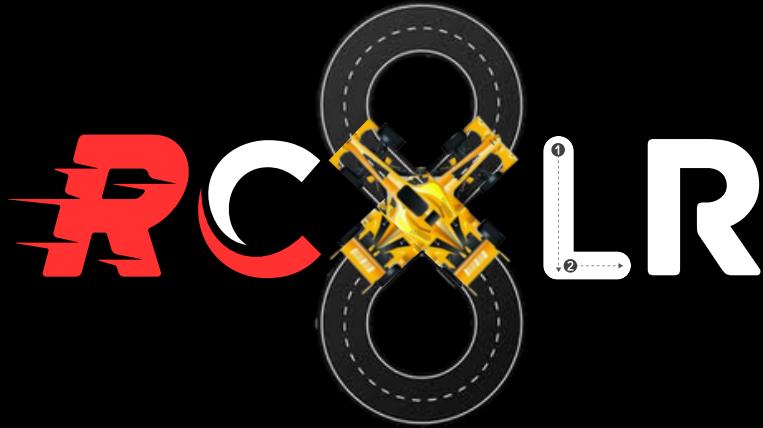


RULE BOOK
FASTESt LINE
FOLLOWER

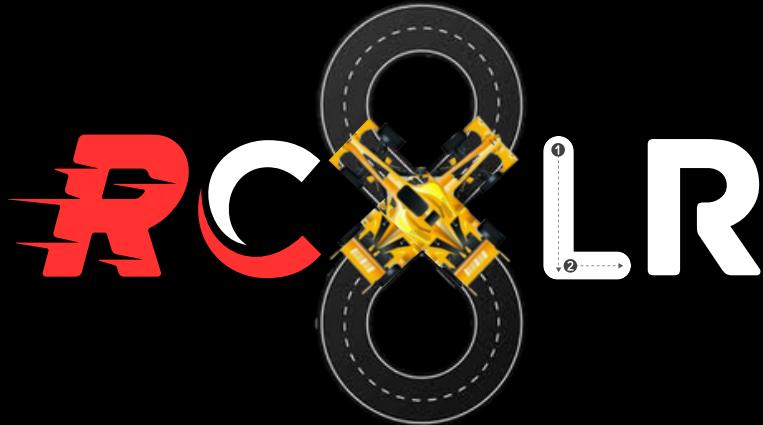


RULES FOR FLF :

- **THE ROBOTS BUILD BY GIVEN SPECIFICATION'S WILL BE ALLOWED FOR GAME.**
- **THE ROUNDS WILL BE DECIDED ACCORDING TO GROUPS PARTICIPATED.**

RULES & REGULATIONS

- **TEAM TO BUILD OWN AUTONOMOUS ROBOT WITHIN THE SPECIFIED DIMENSIONS TO ACHIEVE THE MAXIMUM SPEED ON THE GIVEN TRACK AND REACH THE DESTINATION IN MINIMUM TIME. THE ROBOT MUST START BEHIND THE STARTING POINT AND IS CONSIDERED TO HAVE CROSSED THE FINISHING LINE IF ANY PART OF THE ROBOT CROSSES IT IN A FULL LAP OF THE COURSE. THE ROBOT MUST FOLLOW THE BLACK LINE. THE COMPETITION AREA HAS A SPECIAL PLACE DEFINED FOR THE ROBOT'S OPERATION**
- **ONLY WORKING BOTS WILL BE ALLOWED**
- **THE ROBOT SHOULD NOT DAMAGE THE ARENA.**

