



### **JUNIOR level Rules and Regulations**

1. The duration of the run will be 6 minutes and there won't be any trial time provided for the run on the event day.
2. There is a size restriction on both the Robots that it should be able to fit into the verification prop (9 inch length by 9 inch width by 2.5 inch height).
3. There is no restriction in the number of motors/brains used per robot.
4. Only Avishkaar kits are allowed to build these Robots.
5. A power source of 7.5 Volts and 2200 MAH current is allowed in the bots.
6. Participants can touch the Robots only when they are in the start areas and no where else. They can add/remove mechanisms only in start area.
7. If any of the Robot goes out of the arena, the referee would bring it back to the respective Start area and the arena props (if they were attached to the robot in some manner) to their respective start locations and no points would be awarded for them.
8. If a team is able to finish all its tasks before time, all the props will be refurbished on the arena and the team can start scoring points again. The timer would stop when the refurbishing is taking place.
9. The Robots that damage the arena will be disqualified.
10. Combustible material used in the Robot Designs can lead to disqualification.



### **MIDDLE level Rules and Regulations**

1. The duration of the run will be 6 minutes and there won't be any trial time provided for the run on the event day.
2. There is a size restriction on both the Robots that it should be able to fit inside the verification prop (9 inch length by 9 inch width by 2.5 inch height).
3. There is no restriction in the number of motors/brains used per robot.
4. All the material used in the robots have to be from the Avishkaar kit only.
5. A power source of 7.5 Volts and 2200 MAH current is allowed in the bots.
6. The Robots that damage the arena will be disqualified.
7. Combustible material used in the Robot Designs can lead to disqualification.
8. Participants can touch the Robots only when they are in the start areas and nowhere else.
9. Participants can add/remove mechanisms from the Robots only in the start area.
10. If any of the Robots goes out of the arena, the referee would bring it back to the respective Start area and the arena props (if they were attached to the robot in some manner) to their respective start locations and no points would be awarded for the same.
11. If a team is able to finish all its tasks before time, all the props will be refurbished on the arena and the team can start scoring points again. The timer would be stopped at the time of refurbishing.



### SENIOR level Rules and Regulations

1. The duration of the run will be Six minutes and there won't be any trial time provided for the run. There will be four runs provided during the competition.
2. Participants can't touch Any of the Robot while running without the permission of the referee. If the participants do so, the referee may disqualify the team. However, if Robot is going out of the designated path, the participants can restart the run of the bot with due permissions of the referee.  
Note: This will be counted as a valid run by the Robot.
3. A re-fill (putting all the props back to its respective positions) shall be allowed once both the bots have successfully completed their tasks. The timer would be stopped while the refill happens. A refill would be warranted even in the scenario where the Robot has moved all the boxes from its designated area.
4. A BONUS re-fill is also allowed in this competition, i.e. every time a box is placed at its correct area.
5. If any of the bots deviate from their designated paths, the referee would consider it as a valid round - and only four such or complete rounds are allowed.
6. There is a size restriction on both the Robots that it should be able to fit inside the verification prop (9 inch length by 9 inch width by 2.5 inch height).
7. There is no restriction in the number of motors/brains used per robot.
8. All the material used in the two robots have to be from the Avishkaar kit only.
9. A power source of 7.5 Volts and 2200 MAH current is allowed in the bots.
10. The Robots that damage the arena will be disqualified.

11. Combustible material used in the Robot Designs can lead to disqualification.
12. Participants can touch the Robots only when they are in the start areas and nowhere else.
13. Participants can add/remove mechanisms from the Robots only in the start area.