

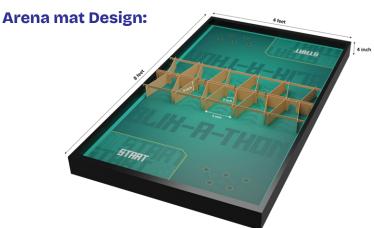


ROBO-SPRINT

(Junior Category)

Challenge:

- In this Junior arena challenge, participants need to pass as many balls as possible into the opponent's area (similar to an air hockey game).
- Each team will start with 5 balls in their court. The team with the fewest balls in their court at the end will win the round.
- The time limit for the challenge is **3 minutes**, so plan well to move closer to victory.



How to practice

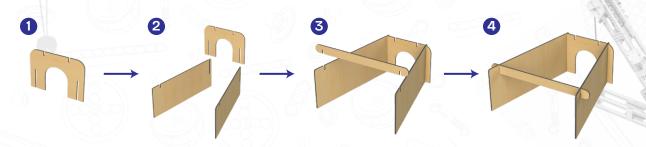
- To make the arena boundaries, use the dimensions given on the mat.
 - To set up the Junior arena, first assemble the passage area as per the instructions given below.
 - The robot will be placed at the start position marked in the arena.
 - The robot will be controlled using a wired transmitter and receiver.



The bot should be able to move left, right, forward, and backward, and it must also include a pushing mechanism.

All required practice elements will be provided in the kit and will remain the same on the event day

Steps to assemble



Bot Size (Included in Game Rules):

The entire bot, including arms, wheels, and any other components, must not exceed 1.5 \times 1.5 feet. Exceeding this limit will lead to disqualification.

Note:

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

Rules & Regulations:

Each round will last for 3 minutes.

Each team can have up to 4 members, excluding mentors. Only one mentor is allowed per team.

If there is any functional error (e.g., the bot breaks), any team player may take the bot out, fix it, and restart from the START area.

Players must operate the bot from outside the arena.

Balls must be passed through the passage only.

The referee's decision will be final at all times.

Any interference with the opposing team will result in immediate disqualification.

Each ball in the opponent's court = 5 points.

Example: If your opponent has 8 balls in their court at the end, your total score will be $8 \times 5 = 40$ points.

9 Score more points than your opponent within the given time to win.

If the match ends in a tie, an additional 2-minute round will be played.