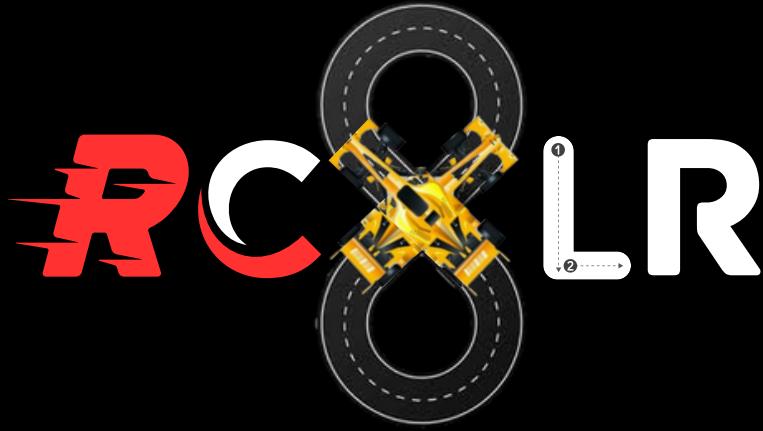


THE FLF BOT

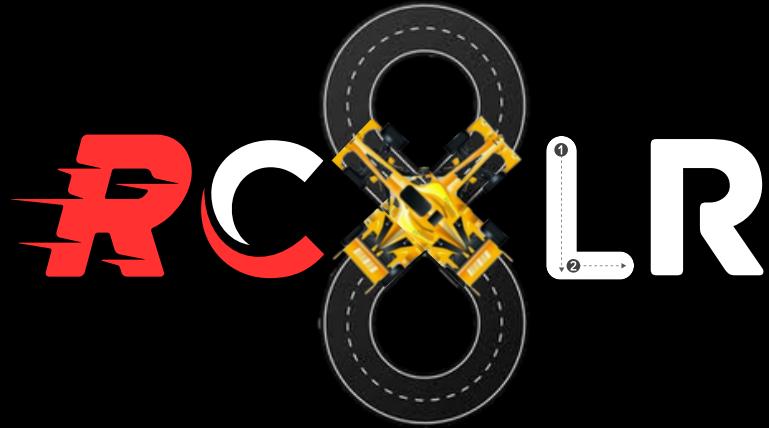
THE PARTICIPATING BOTS MUST BE WIRELESS AND AUTONOMOUS. IT CAN BE CIRCULAR / RECTANGULAR IN STYLE. BOT MUST FIT INSIDE A BOX OF 20 CENTIMETERS LENGTH, 20 CENTIMETERS WIDE AND 20 CENTIMETERS HEIGHT AT ANY POINT IN TIME. MAXIMUM WEIGHT SHOULD NOT BE MORE THAN 5KGS INCLUDING BATTERY, HOWEVER, A TOLERANCE OF 5% IN WEIGHT IS ACCEPTABLE.

PARTICIPANTS NEED TO ENSURE:

- **BATTERIES MUST BE SEALED, IMMOBILIZED ELECTROLYTE TYPE (GEL CELL, LITHIUM, NICAD, OR DRY CELLS).**
- **THE ELECTRIC VOLTAGE ANYWHERE IN THE MACHINE SHOULD NOT BE MORE THAN 16.8V DC AT ANY POINT IN TIME FOR EACH ROBOT.**

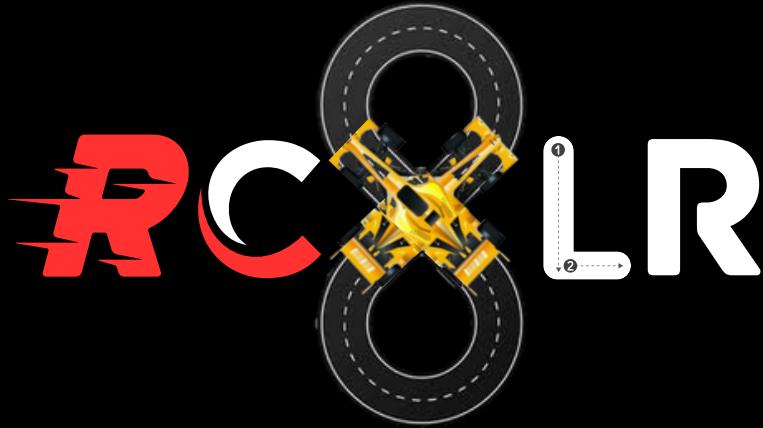


- **INFRARED LIGHT-REFLECTING MATERIALS MUST NOT BE USED ON THE OUTSIDE. IF ROBOTS ARE PAINTED, THEY MUST BE PAINTED MATTE. MINOR PARTS THAT REFLECT INFRARED LIGHT COULD BE USED ONLY IF OTHER ROBOTS ARE NOT AFFECTED. ROBOTS MUST NOT PRODUCE MAGNETIC INTERFERENCE FOR OTHER ROBOTS ON THE FIELD.**
- **IF A TEAM CLAIMS THAT THEIR ROBOT IS AFFECTED BY THE OTHER TEAM'S ROBOT IN ANY WAY THEY MUST SHOW PROOF/EVIDENCE OF THE INTERFERENCE. ANY INTERFERENCE MUST BE CONFIRMED BY A REFEREE IF A CLAIM IS PLACED BY THE OTHER TEAM.**
- **THE ROBOT MUST BE AUTONOMOUS.**
- **ROBOTS MUST BE CONSTRUCTED AND PROGRAMMED IN A WAY THAT THEIR MOVEMENT IS NOT LIMITED TO ONLY ONE DIRECTION AND MUST MOVE IN ALL DIRECTIONS.**
- **NO WIRELESS COMMUNICATION BETWEEN BOT AND OPERATOR WILL BE ALLOWED. BLUETOOTH, RF MODULE, ETC NOT ALLOWED ON BOT.**



