



Robo Race Light Weight Rules & Regulations

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Objective

Teams must design a **light weight race robot** to navigate through an outdoor obstacle track featuring multiple terrains. The bot completing the track in the **least time (including penalties)** will be declared the winner.

Team Composition

- Each team can have a **maximum of 3 members**.
- **Grade 4 to 7 - Category 1**
- **Grade 8 to 12 - Category 2**
- Only **one robot per team** is allowed.

Robot Specifications

1. Motors

- Only **BO motors** or **normal DC gear motors** are allowed.
- **Johnson motors, OG555, or higher-powered motors are Strictly Prohibited.**

2. Dimensions

- The robot must fit inside a **25 cm x 25 cm x 25cm box height** during verification.

3. Control System

- Robots must be **remotely controlled** using any one of the following:
 - **Bluetooth**
 - **PS3 Joystick**
 - **Any wireless transmitter/receiver system**

4. Power Supply

- **Li-Ion or Li-Po batteries are permitted.**
- Only Voltage and wiring must be safe and properly insulated.

Arena Specifications

- The arena will be prepared in open ground space.
- Exact layout will be revealed only on game day.
- Obstacles may include:
 - Straight paths
 - Curves
 - Inclined ramps
 - Speed breakers
 - Gravel or sand patches
 - Bridges
 - Tunnels

Match Format

- Matches may have **2 or 3 teams competing at the same time**
- Matches may have (as per fixtures).
- Robots will race from start to finish line.
- Winner is decided based on:
 - **Least completion time (including penalties).**
- If no team completes the track, the bot that covers the longest **valid distance** will be ranked higher.

Game Rules

1. Each team must place their robot at the start line.
2. Robots must remain on the designated track.
3. Touching the robot during the run will add a penalty time (decided by referees).
4. Any damage to arena/obstacles will result in penalties or disqualification.

Penalties

- Touching the robot during the race → +10 seconds.
- Skipping or missing an obstacle → +15 seconds.
- Robot leaving the track completely → Disqualification for that round.

Winner Declaration

- The winner is the team with the **fastest completion time including penalties in the final round.**
- The referee's decision is final and binding.