

JIGSAW

Jigsaw, Its a Trap!!! You are trapped and there is only one way out, An Exit Door, which is at some height. Reaching Exit Door is a big challenge, even if you reach there nothing you can do as the door is locked. Therefore, your first aim is to reach the door with the help of a lift, which is at ground floor and you don't even know how to start it. Still, if you are lucky enough to start the lift and reach up, you are stuck. Now, you have to face even bigger challenge as the door can be opened with a unique password, which is a puzzle. If you can solve it within 10 minute, you find your Freedom...Else Your Are Dead!!!

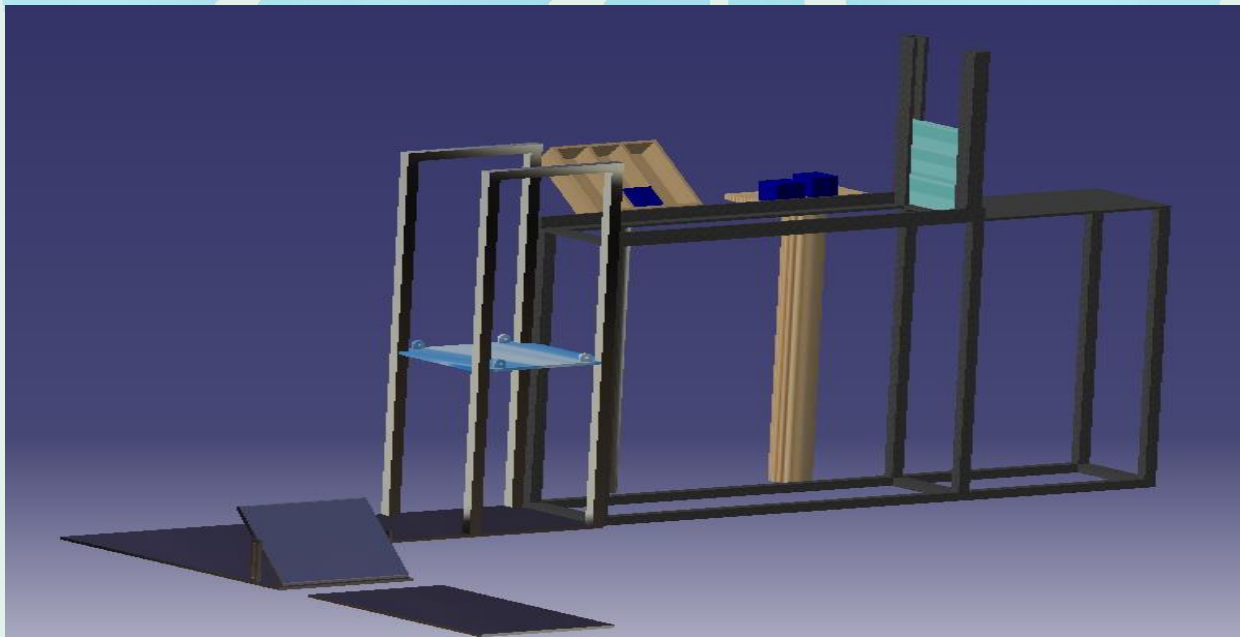
➤ Event Description:

