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ROBO 3.0 RUMBLE

PRIZE POOL

₹1,50,000/-

CSJM UNIVERSITY

16 - 18 MARCH 2026

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ABOUT THE UNIVERSITY

Chhatrapati Shahu Ji Maharaj University (CSJMU), formerly known as Kanpur University, is a prominent public state university located in Kanpur, Uttar Pradesh. Established in 1966, the university is named after the great social reformer Chhatrapati Shahu Ji Maharaj and is known for promoting inclusive, quality higher education.

The university emphasizes research, innovation, and skill-based learning, supported by modern infrastructure, experienced faculty, and a growing focus on industry collaboration. CSJMU also encourages extracurricular activities, sports, and cultural engagement to ensure holistic student development.

CSJMU stands as a key educational hub in the region, committed to academic excellence, social responsibility, and the empowerment of youth through knowledge and learning.

About Robo Rumble

Robo Rumble is UIET's flagship technical event dedicated to robotics, innovation, and hands-on engineering experience. It provides a platform for students to explore emerging technologies, apply theoretical knowledge to real-world challenges, and work collaboratively in a competitive yet learning-focused environment. With each edition, Robo Rumble has established itself as one of the most successful and impactful technical events at UIET. Robo Rumble 3.0 aims to further enhance technical excellence, participation, and overall event quality.

Objectives :-

The objective of Robo Rumble is to promote hands-on learning and innovation in robotics and emerging technologies. It aims to bridge the gap between theory and practice while fostering problem-solving, teamwork, and leadership skills. The event also seeks to strengthen the technical culture and collaborative spirit among students.

INDEX

GENERAL RULES AND REGULATION

1. Team Eligibility and Composition:-

- Institutional Unity: All members of a team must belong to the same college, institute, or school. Cross-institutional teams are not permitted.
- Postgraduates, Undergraduates and Schools students with valid college/School ID are allowed.
- Exclusivity: A student cannot be a member of more than one team. Sharing members across different teams is strictly prohibited.
- The team must consist of a minimum of 3 members and a maximum of 5 members.

2. Multi-Bot and Multi-Event Participation

- Multiple Entries: A team may register multiple bots for the same event (e.g., Robo War), provided each bot has a unique operator.
- Example: If Team A enters two bots into Robo War, Member 1 can operate Bot A, but Member 2 must operate Bot B.
- Operator Restrictions: An operator is restricted to controlling only one bot per specific event. However, that same person is free to operate a bot in a different category (e.g., Robo Obstacle Race).
- Bot Versatility: The same robot may be entered into multiple different events (e.g., Pick and Place and Obstacle Race), provided the bot meets the specific technical requirements for each category..

GENERAL RULES AND REGULATION

3. Conduct and Disqualification:-

- Final Authority: The judges' decisions are absolute and final.
- Zero Tolerance Policy: Any arguing with judges or the organizing committee will result in instant disqualification.
- Penalties: Disqualified teams will not receive participation certificates, and no appeals will be entertained.
- Compliance: Failure to meet any technical or procedural requirement will lead to immediate removal from the competition.

4. Logistics and Accommodation:-

- Housing: Staying facilities (hostels) will be provided based on availability.
- Expenses: All accommodation costs must be covered by the participating teams.
- Registration: Teams requiring a hostel must indicate this clearly during the initial form-filling process.

NOTE:- If any **Event** have less than **10** Participating teams, then the prize distribution will be only for **First and Second Position** only.

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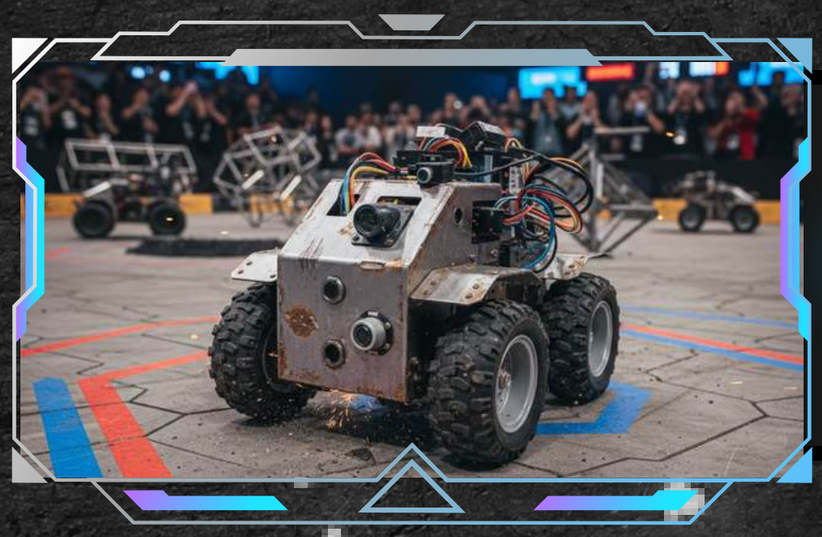
EVENT HIGHLIGHTS



