# Trace the Track (Line following robot)



#### **Problem Statement**

In the age of automation and intelligent systems, autonomous navigation is a cornerstone of modern robotics. The "Trace the Track" challenge invites participants to design and build an autonomous line-following robot capable of navigating a complex track with precision, speed, and stability. The robot must detect and follow a black line on a white surface, overcoming sharp turns, intersections, and deceptive paths without human intervention. This competition aims to test participants' understanding of embedded systems, sensor integration, control algorithms, and mechanical design.

### **♦** Objectives

- Develop a fully autonomous robot that can follow a black line on a white surface.
- Navigate through a track with varying complexity including curves, intersections, and misleading paths.
- Optimize for speed, accuracy, and robustness.

### **K** Technical Specifications

#### 1. Track Design

- Surface Material: White vinyl sheet or foam board (minimum 3 mm thickness)
- Line Width:  $2 \text{ cm} \pm 0.5 \text{ cm}$  (black electrical tape or matte black paint)
- Track Features:
  - Straight paths Curve turns
  - No Loops and No dead ends

#### 2. Robot Constraints

- **Dimensions**: Max 20 cm  $\times$  20 cm  $\times$  20 cm (L  $\times$  W  $\times$  H)
- Weight Limit: 2 kg (optional)
- **Power Supply**: Onboard battery only (no external power or tethering)
- Control: Fully autonomous; no remote control or external computation allowed
- Sensors Allowed:
  - o IR sensors (reflective or break-beam)
- Microcontrollers: Arduino, ESP32
- Actuators: DC motors, servo motors, or stepper motors

## Competition Format

- Basic track with straight lines and gentle curves
- o Objective: Complete the track within a time limit
- o Advanced track with intersections, misleading paths, and speed zones
- Objective: Fastest and most accurate completion

#### Time Limit

- Each team gets 2 attempts per round
- Best time out of two attempts is considered
- Maximum time per attempt: 3 minutes

## 🚣 Judging Criteria

Criteria	Description	Weightage
<b>Completion Time</b>	Time taken to complete the track	40%
Line Tracking Accuracy	Ability to stay on the line without deviation or correction	30%
<b>Design &amp; Innovation</b>	Mechanical design, sensor placement, algorithm creativity	20%
Stability & Control	Smoothness of motion, no jerks or skidding	10%

### 📜 Rules & Regulations

- Robots must start autonomously upon signal (e.g., button press or IR trigger).
- If the robot deviates from the track for more than **5 seconds**, the attempt is disqualified.
- Touching or manually adjusting the robot during a run results in a penalty or disqualification.
- The robot must not damage the track or surroundings.

#### **Team Composition**

- 1 to 3 members per team
- Open to students from Grade 3-10

## **X** Awards & Recognition

- Trace the Track Fastest and most accurate bot
- **Qinnovation Award** Most creative design or algorithm
- **Rest Engineering** Clean build, robust design, and documentation

## **Event Logistics**

• Venue: Cambridge International School, Akurdi, PCMC, Pune.

Google maps location: https://share.google/9rHx8Pm8lYo0yYLow

• Date: Sunday, 16th November 2025

• Registration Fee: ₹1500 per team & ₹1000 for Individual participation

• Last Date to Register: 10<sup>th</sup> Nov,2025

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