

3. Picking up the **violet** package(Round 1): +25 points
4. Reaching end point on the land(Round 1): +50 points
5. Placing package in the deposit zone(**violet**) in water(Round 1): +75 points
6. Reaching end point(**green**) on water(Round 1): +50 points
7. Time Bonus: +(Time Left x 2)
8. Placing an object in deposit zone on land(Round 2): +50 points
9. Placing a package in the deposit zone on water(Round 2): +75 points
10. Reaching end point on water after completing the task(Round 2): +50 points

Penalties-

11. Package falls into water: -25 points
12. Bumping into the arena: -25 points
13. Restart: -100 points
14. Timeout: -50 points

Scoring Formula:

- **Base Score(B): 1000 points**
- Scoring formula for Round 1: $B+25*(1)+50*(2)+25+50+75+50+(7)-25*(11)-25*(12)-100-50$
- Scoring formula for Round 2: $B+25*(1)+50*(8)+75*(9)+50-25*(11)-25*(12)-100-50*(14)$

Tutorial & Resources:

Visit [website link](#) to check out the latest Event Updates.

Read our [tutorial](#) for Droid Blitz.

Join the [Event Facebook Group](#) for latest updates and doubt sessions.

Contact:

For queries, contact our Event Heads:

Apoorva Sharma

(91) 9800105345

apoorva.sharma@robotix.in

Rohan Lohia

(91) 7872846690

rohan@robotix.in