ROBO OBSTACLE RACE

Up To ₹ 20,000 PRIZE POOL

ROBO SOCCER

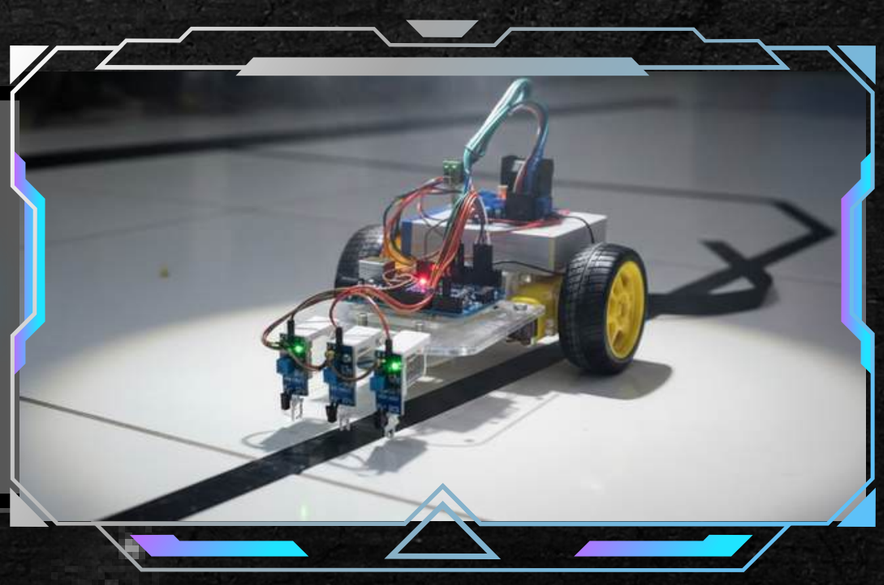
Up To ₹ 20,000 PRIZE POOL

ROBO WAR

Up To ₹ 20,000 PRIZE POOL

LINE FOLLOWING BOT

Up To ₹ 15,000 PRIZE POOL



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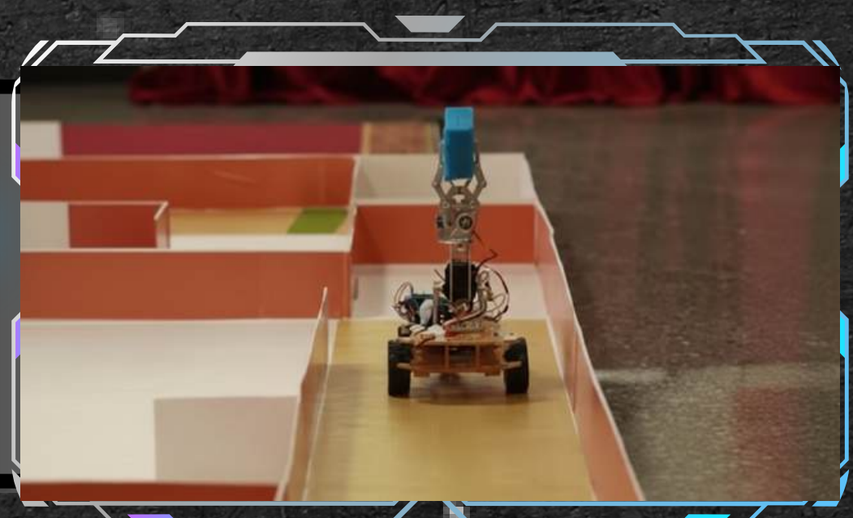
EVENT HIGHLIGHTS

RC FLYING

Up To ₹ 20,000 PRIZE POOL

PICK and PLACE



Up To ₹ 20,000 PRIZE POOL

E-SPORTS

Up To ₹ 20,000 PRIZE POOL

SHOWCASE and EXHIBHITION

Up To ₹ 10,000 PRIZE POOL

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EVENT HIGHLIGHTS

Defence Talks

Defence Expo*

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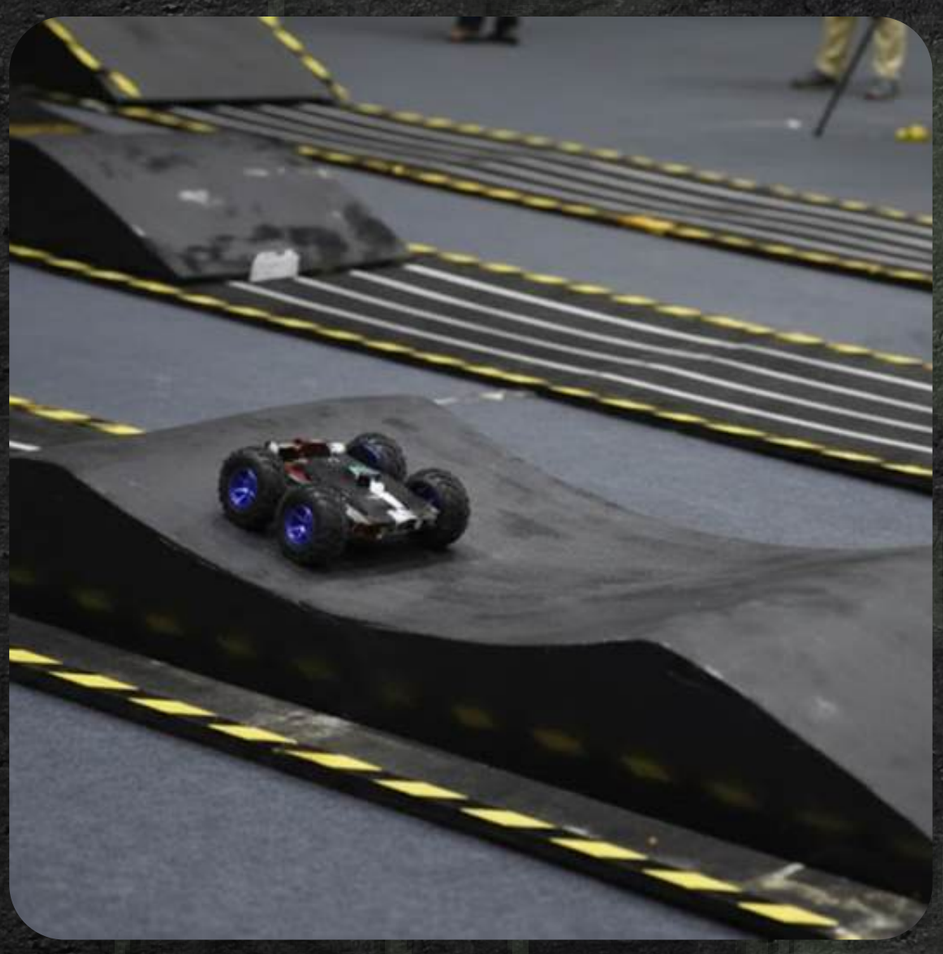
*is tentative event

INSIDE THE EVENT: RULES & PROCESS

ROBO OBSTACLE RACE

"A thrilling challenge where robots must navigate and overcome a series of obstacles, testing speed, control, and mechanical efficiency."



