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1. General Rules:

- If a team is found exchanging their robot with any robot with any of the participating teams, both teams would be immediately disqualified.
- Maximum of 4 team members of **boys only** are allowed, except for robo war which can have 6 team members of **boys only**.
- Disqualification will be made on the spot if any of the team members are found arguing (using slang/physical contact) with the organising team or the members of another team.
- The organising team has the right to amend the competition rules/duration at any time.
- The decision of the judges will be final.
- The spelling of your name should be correct because it will be used for your Certificate.

2 Speed Coding:

3 Line Following:

In this category the robot must follow the black line printed on the white background.

3.1 Areana:

- The line width will be 1.5 inches
- The track will be a black line on a white surface in the qualifying rounds. (colour of the line can change in semi-finals and finals)
- The course line is 3/4" wide +/- 1/16" for the Line Following course.
- The arena would be printed on panaflex
- The arena would be released on the day of competition
- Students would be given at least 20 minutes to practice on the arena before the match starts

MODULAR:

- Robots will follow a line from a starting location to a finish line.
- Once the button is pressed the robot should wait for 3 seconds before starting.
- The maximum size of the robot should be 8x8x8 inches.
- Once a robot has crossed the starting line it must remain fully autonomous.
- Once the Robot moves, team members will not be allowed to touch the robot.

- Each round will be of a maximum of 3 minutes.
- 1 minute to set up the robot

INDIGIOUS:

- Robots will follow a line from a starting location to a finish line.
- The maximum size of the robot should be 8x8x8 inches.
- Once a robot has crossed the starting line it must remain fully autonomous.
- Once the Robot moves, team members will not be allowed to touch the robot.
The robot must have an on/off button.
- All types of sensors are allowed
- 12-volt batteries are only allowed
- Each round will be of a maximum of 3 minutes.
- 1 minute to set up the robot

ALLOCATION OF POINTS:

- Passing each milestone would give you 10 points(Total three milestones)
- Finishing the whole arena would provide you with 20 points
- From all the 3 retries, the best score would be selected.
- If both teams would end up with the same points, a decision would be taken on time.

RETRIES:

- If the robot strayed due to some reason, retries are allowed. There are only 3 retries allowed for a team within the 3 minutes duration of the match.
- Every try would include +10 seconds to final score
- Time will reset to 0 on every try.

