

Round one: The participants should build an autonomous mazebot that can navigate through a maze.

Maze Type: Line Maze Robot

Max width: 250mm

Max Length : 250mm

POWER:

The robot must work on a battery fixed on the bot. No power cords to connect to a stationary source will be provided.

Definitions:-

Race clock:- When the robot starts off from the START tile, the timer starts to count the race time. As the robot reaches the FINISH tile, the timer stops and the recorded time value is saved.

Trials:- Every team will have 2 trial runs. Best of the two will be taken into consideration for the competition. One trial should not last more than five minutes.

Robo Zone: An area around the field will be designated as the ROBO ZONE. No one is allowed inside the game zone except for the robot handlers and the referees.

Organizing Committee:

All decisions about scoring, game play and timing are made by the juries. Teams should completely respect their vote and decisions.

Pre-Game setup: Before starting the competition each team has PREPARATION TIME which is 10 minutes. All the preparation should be done during this time (adjusting the sensors, reprogramming the robot...etc).

At any restart, the robot must be positioned back at the start point and started by the referee.

It is not allowed to reprogram the robot or to add/remove parts on the robot during the trial but it is allowed to adjust the sensors.

The RACE CLOCK will reset to zero on every restart. The COMPETITION CLOCK and the TRIAL CLOCK will keep running during all restarts.

Only TWO restarts are allowed.

A robot must restart if:

- The robot does not start after pressing the Start Button for 1 minute.
- The robot is touched by a human.
- The robot moves off the field.
- The referee orders to restart.

The robot violating any of the rules described below will be disqualified from the competition or forced to restart the robot from the START point.

Any kind of touch by a human which affects the robot direction or speed will cause a fault state and force the team to restart from the START point.

Robots that cause deliberate interference with other robots or damage to the field will be disqualified.

Team Members :

A team can consist of a maximum of 5 participants. Students from different educational institutions can form a team. Round two: Trace the shortest path possible back to the finish line.