

RACE

Obstacle Course Bot Challenge

Official Rules & Regulations

Read carefully. All rules are binding and subject to coordinator decisions.

EVENT OVERVIEW

A high-intensity obstacle course challenge where remote-controlled robots must navigate through diverse and demanding terrain — including sand, bumpers, water, and net-bridges — and reach the finishing line in the shortest time possible. Only skill, speed, and mechanical endurance determine the victor.

BOT SPECIFICATIONS

SPECIFICATION	DETAIL
Dimensions	Max 30 cm × 30 cm — No tolerance
Weight	Max 3.0 kg — No tolerance
Voltage	Max 18 V
Power Supply	On-board or off-board; off-board wires must be slack at all times
Control	Remote-controlled only — autonomous microcontroller bots not allowed
Chassis	Main chassis must remain the same throughout the entire event
Allowed	Ready-made gearboxes or bases are permitted
Prohibited	LEGO kits or spare parts strictly prohibited

PARTICIPATION RULES

- Maximum 4 participants per team.
- A participant cannot be a member of 2 different teams in this event.
- The bot can be controlled by only one participant in both prelims and finals.
- Any action violating fair play will lead to immediate disqualification.
- The decision of the coordinators is final and binding.
- Rules may be modified after the commencement of the event.

GAME RULES

- No trial runs will be provided.
- Top 8 or 16 teams from the preliminary round advance to the finals.
- The arena will be subject to modifications in the final round.
- Bot starts at the designated starting point and must reach the finishing line.
- Maximum time to complete the arena: 6 minutes.
- Arena obstacles include: sand, bumpers, water (3–4 cm depth — motors NOT fully submerged), net-bridge, and more.
- No restarts and no skips are allowed at any point.
- Technical timeout: 2 minutes allowed for genuine technical failure (electronic, solder, or motor failure) only.

- No timeout for mechanical failures (e.g., track belt change, wheel replacement, etc.).
- Mandatory tasks must be completed; assistance with a penalty will be given if bot is stuck during a task.
- If the bot leaves the track at any point, a penalty will be applied.
- Only organizer-measured time is valid; participant-measured time is not accepted under any circumstances.

SCORING & RANKING

CRITERION	DETAIL
Primary metric	Fastest completion time
Penalty — touching robot	10 seconds added per occurrence
Penalty — leaving track	As determined by coordinators
Penalty — stuck at task	As determined by coordinators
Technical timeout	2 minutes max; clock resumes after

IMPORTANT: The coordinator's decision is final in all situations. Maintain fair play at all times. Ensure your bot meets all specifications before the event — no modifications to the chassis are permitted mid-event.