objection can be presented to the judge before the match is over.

**FLEXIBILITY OF RULES**

As long as the concept and fundamentals of the rules are observed, these rules shall be flexible enough to encompass the changes in the number of players and of the contents of matches.Changes or cancellations of the rules may be made by the organizer, as long as it is permitted and Published before the event and maintained consistently throughout the event.

**WINNERS:**

The Team covering the maximum track in less time will be consider as winner but judges have the authority of final decision