OBJECTIVE:-

The goal is to build your own robot, either wired or wireless, within the required specifications in order to obtain the highest speed possible in order to outrun other robots on the track and cross the finish line in the shortest time possible.

GENERAL GUIDELINES:-

- Do not create robots with pre-assembled kits.
- Robots must be non-destructive and harmless to humans and race tracks.
- The cable length (for wired bots) should be long enough to cover the entire track (approximately 15 meters). Also, the cable must be slack while crossing the track.
- Each team must have mini-3 and max-5 members only.
- Team must be consist of members from the same college/School
- Postgraduate, Undergraduate and School students with valid college/school, IDs are eligible to participate.
- Registration amount is ₹400/- per team

INSIDE THE EVENT: RULES & PROCESS

ROBO OBSTACLE RACE

"A thrilling challenge where robots must navigate and overcome a series of obstacles, testing speed, control, and mechanical efficiency."

DIMENSION OF BOTS:-

- **Width:** Not More Than 30cm
- **Length:** Not More Than 30cm
- **Height:** Not More Than 25cm
- Maximum weight must not exceed 2.5 kg (including battery for wirelessly controlled Robots). However, a tolerance of 5% is acceptable.
- **Note:** Failing to abide by above requirement will lead to
- Disqualification and Judges decision will be final.

REWARDS AND PRIZES:-

- 1st Position: 10,000 Rupees + Winning Certificate + Trophy
- First Runner Up: 6000 Rupees + Winning Certificate + Trophy
- Second Runner Up: 4000 Rupees + Winning Certificate + Trophy
- All the participants will get Participant e-Certificate

POWER SOURCES:-

- Only electric robots are allowed at the event.
- The battery must be of a sealed and immobilized electrolyte type (gel, lithium, NiCad, or batteries).
- No voltage in the machine should exceed 12VDC at any time

INSIDE THE EVENT: RULES & PROCESS

ROBO OBSTACLE RACE

"A thrilling challenge where robots must navigate and overcome a series of obstacles, testing speed, control, and mechanical efficiency."

GAMEPLAY:-

- No trials will be given.
- The run (from the start to the finish point) in which a robot. successfully reaches the destination point will be given as a run time.
- If the bot skips any obstacle, they will be penalized with time.
- For every hurdle there's a point depending on its difficulty level.
- Negative points will be awarded for each time the bot moves out of the track.
- The first prize goes to the robot with the shortest official time and achieves the maximum no of points. Second prize to the next shortest, and so on.
- If there is a tie, another chance will be given to the participants.
- Judge decision will be final and arguing with judge will result in disqualification.
- Penalty will be in the form of time which will be added to final time, hence the team with least time and max point will be winners.

INSIDE THE EVENT: RULES & PROCESS

ROBO OBSTACLE RACE

"A thrilling challenge where robots must navigate and overcome a series of obstacles, testing speed, control, and mechanical efficiency."

TRACK DETAILS:-

The competition track has a track of total length 16+meters. The track will be 35 cm wide. The track surface and course line may have unevenness. Different hurdles will be there on the racetrack trying to slow down the Robot. Predefined Obstacles for the competition will include block pushing, speed breakers, marble pit, slippery path, rotating disc, curve ramp down, seesaw etc.

SCORING CRITERIA:-

- Score = (point/time) * 100.
- The team with maximum Score wins the competition.

INSIDE THE EVENT: RULES & PROCESS

ROBO WAR

"A high-intensity battle where teams design and control combat robots to overpower opponents through strategy, strength, and precision."

OBJECTIVE:-

The objective is to construct a robot, either wired or wireless, within the specified guidelines to knockout or push the opponent's robot out of the arena. The arena is equipped with a range of obstacles and hazards that will challenge your robot's durability and combat effectiveness.

GENERAL GUIDELINES:-

- Do not create robots with pre-assembled kits.
- Robots can have hidden weapons like pneumatic pincers, mighty armors, nifty axes, and more innovative weapons.
- Each team has to come up with a wired/wirelessly controlled robot
- capable of one-on-one combat
- Prohibition on disrupting the opponent's power.
- Each team must have 3-5 members only.
- Postgraduates, Undergraduate and School students with valid college/school, IDs are eligible to participate.
- Only the strongest will prevail
- Registration amount is ₹400/- per team

INSIDE THE EVENT: RULES & PROCESS

ROBO WAR

"A thrilling challenge where robots must navigate and overcome a series of obstacles, testing speed, control, and mechanical efficiency."

DIMENSION OF BOTS:-

- **Width:** Not More Than 45cm
- **Length:** Not More Than 45cm
- **Height:** No Limitation but does not effect safety of participants and spectators.
- **Maximum weight must not exceed 8 kg (including battery for wirelessly controlled Robots). However, a tolerance of 5% is acceptable but with penalty.**
- **Note: Failing to abide by above requirement will lead to disqualification.**

REWARDS AND PRIZES:-

- 1st Position: 10,000 Rupees + Winning Certificate + Trophy
- First Runner Up: 6000 Rupees + Winning Certificate + Trophy
- Second Runner Up: 4000 Rupees + Winning Certificate + Trophy
- All the participants will get Participant e-Certificate

POWER SOURCES:-

- Only electric robots are allowed at the event.
- The battery must be of a sealed and immobilized electrolyte type (gel, lithium, NiCad, or batteries).
- Battery voltage capped at 36 V DC.
- On-site power supplied at 230 V AC; teams must bring adapters/converters (max output: 36 V DC) for AC supply.

