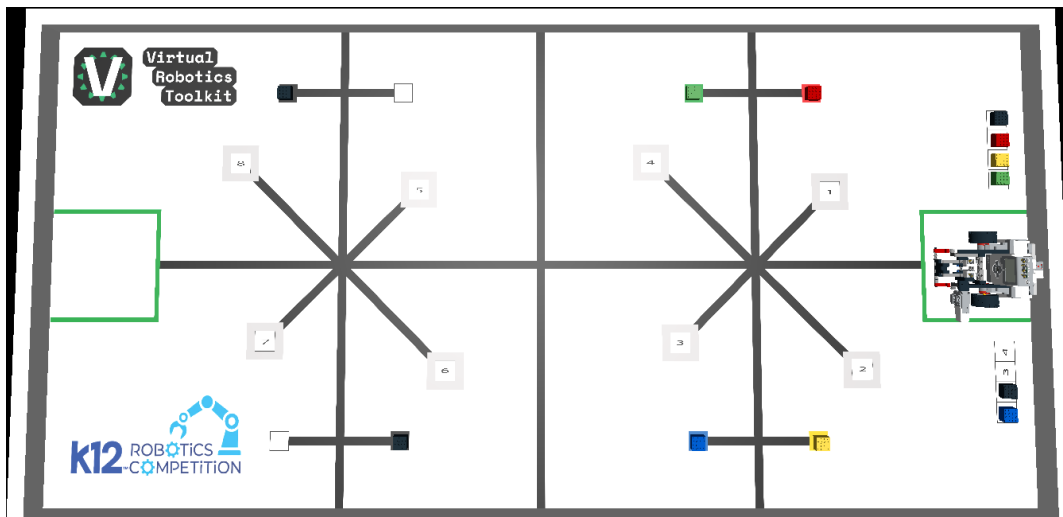


# Stride

## 2026 Final Challenge

### 10-12 Grade



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## General Rules

1. All the tasks need to be solved only by using the code created by the team for the robot.

In case of any unforeseen circumstances in which the rules have to be altered, the judges will have the final say in the results.

The judges have the utmost authority to amend the rules and regulations.

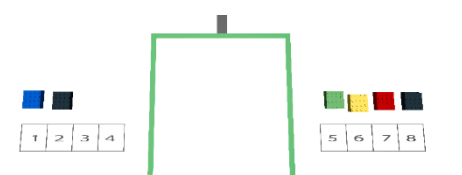
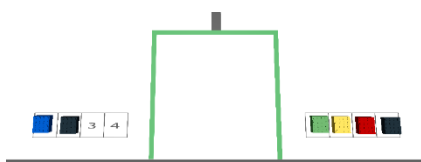
The judges have the utmost authority to disqualify a result if:

1. Participants pause and resume the simulator in between the code.
2. Participants create any other situations which judges deem unacceptable

## Robot Mission

### Starting zone:

The robot must start in the right white zone, close to the map (cube assignment area).



**Map:**

Position 1: Blue

Position 2: Black

Position 3: Empty

Position 4: Empty

Position 5: Green

Position 6: Yellow

Position 7: Red

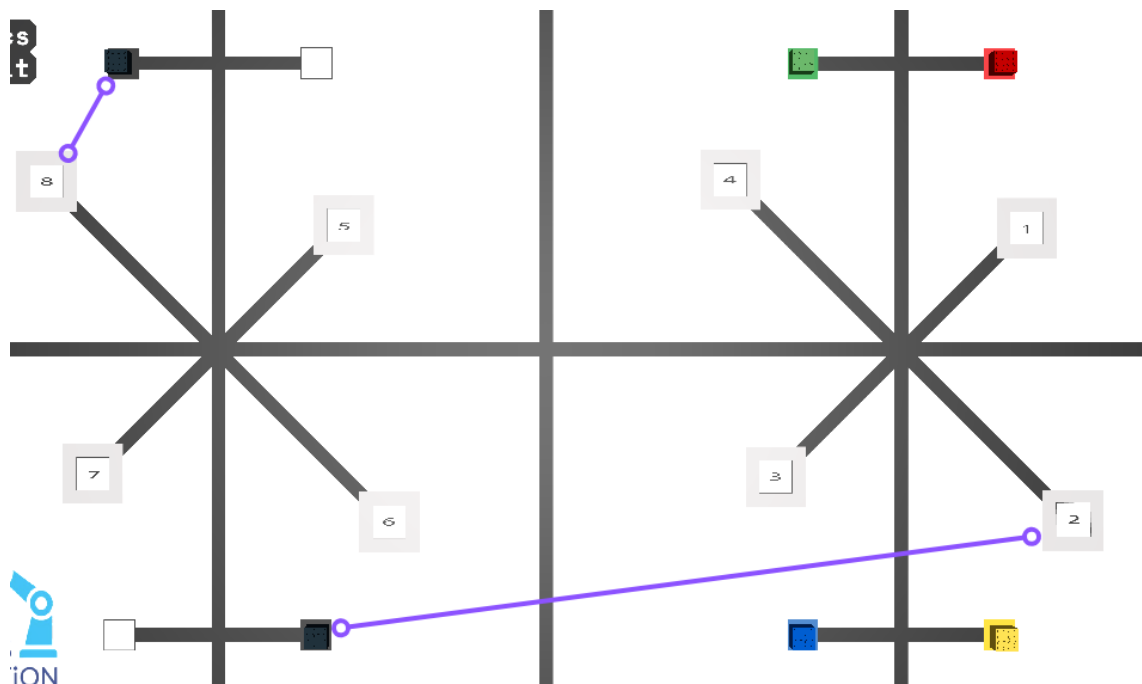
Position 8: Black

**Color cubes:**

Map: The cubes in the assignment zone must not be moved.

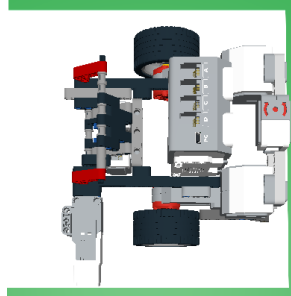
The robot must take the cubes that are in the colored zone and place them in the position indicated on the map.

The black cubes have a specific final zone, if the black cube is in the incorrect zone will not be scored.



**Final zone:**

The mission is complete when the robot parks into the final area and the chassis of the robot is entirely (top-view) within the area.



For more understanding you can see the next sample video:

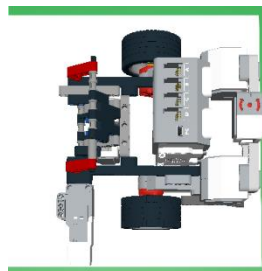
<https://youtu.be/RFeyXNKcTqk>

**Score**

Challenge	Each	Total
<b>Color Cubes</b>		
Blue Cube in Position 01	20	20
Black Cube in Position 02	20	20
Green Cube in Position 05	20	20
Yellow Cube in Position 06	20	20
Red Cube in Position 07	20	20
Black Cube in Position 08	20	20
<b>Park the robot</b>		
Robot stops on Finish Area and simulation stops. (only if other points are assigned)	20	20
<b>Maximum Score</b>		<b>140</b>

**Scoring Interpretation**

**Final Zone (All the robot inside the final zone, not including the green line).**



## Cubes



The cube completely inside the grey and/or white square.

No points will be scored if a part of the cube is outside the squares.

## Robot Ports

