



# TECHNICAL CLUB 'FLUX'

SPECIALIZED IN IMPOSSIBLE THINGS



## Technovision 2026

### **Rulebook for Robo Rumble:**

#### **Participation rules:**

1. A team may consist of minimum 2 and maximum 4 members.
2. Individual registrations are not allowed.
3. All members in a team should be enrolled in the same institute.

#### **Competition setup:**

1. The track will consist of many hurdles which the participants must overcome/complete.
2. The score will be calculated on completion of the track.

#### **Competition rules:**

1. Each team must finish the track in the shortest time.
2. The winners will be decided on the basis of highest score.
3. Every team will be allowed one run only.
4. A team may restart from the previous checkpoint at any point in the run.
5. After failing to complete an obstacle (3 times), the current obstacle will be skipped, and a 20 second time penalty will be added.
6. After usage of technical timeout, the run will continue from the first checkpoint.
7. Each participant will be allowed to skip one obstacle (30 second time penalty will be added).

#### **Bot rules:**

1. Weight of the bot should not exceed Kilograms 1.5 kg .The bot must be able to fit in a maximum dimension of length 20cm x breath 20cm x height 15cm volume. 0% error for each dimension will be not tolerated.
2. Voltage difference between two points in the bot should not be greater than 12 V and (only one 12v battery pack is allowed).

#### **Venue rules:**

1. It is expected of participants to maintain the decorum of the venue.
2. Violent outbreaks, non-professional behaviour towards other parties will be cause for disqualification and removal from the venue.
3. The **organizing committee has the right to modify the schedule**, or structure of the event if required.

## **Rules for Ropeway Racing (Horizontal Climbing):**

### **Participation rules:**

1. A team may consist of minimum 2 and maximum 4 members.
2. Individual registrations are not allowed.
3. All members in a team should be enrolled in the same institution.

### **Competition setup:**

1. The participants are required to construct a bot capable of walking on/hanging from a taut rope.
2. The minimum rope thickness shall be 7 mm and above.
3. The contestants will hang the bot at one end of the ropeway, and on the start of the timer, the bot must start moving along the rope to the end.
4. Upon reaching the opposite end, the performance shall be evaluated as per the marking rules.

### **Competition rules:**

1. Each team will be given 4 minutes to traverse the ropeway.
2. Each team must complete the ropeway within the allocated time.
3. Every team will be given 2 runs.
4. Each team will be allotted a total of 5 minutes of technical timeout, which may be used between their runs.
5. Usage of technical timeout will require the current run to be restarted.
6. If the robot permanently stalls or falls from the ropeway, the ongoing run shall be terminated.

### **Bot rules:**

1. The weight of the robot must not exceed 1 kilogram.
2. The robot must fit within a 20 cm × 20 cm × 20 cm volume.
3. An error margin of 10% in each dimension will be tolerated.
4. The voltage difference between two points in the robot must not exceed 12 volts and (only one 12v battery pack is allowed).
5. Only automatic bot is allowed (remote control bot is not allowed).
6. Add safety harness and use smooth hook (recommended)
7. Don't use any type of wheels as a bot gripper.

### **Marking rules:**

1. Any technical timeout taken shall result in an addition of 5 seconds to the total time taken.
2. The time taken by the robot to traverse the ropeway will be considered as the final score.

### **Venue rules:**

1. Participants are expected to maintain proper decorum and discipline at the venue.
2. Any violent behavior or unprofessional conduct towards organizers or other participants will result in immediate disqualification and removal from the venue.
3. The **organizing committee has the right to modify the schedule**, or structure of the event if required.

### **Model Presentation:**

#### **Participation rules:**

1. Students from schools and colleges are eligible to participate.
2. A team may consist of minimum 2 and maximum 4 members.

#### **Project Requirements:**

1. The project must be hardware-based (working model only) or science-based.
2. The project must be safe to operate and must demonstrate a valid technical concept.
3. The project must be original. Copied or commercially available ready-made projects may lead to disqualification.
4. The use of dangerous materials, chemicals, explosives, or high-risk components is strictly prohibited.

#### **Presentation Guidelines:**

1. Each team will get a **maximum of 10 minutes** for model presentation, explanation, and demonstration.
2. Teams must be **present at the venue at least 30 minutes** the time.
3. Late arrival may lead to disqualification or reduced evaluation time.
4. Teams must bring their **own required materials, power supplies, and accessories**

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