INSIDE THE EVENT: RULES & PROCESS

ROBO WAR

"A thrilling challenge where robots must navigate and overcome a series of obstacles, testing speed, control, and mechanical efficiency."

GAMEPLAY:-

- Knock-out style competition featuring 2-player matches.
- Each round lasts for a maximum of 3min having 3rounds per match
- Touching bot during the round will award you a penalty.
- Disabling /knockout will ensure max points.
- Victory is achieved if a robot successfully pushes its opponent into the ditch, immobilizes them, or forces them out of the arena.
- Moving obstacles may intermittently appear during battles; robots must evade these obstacles.
- Matches halted upon wire crossings.
- No unauthorized entry into the war zone; coordinator permission required.
- Organizers possess the right to modify the rules.
- Violation of rules leads to disqualification.
- Judges' decisions are final and binding.

INSIDE THE EVENT: RULES & PROCESS

ROBO WAR

“A thrilling challenge where robots must navigate and overcome a series of obstacles, testing speed, control, and mechanical efficiency.”

ARENA DETAILS:-

The arena is equipped with various concealed weapons such as saws, cutters, flame-throwers, ditches, and other hazards designed to challenge your robot's resilience and combat capabilities.

Robowar Abstract Submission

- Identity & Specs: Start with a 360° view and use text overlays to list your weapon RPM, motor torque, battery voltage, and 2.4GHz fail-safe.
- Physical Verification: Record the bot on a weighing scale and use a measuring tape to confirm it meets the required Length x Width x Height limits.
- Performance & Safety: Film a figure-8 driving test followed by a full-power weapon activation and a demonstration of the emergency kill-switch.
- Submission Quality: Ensure bright lighting for internal visibility and set your Google Drive/YouTube link permissions to "Public" before sending.
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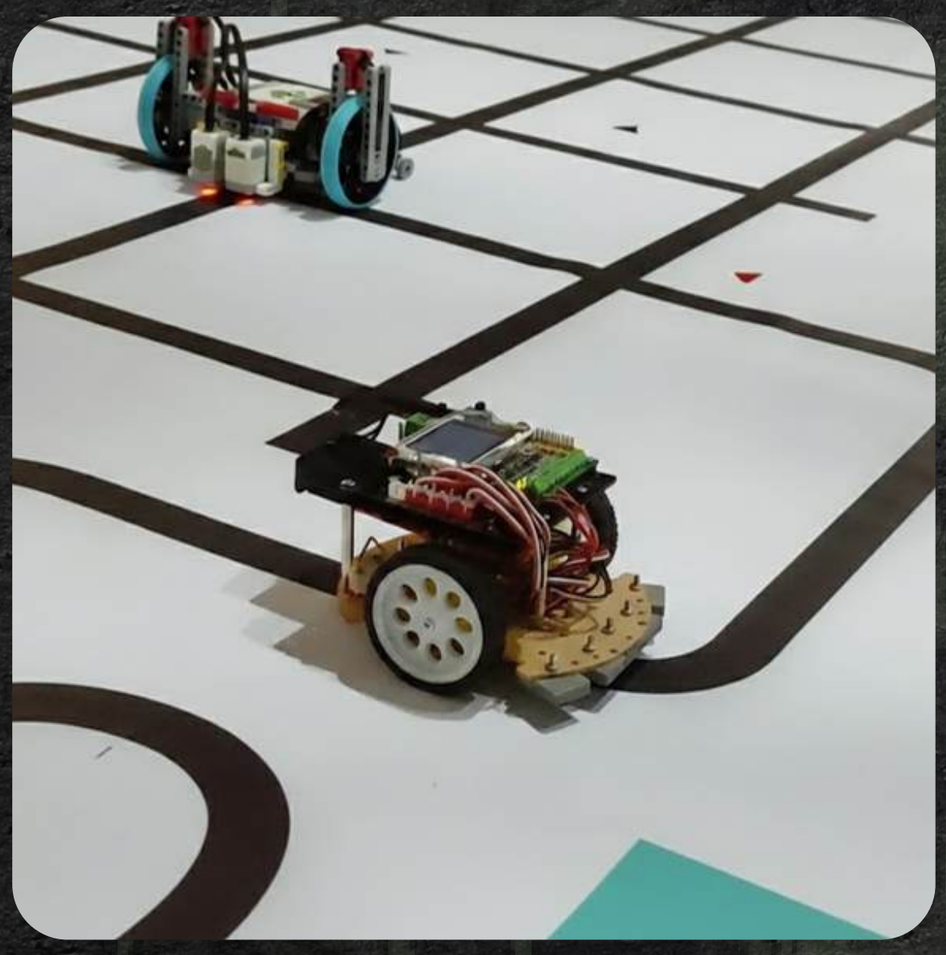
INSIDE THE EVENT: RULES & PROCESS

LINE FOLLOWING BOT

“A precision-based challenge where robots autonomously follow a predefined line, testing accuracy, speed, and algorithmic control.”



OBJECTIVE:-

Teams will design and build an autonomous robot capable of navigating a predefined track by following a black line on a white surface. The event emphasizes precision, speed, and technical expertise. Participants must demonstrate their bot’s ability to tackle various challenges, such as sharp turns, intersections, and curves, without human intervention.

