# Track-O-Bot

### **General Rules**

- Round 1 track will be made public two days before the event.
- Round 2 track will be made public only after the successful completion of round 1 and publication of 2<sup>nd</sup> round qualifiers.
- No two teams should participate with the same robot.
- Computers, programmers and software need to be arranged by the team themselves. We will provide two/three pin sockets with proper ground connection.
- The competition is only for autonomous robots, no manual robots will be entertained.
- The robots should be able to process data on-board. No remotely kept computer should control the robots.
- The robots have to be designed by the team itself.
- Usage of commercially available modules such as sensors, development boards, etc. are allowed; but it is forbidden to use complete robotic-system which is sold readymade for the purpose of this competitions such as Lego kits.

#### Final Point Calculation

- Time taken to complete track will be only awarded to participants who complete the track. Those who fail to complete the entire track or quit midway will not be awarded any points and loses their chance to go to next levels.
- Time taken to complete track= T
- Equivalent point= T X 10
- Point scored after crossing the section= P
- Final Score= P-(T X 10)

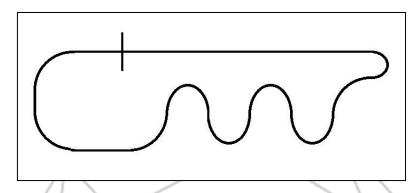
# **Robot Specification**

- The robot should fit in a box of dimension 30cm x 30cm
- No limitations on height.
- The maximum weight should not be more than 3 kg.
- The robot can be powered electrically only (internal or external).
- The electric voltage between 2 points should not be more than 24V DC at any point of time in the run.



# Arena Specification

# 1st Round



For Representational Purpose (Not Actual Track)

# Track Description

- Track will have 3 sections.
- There will be a checkpoint after each section.
- A bot needs to cross the section and reach the checkpoint to complete the section.
- A checkpoint cross by the bot should be denoted by a buzzer or blinking of led by the bot itself on reaching the checkpoint.
- Teams will be awarded 30 points for each section. (30\*3=90)
- 10 points will be awarded for start and stop. [5+5=10]
- Total of 100 points to be obtained in 1st round.

# INTO THE NEXT DIMENSION

# TECHTRIX