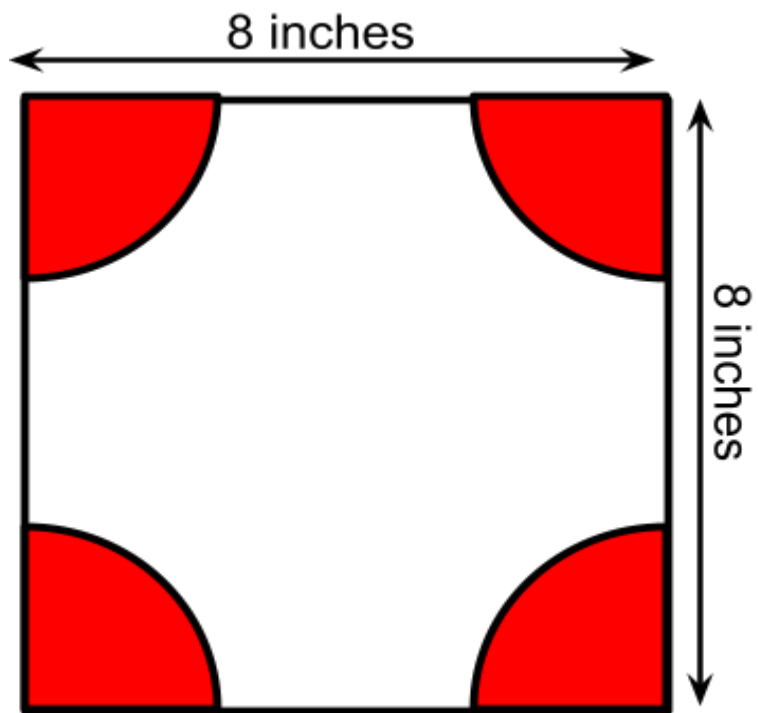
ROBO SUMO

- Once turned on, the robot will compete with another robot and the last standing one would be the winner.
- The robot must be remote-controlled. Any type of wireless communication is allowed such as bluetooth, RF, Wifi
- The maximum size of the robot should be 12x12x12 inches. Every extra inch would cause a reduction of (-5) points each.
- The weight limit is about 3 to 5kg. Every extra 0.1Kg will cause a reduction of -10 points.
- Once the Robot moves, team members will not be allowed to touch the robot.
- The robot must have an on/off button.
- No restriction on battery voltages but if a power supply is considered dangerous, the judge can decide not to allow the robot to participate.
- Robots would be given a maximum time of 2 minutes to set up their robot with a -5 points per 10 seconds.
- Every match would have a duration of 3 minutes.
- If a team is not able to come to the arena when their match is announced, the team will be disqualified from the competition.
- If a robot is pushed out of the arena or falls off the arena intentionally, the opposite team would gain 2 points whereas if the robot is pushed out of the red semi circle the opposite team will gain a total point of 5.

POINTS DISTRIBUTION:

Extra inch (size)	-5
Extra 0.1 Kg (weight)	-10
Extra time (setting up the robot)	-5
Pushed out of the arena	+2
Pushed out of the arena (red semi circle)	+5

ARENA:



ROBO WAR

- The qualifying teams will compete in a knockout format. In each match two teams will compete against each other, fighting their robots' side by side in the contest arena.
- Winning would be dependent on maximum damage to the opponent
- Robots are not to be turned on at or near events for any purpose without obtaining permission from the event management team.
- All robots must be able to be FULLY deactivated, which includes power to drive and weaponry within 2 minutes by a manual disconnect.
- The weight limit for the Robot is 35 Kg, -20 per 500g.
- The maximum allowed dimensions of the Robot are 3x3x3 ft (width, length and height), -10 every 2 inch.
- The Contest judges may stop any robot at any time if they feel that it is performing, or is about to perform, any action that is dangerous or hazardous to people or equipment.
- Contestants are NOT allowed to touch their robots or enter the Contest Arena after startup
- Each match will be of maximum 5 minutes duration with 1 minute to set up their robot
- The Robot CANNOT split after the start of the fight, only one Robot is allowed to compete with the opponent
- All pyrotechnics; explosives, flames, firearms, corrosives, liquids, electronic devices - e.g. radio jamming, heat-guns, Tesla coils - are banned.
- The circular saws, carbon or steel cutting discs can be used.
- Voltage of the machine's electrical power source must not exceed 48 volt DC.
- After the first whistle robots would be given 10 seconds to start up their robots(mainly their blades). With the second whistle the 5 minute time would start and the robots could engage each other.
- If none of the team is able to disarm or crush the opponent in the allocated 5 minutes, the team having more points at that time would win the match.
- If both the teams have scored the same points in the allocated time slot, the decision of the winner will be on judges.

POINTS DISTRIBUTION:

Pushed opponent's robot out of the arena from specified point	5 Points
Turning opponent's robot upside down	10 Points
Taking off any part of opponent's robot (except for any decoration)	15 Points

Hitting the opponent's robot with weapons	2 points
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ROBO RACE

- Once turned on, the robot will complete the track from start to finish.
- The robot must be remote-controlled.
- The maximum size of the robot should be 8x8x8 inches.
- The voltage of the robot's electrical power source must not exceed 12-volt DC.
- The track would have bridges with an incline of 25 degrees, bumps made out of straws and can also contain sand and stones.
- The winner would be decided on the basis of total checkpoints passed in respect to time.

RESCUE MISSION

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