



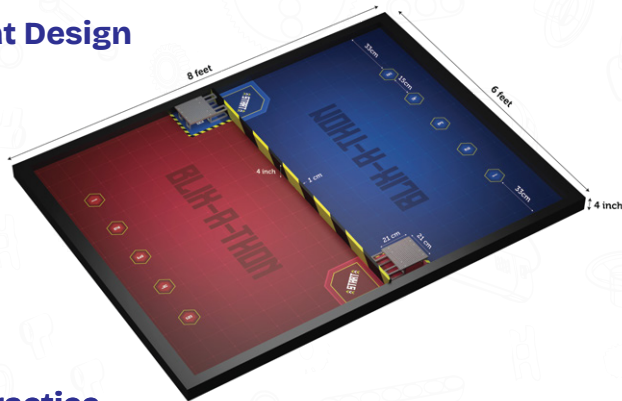
ROBO-PRECISION

(Senior Category)

Challenge:

- Participants must build a tower of up to 5 levels by stacking cups within the designated area. Only the bot may be used to stack the cups; manual assistance is not allowed. Each team will have 5 minutes to complete their tower. At the end of the time, the team with the tallest and most stable tower will be declared the winner

Arena mat Design



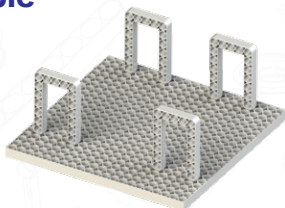
How to practice

- Make the arena boundaries using the dimensions given on the mat.
- The tower must be built on $P21 \times 21$ (Platform).
- The platform must be placed on $PU5 \times 7$ only, which will provide the required height for the tower.
- The cups must be stacked on the numbers marked in the arena.
- The distance between each cup's position will be 15 cm.
- The bot must have a pick-and-drop mechanism and should be able to move left, right, forward, and backward.
- All required practice elements will be provided in the kit and will remain the same on the event day.

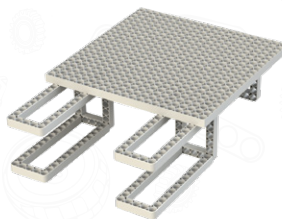
Steps to assemble



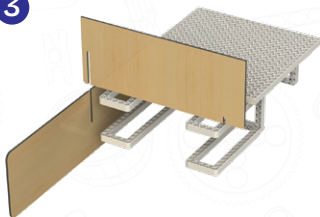
1



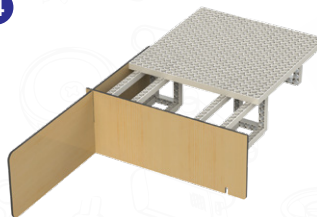
2



3



4



Note:

Participants must replicate the exact dimensions at home/school and practice on a similar mat.

Bot Size (Included in Game Rules):

The entire bot, including arms, wheels, and any other components, must not exceed **2.5 × 2.5 feet**. Exceeding this limit will lead to disqualification.

Rules & Regulations:

- 1 Each match will last **5 minutes**.
- 2 Format: **1 vs 1 challenge**.
- 3 Each team may have up to **4 members** (excluding 1 mentor).
- 4 Bots must not exceed **2.5 × 2.5 feet** in size.
- 5 Only official **competition kit components** may be used.
- 6 A tower is considered valid **only if 2 or more cups are stacked** (a single cup does not count).
- 7 Cup Points (based on size):
 Yellow = 10 Green = 20
 Blue = 30 Sky Blue = 40
 Purple = 50
- 8 **Final Score Formula:**
Total Cup Points × Tower Level Multiplier (1 to 5).
- 9 In **case of a tie**, an additional **2-minute round** will be played.
- 10 Any **interference with opponents** will result in immediate disqualification.
- 11 The **referee's decision will be final** at all times.

