**INTRODUCTION**

Flying Golf

 "The world is moving ahead at a rapid rate. Machines are replacing man in every field and reducing our efforts. The sports are also not left out. Let’s make our creation entertain and play for us. This time it’s GOLF, Flying Golf. The bots will kick off the balls to score goals and win for u.

**PROBLEM STATEMENT**

Make a bot which can kick or shoot the balls into holes as in golf.

**RULES & SPECIFICATION**

 1.The team can consist of a maximum of 5 members. All the team members must contain valid id of their institute.

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2.The dimension of the bot should fit in a box of 45cm X 30cm X 30 cm at the initial position (including shooting mechanism).

3.The maximum dimensions of the bot during any time in the event must not exceed 60cm X 30cm X 30cm. 70 negative points will be awarded for breaking this rule during or before the commencement of the event.

4.The maximum voltage between any two points on the bot must not exceed 12V.

5.The shooting mechanism may be automatic (electrical or pneumatic or any other means where you don’t have to touch the mechanism repeatedly) or mechanical. The bot with mechanical mechanism should have single point trigger mechanism only.

6.The bot with automatic shooting mechanism will be awarded 40 bonus points. 7.The bot can be touched only 3 times and that too if there are some technical problems in the bot. Each time the bot is touched, points will be deducted from total. If the problem still exists, the bot will be disqualified.

8.The final arena of the golf will be disclosed on the spot. Though the sample arenas will be uploaded on the MindBend website. The bot will have to climb a gradual hill and use skills to score points in higher levels.

9.There will be 3 levels in this event. Only after successfully completing one level will the bot will be allowed to go to the next level.

10.If at any moment, the team feels that the ball has been trapped, then they can restart with the same ball. But the ball will be positioned back to its original point of start. The team will be allowed a maximum of 2 restarts. More restarts will result in negative points.

11.The maximum points awarded per hole in the first level will be 10, second level will be 25 and third level will be 50. There will be 3 holes in 1st level, 2 holes in 2nd level and 1 hole in 3rd event.

12.The total time allowed per team will be 10 minutes officially. Taking extra time for completion will result in negative points. Time more than 15 minutes will not be given to any team under any condition.

13.The bot is expected to shoot balls into holes in two shots only. Taking more shots will result in negative marking.

14.The marking scheme will be as follows:

Total points = L1 + L2 + L3 + (0.33)TL – (0.33)ET + B – (2)ES – (2)RS - NP,

L1, L2, L3 are the points scored in level 1, 2 & 3 respectively.

TL is time left in seconds from 10 minutes and ET is the extra time in seconds taken by the bot to complete after 10 minutes.

B : bonus points awarded to the bot.

ES are the extra shot(s) per hole made by the bot.

RS are the extra number of restarts made by the bot.

NP : negative points awarded for extra size.

The bot may be wired or wireless

The sample arenas will be uploaded in a few days.