

ROBOYUDH'26 RULE BOOK

OBSTACLE RUN

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I. INTRODUCTION

Obstacle Run is a fast-paced robotics challenge where teams manually control their robots through a predefined obstacle course. The objective is to complete the course in the **shortest possible time**, testing precision, control, and driving skills. Obstacle skipping is permitted with penalties, making strategy as important as speed.

II. ROBOT SPECIFICATIONS

1. **Control Mode:** Manual control only (wireless)
2. **Weight Limit:** Up to 5 kg ($\pm 5\%$ tolerance)
3. **Dimensions:** Must fit within 30 cm \times 30 cm \times 30 cm at the start
4. **Power Supply:** Battery operated only (maximum 24V)
5. **Team Size:** 1–5 members

One robot per team

III. ARENA SPECIFICATIONS

1. The course will consist of multiple obstacles such as ramps, turns, speed breakers, tunnels, and checkpoints. (subject to change)
2. Exact obstacle layout will be disclosed on the event day.
3. The arena surface and obstacle dimensions may vary but will remain consistent for all teams.

IV. EVENT STRUCTURE

1. Each team will get **one run**.
2. If time permits, a second attempt may be allowed at the discretion of the organizers.
3. Final rankings will be based on **total time including penalties**

V. RULES AND REGULATIONS

1. Robots must be operated manually at all times.
2. External assistance during the run is strictly prohibited.
3. Obstacle skipping is allowed but will attract penalties.
4. Robots must follow the designated track and direction.
5. Any intentional damage to the arena or obstacles will lead to disqualification.
6. Event organizer will settle disputes on technicalities if they should arise and the decision is final.

Rules subject to change by head coordinator

VI. PENALTIES

1. Skipping an obstacle: Time penalty (as announced before the event)
2. Leaving the track: Time penalty or restart at referee's discretion
3. Human interference: Immediate penalty or disqualification

VII. DISQUALIFICATION

1. A team may be disqualified if:
2. The robot exceeds size or weight limits
3. Unsafe design or operation is observed
4. Repeated rule violations occur
5. Unsportsmanlike conduct is displayed

VIII. SAFETY GUIDELINES

1. Robots must not have sharp edges or hazardous components.
2. All robots will undergo a **pre-run safety inspection**.
3. Participants must follow referee instructions at all times

IX. APPEALS AND DISPUTES

1. All decisions made by the referees and event coordinators are **final and binding**.
 2. No appeals will be entertained after the results are declared.
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