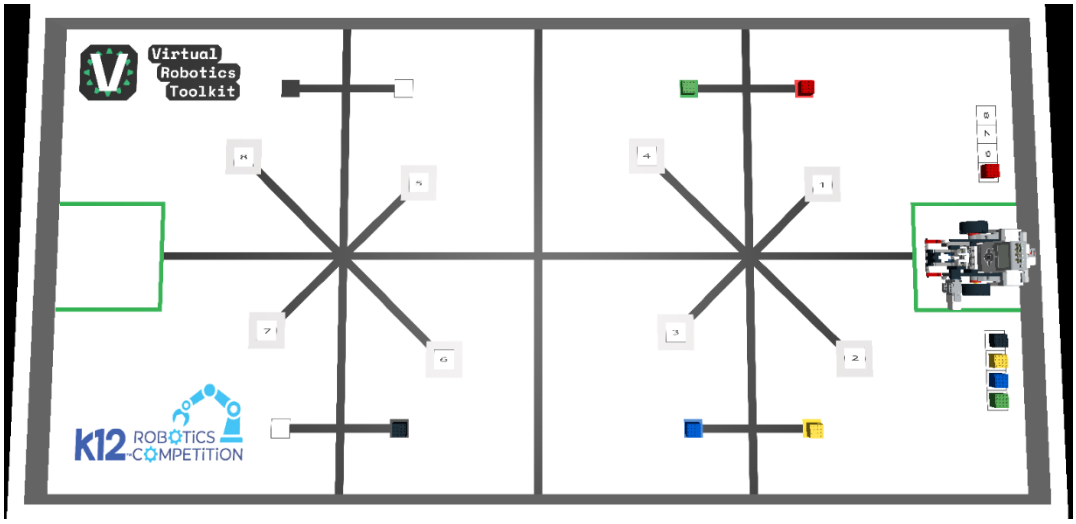
COGMATION ROBOTICS

Stride

2026 Final Challenge

4-6 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 must be altered, the judges will have the final say in the results.

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

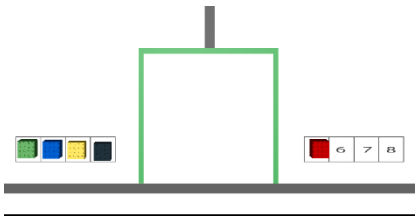
The judges have the utmost authority to disqualify a result if:

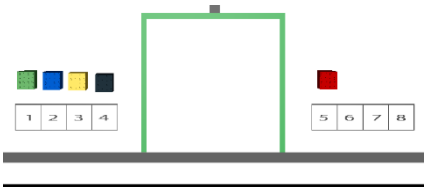
1. Participants pause and resume the simulator in between the code.

2. Participants create any other situation 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: Green

Position 2: Blue

Position 3: Yellow

Position 4: Black

Position 5: Red

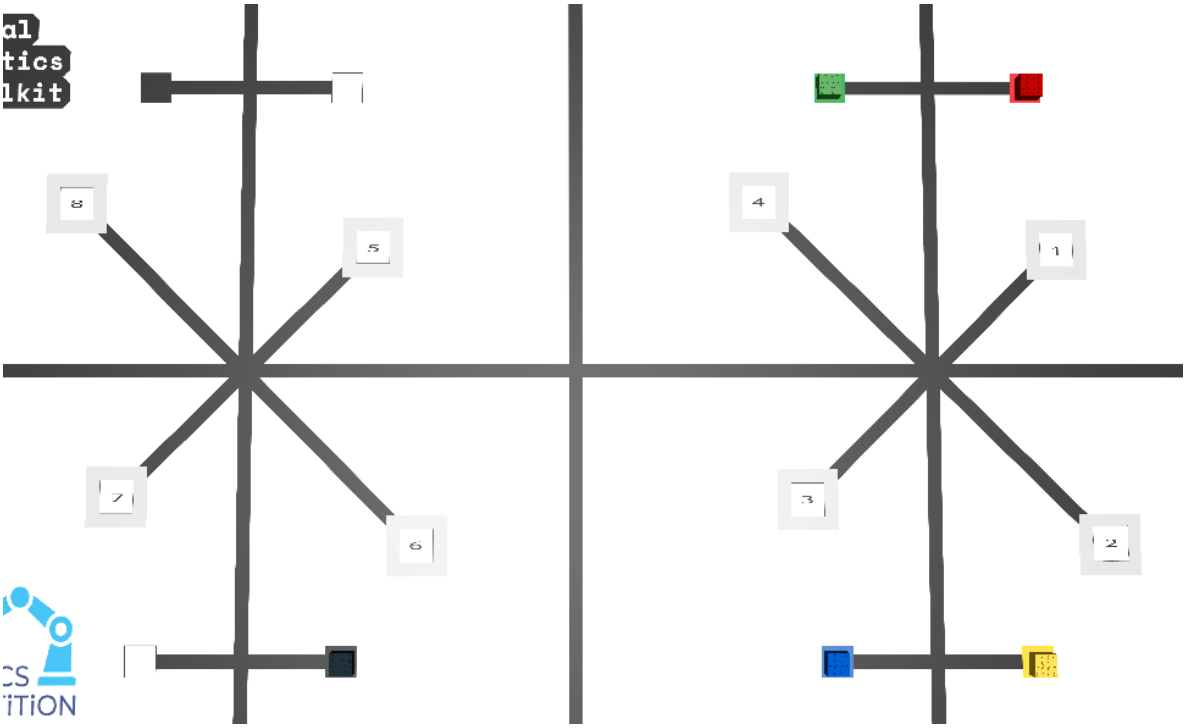
Position 6: Empty

Position 7: Empty

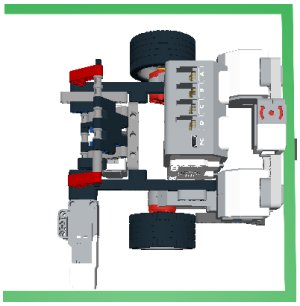
Position 8: Empty

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.



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:

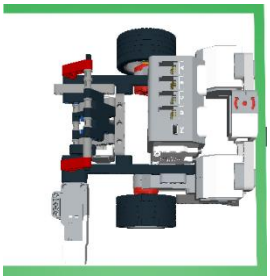
https://youtu.be/Gy1HSv3uejc

Score

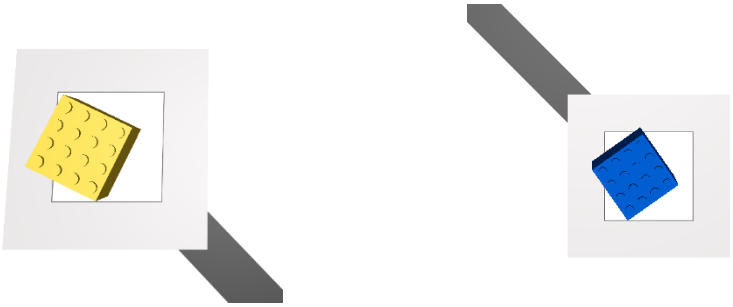
Challenge	Each	Total
Color Cubes		
Green Cube in Position 01	**20**	**20**
Blue Cube in Position 02	**20**	**20**
Yellow Cube in Position 03	**20**	**20**
Black Cube in Position 04	**20**	**20**
Red Cube in Position 05	**20**	**20**
Park the robot		
Robot stops on Finish Area and simulation stops. (only if other points are assigned)	**20**	**20**
Maximum Score		**120**

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