GENERAL GUIDELINES:-

- Each team can have 3-5 members.
- Only undergraduate and School students with valid college/school, IDs are eligible to participate.
- The bot must operate autonomously, using onboard sensors and controllers.
- Only onboard batteries are allowed as the power source. External power sources are prohibited.
- The bot must not damage the track; otherwise, the team will be disqualified.
- Registration amount is ₹400/- per team

INSIDE THE EVENT: RULES & PROCESS

LINE FOLLOWING BOT

"A precision-based challenge where robots autonomously follow a predefined line, testing accuracy, speed, and algorithmic control."

DIMENSION OF BOTS:-

- Width: Not More Than 30cm
- Length: Not More Than 30cm
- Height: Not More Than 30cm

REWARDS AND PRIZES:-

- 1st Position: 7,000 Rupees + Winning Certificate + Trophy
- Frirst Runner Up: 5000 Rupees + Winning Certificate + Trophy
- Second Runner Up: 3000 Rupees + Winning Certificate + Trophy
- All the participants will get Participant e-Certificate

POWER SOURCES:-

- Only onboard batteries are allowed as the power source.
- External power sources are prohibited.

ARENA DETAILS-

- The track will consist of a black line (3-4cm wide) on a white background.
- It may include curves, sharp turns, and intersections.
- The arena layout will not be disclosed before the competition to ensure fairness.

INSIDE THE EVENT: RULES & PROCESS

LINE FOLLOWING BOT

"A precision-based challenge where robots autonomously follow a predefined line, testing accuracy, speed, and algorithmic control."

GAMEPLAY:-

- Each team is allowed 2 attempts to complete the track. The better of the two timings will be considered.
- The maximum time allowed per attempt is 5 minutes.
- The bot must restart from the previous checkpoint in case of a deviation.
- Teams are not allowed to modify their bots during the competition.
- The bot with the fastest time wins.

TIME PENALTIES:-

- 5 seconds for track deviation.
- 10 seconds if the bot requires manual intervention to be repositioned on the track.
- Bonus points may be awarded for completing challenging sections flawlessly.

DISQUALIFICATION CRITERIA:-

- Use of external control mechanisms (wired or wireless) during the run.
- Causing damage to the track or interfering with another team's performance.
- Violation of bot size or specification constraints.
- Judges' decisions are final and binding.
- Voltage is capped at 12V DC.

INSIDE THE EVENT: RULES & PROCESS

ROBO SOCCER

"An action-packed team event where manually controlled robots compete to score goals, combining strategy, coordination, and control."

OBJECTIVE:-

The objective is to construct a robot, either wired or wireless, within the specified guidelines to score goals and defend against the opponent's robot in a soccer maatch. Participants design and build their robots to navigate the field, dribble, pass, and shoot the ball, all while outsmarting the opposing team's robot. The matches are knockout battles, where the winner moves on to the next round.

GENERAL GUIDELINES:-

- Each team can have 3-5 members only.
- Only undergraduate and School students with valid college/school IDs are eligible to participate.
- Bots can be wired/wireless.
- Batteries must be sealed, immobilized electrolyte type (gel cell, lithium, NiCad, or dry cells)
- Each team is allowed only one robot on the field at a time during gameplay
- The bot must not damage the track,other bots; otherwise, the team will be disqualified.
- Registration amount is ₹400/- per team

INSIDE THE EVENT: RULES & PROCESS

ROBO SOCCER

"An action-packed team event where manually controlled robots compete to score goals, combining strategy, coordination, and control."

DIMENSION OF BOTS:-

- Width: Not More Than 30cm
- Length: Not More Than 30cm
- Height: Not More Than 30cm
- Dribbling devices that actively exert spin on the ball, which keep the ball in contact with the robot are permitted under certain conditions.
- Maximum weight must not exceed 5 kg (including battery for wirelessly controlled Robots).
- However, a tolerance of 10% is acceptable but with penalty.
- Note: Failing to abide by above requirement will lead to disqualification.
- The exploitation of loopholes is prohibited.

REWARDS AND PRIZES:-

- 1st Position: 10,000 Rupees + Winning Certificate + Trophy
- First Runner Up: 6000 Rupees + Winning Certificate + Trophy
- Second Runner Up: 4000 Rupees + Winning Certificate + Trophy
- All the participants will get Participant e-Certificate

INSIDE THE EVENT: RULES & PROCESS

ROBO SOCCER

"An action-packed team event where manually controlled robots compete to score goals, combining strategy, coordination, and control."

POWER SOURCES:-

- Only electric robots are allowed at the event.
- The battery must be of a sealed and immobilized electrolyte type (gel, lithium, NiCad, or batteries).
- Battery voltage capped at 24 V DC.
- On-site power supplied at 230 V AC; teams must bring adapters/converters (max output: 36 V DC) for AC supply.

ARENA DETAILS:-

- The field will be a rectangular arena with goalposts at both ends.
- The dimensions of the field will be announced during the briefing session.
- A standard lightweight plastic or foam soccer ball will be used.
- The arena will have boundaries; if the ball or robot crosses them, the referee will reset them.

INSIDE THE EVENT: RULES & PROCESS

ROBO SOCCER

"An action-packed team event where manually controlled robots compete to score goals, combining strategy, coordination, and control."