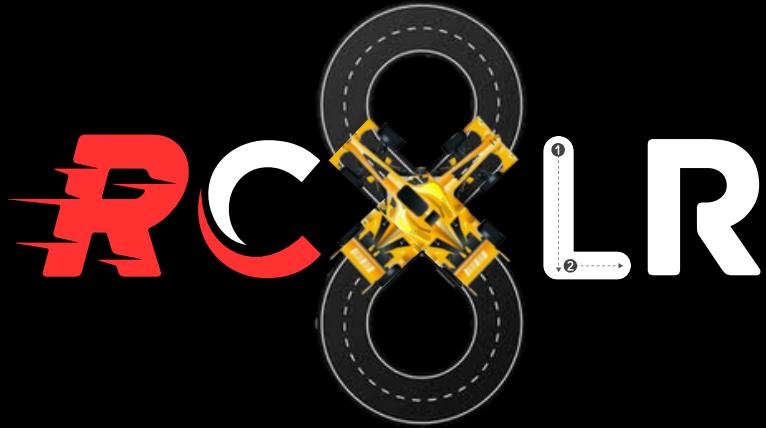
FLF RACING TRACK

THE RACING TRACK OF THE FASTEST LINE FOLLOWER CHALLENGE HAS A TRACK OF A TOTAL LENGTH OF 180 – 200 FT (APPROXIMATELY) ON AN ARENA DIMENSION OF 24X24 SQF. THE WIDTH OF THE BLACK LINE WILL BE 25MM. THE SURFACE OF THE TRACK WILL BE WHITE WITH A BLACK LINE MARKED ON IT. THE TRACK MAY CONTAIN CROSSED, CURVED, OR DISCONTINUOUS BLACK LINES.



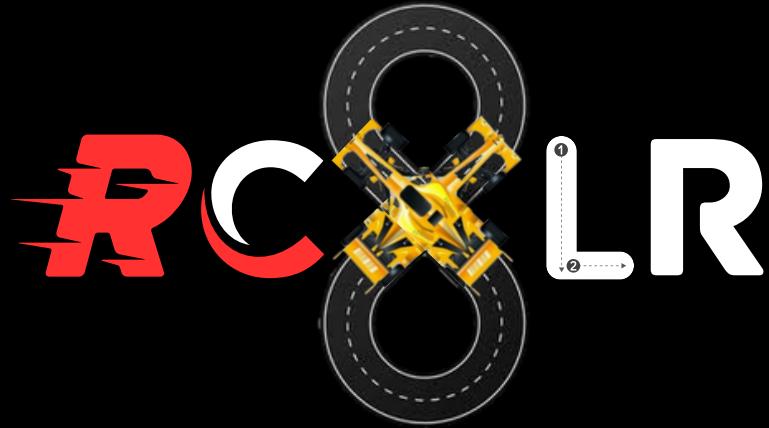
ELEMINATION ROUND:

- **EVERY TEAM WILL BE GIVEN 1 MINUTE TIME TO CALIBRATE THE BOT AND MAXIMUM 3 MINUTES FOR GAME PLAY. 1 MINUTE OF CALIBRATION TIME WILL NOT BE INCLUDED IN GAMEPLAY TIME.**
- **IF BOT LOSES THE TRACK, BOT OPERATOR CAN TOUCH BOT MAXIMUM 3 TIMES DURING THE OVERALL GAMEPLAY IN ALL TRIALS.**
- **WITHIN 3 MINUTES OF GAMEPLAY DURATION, TEAM WILL GET MAXIMUM 3 TRIALS. MINIMUM TIME WILL BE CONSIDERED IN ALL 3 TRIALS.**
- **WITHIN 3 MINUTES OF GAMEPLAY DURATION, TEAM WILL GET MAXIMUM 3 TRIALS. MINIMUM TIME WILL BE CONSIDERED IN ALL 3 TRIALS.**



FINAL ROUND :

- **QUALIFIED TEAMS WILL COMPETE IN THIS ROUND TO ACHIEVE THE MINIMUM RUNTIME. A SINGLE RUN WILL BE CONDUCTED FOR EACH QUALIFIED TEAM. TEAMS WITH THE MINIMUM RUNTIME WILL BE NOMINATED AS THE WINNER OF THE COMPETITION.**
- **TEAM WOULD BE GIVEN 1 MINUTE FOR CALIBRATION AND MAXIMUM 5 MINUTES FOR GAMEPLAY.**
- **IF BOT LOSES THE TRACK, BOT OPERATOR CAN TOUCH BOT MAXIMUM 3 TIMES DURING THE OVERALL GAMEPLAY IN ALL TRIALS.**
- **WITHIN 5 MINUTES OF GAMEPLAY DURATION, TEAM WILL GET MAXIMUM 3 TRIALS. MINIMUM TIME WILL BE CONSIDERED IN ALL 3 TRIALS.**



NOTE:

- PRIZES WILL BE TRANSFER IN YOUR ACCOUNT WITHIN 15 DAYS AFTER EVENT VIA NEFT.

Misconduct - Teams must exhibit respectful conduct at all times. Officials may remove participants from the Match or event for infractions or violations of the Code of Conduct.