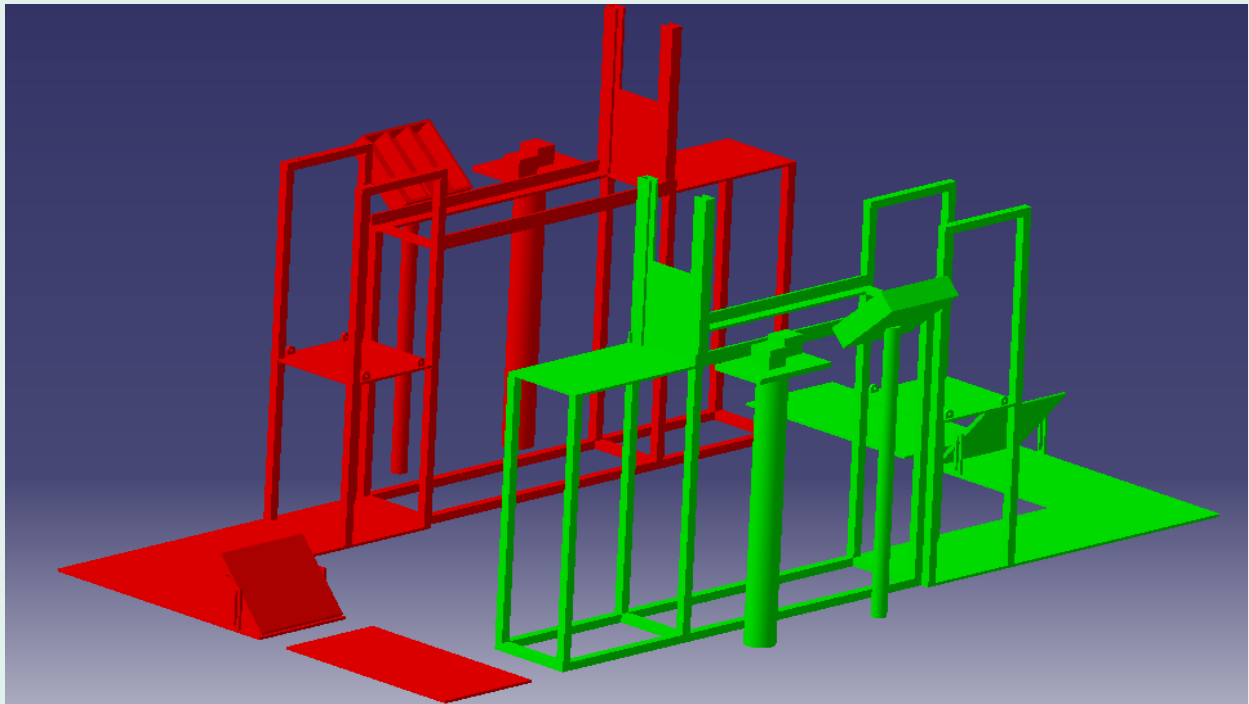
Participants have to design a Manual robot with hand mechanism as per the conditions given in GAMEPLAY

➤ GAME PLAY

- ✚ Each participating team gets only one attempts on the track
- ✚ The bot starts from the area demarcated as “START” and the timer is activated as soon as the bot leaves the starting area.
- ✚ At first you have to cross the pit in the road by completing your first task.
- ✚ Next, you have to move up to the rail which is at height of 1m by the lift.
- ✚ Once you reach there you have to move on the rails, pick up the boxes and place them in the rack to solve the puzzle.
- ✚ Once the puzzle is solved, your exit door is opened and you have to move out of the trap.
- ✚ The timer will stop as soon as the bot reaches the “END”.
- ✚ For completing the whole event you have only 10 Minutes.

➤ ARENA





➤ Robot Specifications:

- ✚ The Robot can be wired or wireless, manually controlled with hand mechanism.
- ✚ Dimensions of the Robot should be less than 25cm*25cm*20cm.
- ✚ Maximum Voltage allowed is 12V.

➤ Rules:

- ✚ Maximum number of five Participants are allowed in a team.
- ✚ Bot must not destroy the arena.

- ✚ There will be two rounds –Preliminary Round and Final Round.
- ✚ In preliminary round, 10 minutes will be provided to the participants to complete the task.
- ✚ In Finals, Two teams will be facing Off to complete the task.
- ✚ Winners will be decided based upon the scoring Scheme.

In Qualifying Round teams will be short listed based on time and selected for the Final Round

➤ SCORING SCHEME

- ✚ A = 50 points, for Crossing the Pit hurdle.
- ✚ B = 100 points will be awarded to the team for reaching the top of tower, +50 bonus whoever reaches first in Face Off round.
- ✚ C = No. of boxes. 50 points for placing the each box in right spot for solving the puzzle.
- ✚ D = 50 points for opening the Exit Door.
- ✚ E = 200 points for completing the Event Successfully.
- ✚ F = Time left from 10 minutes in seconds.
- ✚ G = No of calls. -50 for each restart and call for checkpoints.

Total Score = $A+B+50*C+D+E+F+G*(-50)$

➤ CERTIFICATION POLICY AND PRIZES

- ✚ Certificate of Excellence and Cash Prizes will be awarded to winner and runner-up.
- ✚ Certificate of Appreciation will be Awarded to 2nd runner-up.
- ✚ Certificate of Participation to all the teams participating in Event.

➤ CONTACTS

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