GAMEPLAY:-

- Knock-out style competition featuring 2-player matches.
- Each round lasts for a maximum of 3 min having 3rounds per match with a 1-minute break in between.
- Touching bot during the round will award you a penalty.
- Organizers possess the right to modify the rules.
- Violation of rules leads to disqualification.
- Judges' decisions are final and binding.
- Each team must try to score goals in the opponent's net while defending their own.
- The bot can push or dribble the ball but cannot lift it or hold it.
- Only one bot per team is allowed on the field during play.
- Teams are prohibited from obstructing or damaging the opponent's robot deliberately.
- A goal is awarded when the ball completely crosses the opponent's goal line.
- In the event of a tie, there will be a 3-penalty shoot-out.
- Teams must maintain decorum and adhere to the event's code of conduct.
- A referee will oversee all matches, and their decisions are final.

INSIDE THE EVENT: RULES & PROCESS

SHOWCASE AND EXHIBHITION

“A platform to display innovative projects and working models, encouraging creativity, technical knowledge, and real-world problem solving.”

OBJECTIVE:-

The Showcase and Exhibition aims to provide a platform for students, innovators, and enthusiasts to display their cutting- edge science projects. The event focuses on celebrating creativity, technical expertise, and innovation in Science, offering participants an opportunity to demonstrate how their project solve real-world problems or exhibit advanced capabilities in automation, artificial intelligence, and engineering.

GENERAL GUIDELINES:-

- **Exhibition:** A showcase of unique projects and designs.
- **Live Demonstrations:** Participants can demonstrate their project's functionality and capabilities in real-time.
- **Interactive Sessions:** Opportunities for visitors to interact with robots and learn about their mechanisms and technology.
- **Knowledge Exchange:** Networking opportunities for participants, mentors, and industry professionals.
- Judging Criteria will be Usablitiy, Innovative, Presentation and Uniqueness.
- Registration amount is ₹250/- per team

REWARDS AND PRIZES:-

- **1st Position: 10,000 Rupees + Winning Certificate + Trophy**

INSIDE THE EVENT: RULES & PROCESS

RC FLYING

“An aerial challenge where remotely controlled flying models are maneuvered with precision, testing pilot skill, stability, and control.”

OBJECTIVE:-

The objective is to provide a platform for participants to demonstrate aerial control and precision using RC flying models. The event tests stability, maneuvering skills, and understanding of aerodynamics. It enhances hand–eye coordination and real-time decision making. The competition promotes safety, innovation, and technical excellence.

GENERAL GUIDELINES:-

- Each team must consist of 3 to 5 members; solo participation is not allowed.
- All team members must belong to the same school/college/institute.
- Only one aircraft per team is permitted.
- Aircraft must be remotely controlled (manual flying only); autonomous or GPS-assisted systems are strictly prohibited.
- Standard RC transmitters are required (2.4 GHz preferred) with failsafe enabled.
- Practice flying is allowed only during assigned time slots.
- Judges’ decisions will be final and binding.
- Participants must carry valid institute ID cards.
- Any damage to property or individuals will be the sole responsibility of the team.
- Registration amount is ₹400/- per team

INSIDE THE EVENT: RULES & PROCESS

RC FLYING

"An aerial challenge where remotely controlled flying models are maneuvered with precision, testing pilot skill, stability, and control."

DIMENSION OF AEROPLANE:-

- Aircraft type: Fixed-wing RC aircraft only
- Maximum wingspan: 1.5 meters
- Maximum takeoff weight: 2 kg (including battery)
- Power source: Electric motor only (IC engines not allowed)
- Maximum battery configuration: 6S Li-Po
- Allowed models: - Only Handmade models made by Students.
- Allowed materials: Foam, balsa, and composite structures

REWARDS AND PRIZES:-

- 1st Position: 10,000 Rupees + Winning Certificate + Trophy
- First Runner Up: 6000 Rupees + Winning Certificate + Trophy
- Second Runner Up: 4000 Rupees + Winning Certificate + Trophy
- All the participants will get Participant e-Certificate

INSIDE THE EVENT: RULES & PROCESS

RC FLYING

"An aerial challenge where remotely controlled flying models are maneuvered with precision, testing pilot skill, stability, and control."

FLYING ARENA AND SAFETY RULES:-

- Flying will take place in a designated open flying zone.
- Takeoff and landing must occur within the marked runway area.
- Safety boundary lines must be strictly followed.
- Flying over people is strictly prohibited.
- Propellers, wiring, and batteries must be secure, insulated, and undamaged.
- Organizers reserve the right to stop any flight if safety is compromised.

EVENT FORMAT/ CATEGORIES:-

The competition may include one or more of the following categories:

Basic Flying

- Smooth takeoff
- Stable straight flight
- Controlled turns
- Safe and proper landing

Precision Flying

- Figure-8 maneuver
- 180-degree sharp turn
- Loop and rolling maneuvers
- Charlie maneuver
- Target landing

INSIDE THE EVENT: RULES & PROCESS

RC FLYING

"An aerial challenge where remotely controlled flying models are maneuvered with precision, testing pilot skill, stability, and control."

TIME CHALLENGES(if applicable):-

- Complete the assigned flight pattern within the given time limit.
- Exceeding the time limit will result in score reduction

PENALTIES:-

- Crossing safety boundaries
- Hard landing or runway overshoot
- Loss of control during flight
- Unsafe flying behavior

DISQUALIFICATIONS CONDITIONS:-

- Aircraft exceeding size or weight limits
- Use of prohibited electronics (GPS, autopilot, stabilization systems)
- Unsafe aircraft construction or operation
- Manual throwing of aircraft without permission
- Misconduct with judges or organizers

Frequently Asked Questions (FAQs)

- Can beginners participate? – Yes, the Basic Flying category is beginner-friendly.
- Are foam planes allowed? – Yes, foam, balsa, and composite aircraft are allowed.
- Can we repair after a crash? – Minor repairs may be allowed only with judges' permission.
- Can we hand-launch the aircraft? – Yes.

