

Presentation of the competition:

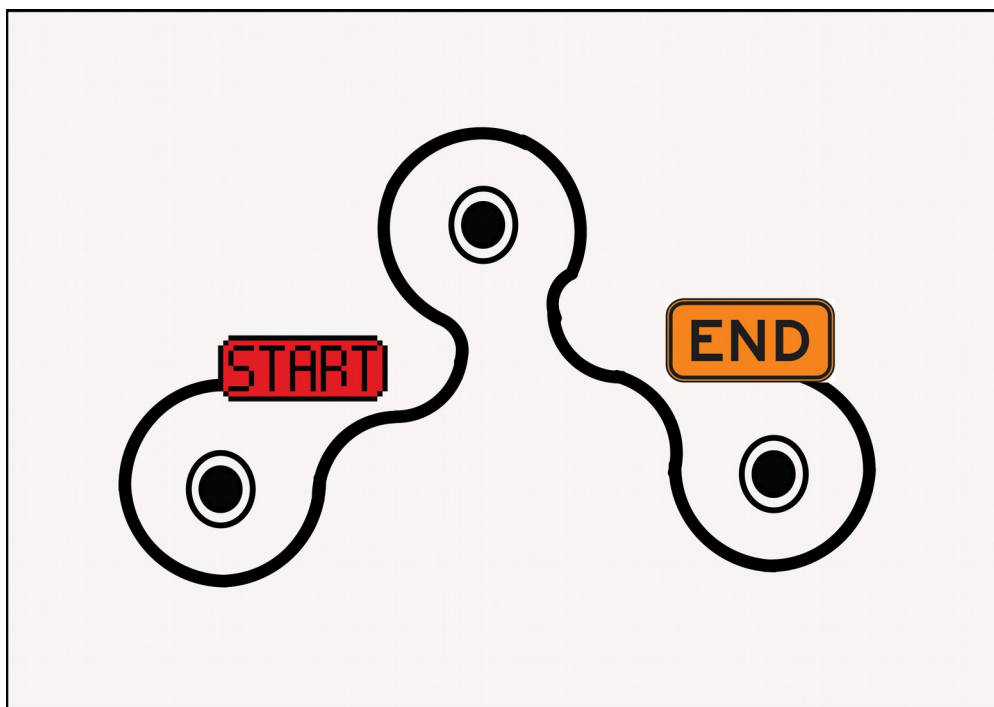
This competition consists of a robot which must detect and follow black and white lines that are 4 cm wide. The winning robot is the one that arrives at the end of the track with the least time or the longest path if the robot does not make it to the finish line.

Characteristics of the robot:

- The robot can be entirely or partially built by the participants.
- Dimensions of the robot:
25cm: 25cm: 25cm: (height: length: width)
A tolerance of 10% can be accepted.
- The VEX robot is authorized.
- The NXT robot is authorized.
- The mBOT robot is authorized.
- The robot must have an apparent safety button for immediate stop in an emergency.
- Robots must be autonomous. No wire will be connected to the robot during the game.

Basis and details of the game:

Before the referee's signal, only one robot is placed on the starting line. Once the signal is given, the team leader presses the start button and the robot begins its journey. The robot has 3 minutes to complete the course.



Evaluation :

The robot with the highest final score is declared the winner, in case of a tie the robots with the highest final score will compete again.

- Score achieved: each milestone passed will award 10 points (milestones will be flags placed on the course)
- Technical score:
 - Electronic cards designed and produced by the team. (10pt)
- Final score = score achieved + technical score + (180 - time elapsed in seconds).

Rules:

- Each robot must be approved by a jury before the match starts.
- Matches last up to 180 seconds.
- Each team will have one minute to set up their robot before starting to play.
- After the starting signal, participant intervention is prohibited.
- Any change in the robot after the approval test automatically leads to its elimination.
- At the end of the match, participants are strictly prohibited from touching either the robots or the playing elements.
- Jury alone is entitled to count points.

