AURORA 2011

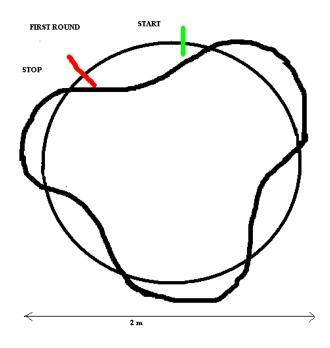
LINE FOLLOWER with tricks and pace...

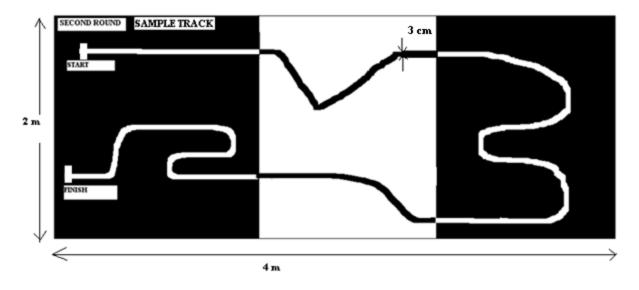
Introduction:

Forgot tracing black line, now it's a multiple job and the quick one will win. The objective of this contest is to complete the course in the shortest period of time while accurately tracking the course line from start to finish.LINE FOLLOWER provides you the platform to showcase your innovative skills and programming potentials. Design a smart autonomous robot to achieve the goal. So, test your problem solving skills and win lots of exciting prizes!!!

Event Description:

- 1. This event consists of two rounds.
- 2. The first round is just following a simple path mixed with complex one, choice is yours (only black line as shown below).
- 3. Those who reach the finish line will qualify the first round.
- 4. Those who qualify the first round will enter the second round.
- 5. The second round comes with twist and turns (with both black and white lines).
- 6. You will be given a track with curves and sharp turns.
- 7. Width of the line would be 3cm.
- 8. Team reaching the finish line in minimum time will win.





NOTE: these are sample tracks, original tracks will be displayed on the spot. Relevant changes can be made.

Rules and Regulations:

- 1. The team shall consist of a maximum of 4 members.
- 2. Names of the participants entered in the Registration forms shall be considered final and no changes are allowed thereafter
- 3. Participants must bring their own University ID Card.
- 4. Track must be completed within the maximum time.
- 5. Robot must fit inside a box of dimensions 15cm x 15cm x 10cm(L x B x H) during the whole course of run.
- 6. Once a robot has crossed the starting line it must remain fully autonomous, or it will be disqualified.
- 7. Any robot that loses the line course must reacquire the line at the point where it was lost, or at any earlier (e.g. already traversed) point. And if it loses the line course on its second attempt it will be disqualified
- 8. The maximum time in which the robot would have to complete the whole track is 5 minutes.
- 9. The teams must adhere to the spirit of healthy competition. Judges reserve the right to disqualify any team indulging in misbehaviour.
- 10. Any team that is not ready at the time specified will be disqualified from the competition automatically.
- 11. The organizers will not hold any responsibility for any damage/loss sustained by the machine/team during the game.
- 12. Machine cannot be constructed using readymade Lego kits or any readymade mechanism. Violating this clause will lead to the disqualification of the team.
- 13. At no point on the robot the voltage should be greater than 24V.
- 14. The robot must deal with the lighting conditions as they appear.

15. The organizers reserve all rights to change any or all of the above rules as they deem fit. Change in rules, if any will be highlighted on the website.

Judging Criteria:

The participants would be judged on following criterion:

- Time consumed
- Reaching the destination.
- In case of a tie, the judges and organisers of this competition have the right to take final decision.
- Damaging the track will lead to disqualification.
- The decision of the organisers shall be final and irrefutable.

For any further query and registration contact:

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