INSIDE THE EVENT: RULES & PROCESS

PICK AND DROP CHALLENGE

"A task-based challenge where robots must accurately pick objects from designated zones and place them at target locations, testing precision, control, and efficiency."

OBJECTIVE:-

The objective of the Pick and Drop Robotics challenge is to evaluate the ability of robots to accurately pick and place objects. The event emphasizes precision, coordination, and efficient mechanical design. It enhances understanding of gripping mechanisms and motion control. The challenge promotes problem-solving, teamwork, and practical robotics skills.

GENERAL GUIDELINES:-

- Each team must consist of 3–5 members.
- All team members must belong to the same school/college/institute.
- Only one robot per team is allowed.
- The robot may be manual (wired/wireless) or autonomous.
- Manual handling of the robot during the match is strictly prohibited.
- Judges' decisions will be final and binding.
- Participants must carry valid institute ID cards.
- Any misconduct or malpractice will lead to immediate disqualification.
- Registration amount is ₹400/- per team

INSIDE THE EVENT: RULES & PROCESS

PICK AND DROP CHALLENGE

"A task-based challenge where robots must accurately pick objects from designated zones and place them at target locations, testing precision, control, and efficiency."

DIMENSION OF BOT:-

- Maximum dimensions: 30 cm × 30 cm × 30 cm (L × W × H)
- Maximum weight: 5 kg (including battery)
- Robots must be equipped with a picking mechanism such as:
  - Gripper
  - Claw
  - Magnet
  - Arm
  - Suction mechanism

REWARDS AND PRIZES:-

- 1st Position: 10,000 Rupees + Winning Certificate + Trophy
- First Runner Up: 6000 Rupees + Winning Certificate + Trophy
- Second Runner Up: 4000 Rupees + Winning Certificate + Trophy
- All the participants will get Participant e-Certificate

SCORING CRITERIA:-

- Correct pick and place → Full points
- Incorrect placement → No points
- Partial placement → Half points
- Bonus points awarded for → Faster completion, accurate placement, innovative picking mechanism
- In case of a tie → Least time taken, fewer penalties, judges' decision (final)

INSIDE THE EVENT: RULES & PROCESS

PICK AND DROP CHALLENGE

"A task-based challenge where robots must accurately pick objects from designated zones and place them at target locations, testing precision, control, and efficiency."

ARENA DETAILS:-

- The arena may be flat and stable or include obstacles.
- Designated pick-up and drop zones will be provided.
- Objects may include blocks, cubes, or cylinders.
- Object size and weight will be disclosed on the event day.
- Arena layout will be revealed 30 minutes before the match.
- Teams must handle all objects without causing damage.

POWER CONTROL:-

- Power supply must be on-board or wired only.
- Maximum allowed voltage: 12V DC.
- Wireless robots must operate on standard frequency bands.
- Teams must ensure no interference with other robots.
- Organizers are not responsible for signal interference.
- Use of RF jammers or high-frequency transmitters is strictly prohibited.

EVENT FORMAT/GAMEPLAY:-

- The robot must start from the designated starting zone.
- Objects must be:
  - Picked from the source area
  - Placed accurately in the target area
  - Dragging, pushing, or sliding objects is not allowed.
- The object must be placed completely inside the target zone to score.
- Elimination Round:- There are 3 rounds of 2 min each, and 9 boxes are placed in the middle of the Arena. The team which collects more boxes will be qualified for the net round.
- Touching the robot during the run is not permitted.

INSIDE THE EVENT: RULES & PROCESS

PICK AND DROP CHALLENGE

"A task-based challenge where robots must accurately pick objects from designated zones and place them at target locations, testing precision, control, and efficiency."

PENALTIES:-

- Touching the robot during the run → Penalty / Disqualification
- Damaging arena or objects → Immediate disqualification
- Exceeding the time limit → Run termination
- Unsafe robot design → Disqualification

DISQUALIFICATION CONDITIONS:-

- Robot exceeding size or weight limits
- Manual interference during the match
- Unsafe robot construction or operation
- Violation of rules or misbehavior with officials

SAFTEY RULES:-

- Robots must not have:
  - Sharp edges
  - Explosive, flammable, or corrosive components
- Organizers reserve the right to stop any robot deemed unsafe at any time.

Frequently Asked Questions (FAQs)

- Who can participate? – Students from schools, colleges, and universities can participate. Each team must have 3–5 members, and participants must carry a valid institutional ID.
- Can we use LEGO or prefabricated parts? – No, LEGO kits, prefabricated parts, and ready-made industrial robots are not allowed; the design, assembly, and control logic must be developed by the team.

IMPORTANT NOTE:-Any manual interference, damage to arena or objects, or rule violation may result in penalty, disqualification, and rule updates by organizers at any time.

INSIDE THE EVENT: RULES & PROCESS

E- SPORTS

A competitive digital gaming arena where players showcase strategy, reflexes, and teamwork in high-intensity esports battles.

OBJECTIVE:-

The objective of the Esports event is to provide a competitive platform for showcasing gaming skills, strategy, and teamwork. It enhances reflexes, coordination, and decision-making under pressure. The event promotes sportsmanship, fair play, and discipline. Participants develop communication skills and experience organized competitive gaming.

GENERAL GUIDELINES:-

- Each team must consist of 4 members.
- All team members must belong to the same school/college/institute.
- Judges' decisions will be final and binding.
- Participants must carry valid institute ID cards.
- Any misconduct or malpractice will lead to immediate disqualification.
- Registration amount is ₹250/- per team

INSIDE THE EVENT: RULES & PROCESS

E- SPORTS

A competitive digital gaming arena where players showcase strategy, reflexes, and teamwork in high-intensity esports battles.

