

LINE FOLLOWER

Intro...

Don't hesitate to follow the path when u r walking on the edge..!!!!

Arena specifications:

- All dimensions are in Inches and mm as well read carefully
- **Black Lines width: 24mm** Arena Size 96 Inches x 96 Inches
- Maximum ROBOT size: 9 Inches X 9Inches
- Dimension marks will not be there in the final setup of competition arena.

Structure of Game :

1. 4 teams will perform the at one time on the game arena.
2. Robot should start moving from START Points, and should stop at the HOME cell.
3. Robot should navigate the diversified Black Line and should reach the HOME Point.
4. Team is not allowed to touch the robot after start point.
5. Robot should complete the whole path in minimum time.
6. Robot should stop at HOME point.

Game Rules :

- Game Arena Background is White in color
- All Lines are Black in color
- All dimensions are specified in the Arena image
- Maximum 18V, Power supply is allowed in the competition. Any team using power supply more than maximum limit will be disqualified immediately.
- External power supply is not allowed.
- Each team will have only 1 attempts
- All Matches will be on knock out Basis.

Scoring formula:

Team should Complete the path in minimum possible time. Minimum time taken team will be declared as winner of the match and will be eligible for next round.

General Rules:

- A team can consist of a maximum of 4-5 members.
- Each team must have to declare a name for their machine at the time of competition.
- The machines you build will be first checked for size and safety.
- The machine must not contain any combustible, corrosive, or otherwise dangerous materials for safety reasons.
- No explosive compression or decompression, either internal or external is permitted.

- Judges have the right to disqualify any machine whose working mechanism or game strategy is considered hazardous in any way.
- In case any kind of dispute arises the judges' decision will be considered final and binding to all and no argument will be entertained.

Disqualification:

- During the Game, the team members are not allowed to touch the machine or the arena. Failure to do so will lead to disqualification.
- Any kind of assistance through edges for locomotion will lead to a disqualification.
- Any kind of damage to the arena will attract disqualification.
- The teams will be asked to get ready 5 minutes before the start of the match. If a team is not ready within the stipulated time, this will lead to disqualification
- Judges have the right to disqualify any team if they feel the team is not playing with fair interests.