REGISTRATIONS AND ELIGIBILITY:-

- Format: Squad Mode (4 Main Players)
- Participants must be students of schools, colleges, or universities.
- All players must register with accurate In-Game Name (IGN), Real Name, and Character ID.
- Players must use the same registered IDs throughout the tournament.
- No last-minute substitutions are allowed without admin approval.

REWARDS AND PRIZES:-

- 1st Position: 12,000 Rupees + Winning Certificate + Trophy
- First Runner Up: 8000 Rupees + Winning Certificate + Trophy
- All the participants will get Participant e-Certificate

DEVICE POLICY:-

- Allowed device: Mobile phones only.
- iPads, tablets, emulators, triggers, and external controllers are strictly prohibited.
- Use of prohibited devices will result in immediate disqualification.

INSIDE THE EVENT: RULES & PROCESS

E- SPORTS

A competitive digital gaming arena where players showcase strategy, reflexes, and teamwork in high-intensity esports battles.

LOBBY AND MATCH PROTOCALS:-

- Room ID and Password will be shared 15 minutes before match start via the official group.
- Teams must join only their assigned slot number.
- Matches will start strictly on time; no waiting for individual network issues.
- Match maps will be announced prior to the game.

GAME INTEGRITIY (ZERO TOLERANCE POLICY)

- Use of aimbot, wallhack, speed hacks, config files, or any third-party tools will lead to a permanent ban.
- Teaming between squads is strictly prohibited and will result in disqualification of both teams.
- Exploiting glitches or map bugs is not allowed.
- Organizers may request hand-cam or POV recordings from top teams or suspicious players.

GENERAL GAMEPLAY RULES:-

- Fair play must be maintained at all times.
- Any form of hacking, scripting, or third-party application usage will result in immediate disqualification and permanent ban.
- Collaboration between different teams is strictly prohibited; points for both teams will be voided.
- Organizers are not responsible for ping issues, device crashes, or disconnections. Matches will continue regardless.

INSIDE THE EVENT: RULES & PROCESS

E- SPORTS

A competitive digital gaming arena where players showcase strategy, reflexes, and teamwork in high-intensity esports battles.

SCORING SYSTEM:-

- Total match score = Placement Points + Kill Points.
- Kill Points: 1 point per kill.

PLACEMENT POINTS TABLE:-

- 1st Place → 12 Points
- 2nd Place → 9 Points
- 3rd Place → 8 Points
- 4th Place → 7 Points
- 5th Place → 6 Points
- 6th Place → 5 Points
- 7th Place → 4 Points
- 8th Place → 3 Points
- 9th Place → 2 Points
- 10th Place → 1 Point
- 11th–12th Place → 0 Points

TIE BREAKER RULES:-

- In case of a tie, rankings will be decided by:
  - Total number of wins
  - Total kill points

RESULT REPORTING:-

- Team Captain must take a screenshot of the end-game result screen showing placement and kills.
- Results must be submitted to the designated group/channel within 10 minutes of match completion.

PENALTIES:-

- Late arrival (not joining lobby within 5 minutes) may result in slot loss or reduced team size.
- Abusive, toxic, or harassing behavior towards players or staff may lead to point deduction or expulsion.

INSIDE THE EVENT: RULES & PROCESS

E- SPORTS

A competitive digital gaming arena where players showcase strategy, reflexes, and teamwork in high-intensity esports battles.

Proof Submission

- Mandatory Submission: Top 5 teams must submit POV footage within of the match ending to verify results after every match.
- Dual-View Requirement: Footage must capture the in-game screen and a physical handcam showing fingers and device simultaneously.
- Device Verification: Start the recording by showing background apps (Task Manager) and the Control Center to prove no third-party hacks are active.
- Audio Integrity: Recordings must include internal game sound and team voice chat; muted clips will be disqualified.
- No Edits: Footage must be a single, continuous, and raw file from the lobby until the final scoreboard; any cuts or transitions will lead to a ban.
- Quality Standard: Videos must be at least 1080p/60FPS with stable lighting and a clear view of all finger movements.
- Naming Protocol: Upload to Google Drive/YouTube (Unlisted) labeled as TeamName_PlayerName_Match#.

INSIDE THE EVENT: RULES & PROCESS

DEFENCE TALK

“An informative session exploring modern defense technologies, strategies, and career opportunities in the defense sector.”

OBJECTIVE:-

The objective of the Defence Talk is to create awareness about defense systems, emerging technologies, and national security. It aims to inspire students by sharing real-world insights, innovations, and career pathways in the defense domain. The session encourages curiosity, critical thinking, and informed discussions. It also promotes understanding of the role of technology in strengthening national defense.

GENERAL GUIDELINES:-

- The session is open to all registered participants.
- Participants must maintain discipline and decorum during the talk.
- Questions may be asked during the designated Q&A session only.
- Recording or photography is allowed only with prior permission.
- Participants must follow instructions given by organizers and speakers.

INSIDE THE EVENT: RULES & PROCESS

DEFENCE EXPO

“An exhibition showcasing defense technologies, equipment, innovations, and student-led defense projects.”

OBJECTIVE:-

The objective of the Defence Expo is to provide a platform to display advancements in defense technology and innovation. It aims to promote awareness of defense systems, research, and indigenous development. The expo encourages student participation, creativity, and technical learning. It also highlights the role of technology in national security and defense preparedness.

GENERAL GUIDELINES:-

- The expo is open to all registered participants and visitors.
- Exhibits must be set up within the allotted time and space.
- Participants should ensure safe handling of all displayed models and equipment.
- Any form of misconduct or damage to exhibits will lead to strict action.
- Organizers’ instructions must be followed at all times.

EVENT GALLERY

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GET READY TO WITNESS THE ANOTHER LEVEL OF TECHIE ZONE

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