



WRC INNOVATION CHALLENGE RULEBOOK



www.technoxian.com/innovation-contest

RULEBOOK

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TECHNOXIAN
WORLD ROBOTICS CHAMPIONSHIP

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1.0 Competition Overview

Innovation contest is a project-based competition that provides a solid platform to present your innovative ideas and get recognized by the world. Participants should compete with their innovative projects and concepts. A panel of judges will select one winning project that is creative, futuristic, and also in tune with the current industry needs. This is your go-to platform to join the league of budding innovators.

Innovations targeting any field of science & technology or leveraging technology to solve problems in Real-Time. However, the innovation must be a physical working implementation of the idea being presented along with all the necessary documentation. Innovations in the field of AgriTech, EdTech, HealthTech, FinTech, etc. or any other field using technology, can be accepted for nomination.

Innovation and project ideas that are software-based and aim to solve a problem for the current industries and society can also be nominated. Technologies may include Cloud based projects, Machine learning projects, Artificial Intelligence Projects, Web applications, android applications, Cyber security, Blockchain, Bigdata, Cryptography, etc.

2.0 The Team

2.1.0 Eligibility Criteria

The challenge is divided in two segments, based upon age group.

- Junior Category: Schools/RoboClubs or individuals may register for challenge. Participant's age must be upto 16years.
- Open Category: Colleges/Universities/Working Professionals/Early age Startups can register.

2.2.0. Team Name

All Team names must be approved by Technoxian. The Team name must be unique and not be identical or very similar to the name of a previously-registered Team. The name also cannot be identical or very similar to any commercially-trademarked name. Technoxian reserves the right to require the renaming of any Team whose name it deems inappropriate, offensive or conflicting. Once a Team has been accepted for entry into the Tournament, the Team's name cannot be changed, unless they receive written permission from

2.2.0. Team Personnel

A Team can have maximum 10 members. An individual can also represent him/herself subject to matching the age criteria.

3.0 THE PROJECT

Team can develop project either hardware based or software based:

3.1.0 HARDWARE-BASED PROJECTS: This category of competition may include Innovation/Projects related to an embedded system, Internet of Thing, Robotics, Mechanical Design, Control system, etc. The



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project should be based on any fields of science and technology or benefitting from technology to solve real-world problems.

3.2.0 SOFTWARE-BASED PROJECTS: This category of competition may include Cloud-based projects, Machine learning projects, Artificial Intelligence Projects, Web applications, android applications, Cyber security, Blockchain, Bigdata, Cryptography, etc. Any software-related project that proves to be an optimum solution for solving real-world problems can take part in this category.

- All the participating projects in both categories will be judged thoroughly in terms of innovation, creativity & uniqueness, and future scope.
- Participants should make sure their project is submitted along with necessary documents and be able to demonstrate its functionality.

4.0 INNOVATION DISPLAY ZONE

3.1.0. Field Dimensions

Step into the Innovation Project Display Zone, meticulously designed to highlight participants' groundbreaking innovations. The spacious dedicated areas for each project category, with interactive booths showcasing prototypes and technologies. Engage with creators, explore detailed presentations, and witness firsthand how these innovations are shaping industries and driving future advancements.

3.2.0. Project Showcase

Jury members would visit the display zone as per the given schedule. Teams may be asked to give presentation in a separate room and further they have to give demonstrations of their products.

5.0 SCORING

4.1.0. Judges

The innovation challenge is completely controlled by the Panel of Judges and lead by Chief Judge. He has full authority to enforce the rules of the challenge to which he has been appointed. Judges observe and supervise all the teams, participating during all days of the competitions to give final scoring and making decision.

The Chief Judge may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of Co-Judges.



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4.2.0. Scoring

The project that excels in the below-given criteria will get the maximum score.

- Project concept : Maximum 10 Marks
- The objective of the Project : Maximum 10 Marks
- Project Design and Construction : Maximum 10 Marks
- Compatibility : Maximum 10 Marks
- Implementation and feasibility in the market : Maximum 15 Marks
- Eco-Friendly : Maximum 10 Marks
- Development Scope : Maximum 10 Marks
- Scope of innovation, creativity & uniqueness : Maximum 15 Marks
- User Experience : Maximum 10 Marks

6.0 GENERAL RULES OF CHALLENGE

6.1.0. Prohibited Activities:

Technoxian expects all teams to act in a safe and legal manner. The actions of a single Team member may be grounds for Disqualification or Expulsion of the entire Team. The following activities are prohibited; violation of any of these terms may result in Competitor and/or Team Disqualification, as determined by Technoxian and/or Producer in their sole and absolute discretion

- **Unruly Behaviour:** Fighting, belligerence, threat of physical violence or other unruly behaviour, including abusive physical contact with any Technoxian Official, will not be tolerated and can result in the immediate Expulsion of the offending Team member's entire Team from the Challenge.
- **Vehicles in Display Areas:** Scooters, bicycles, skateboards, skates and similar vehicles cannot be used in any of the Display Zone unless it's part of the project. In addition, powered vehicles such as Segways, hoverboards or powered scooters cannot be used or stored in the Display Zone. The only exceptions are wheelchairs (manual and powered) occupied by disabled persons, and vehicles used by
- **Running and Playing:** Running and playing in the Display Zone, except in an emergency is not allowed. Engaging in horseplay, tossing balls or other items, or operating remote-control vehicles or equipment in the display zone is also not allowed.



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- **Team Property:** No Team member may deliberately touch, handle or otherwise come in contact with any other team's project, parts, tools or other equipment belonging to another Team, without the explicit verbal authorization from a member of the other Team
- **Smoking:** Use of either tobacco products, nicotine vapor devices (e-cigarettes) or similar non-nicotine delivery devices is specifically prohibited in any of the Pit Areas, and in any other indoor or nearby outdoor area that is marked as "No Smoking".
- **Alcohol Use:** No alcohol may be consumed at the Tournament by any Team member at any time. In addition, no alcoholic beverage may be brought into any of the Display Zone. A Team member under the influence of alcohol is not allowed to enter in display zone, and cannot participate in any activity involving the preparation, transport or operation.
- **Illegal Drugs:** No possession of illegal drugs or other substances or any use thereof will be tolerated at any time or place during the entire production, on camera or off. Penalty is immediate dismissal of the entire Team of the offender from the Competition and Program.
- **Firearms and Explosives:** No firearms, weapons, explosives or other dangerous items or materials of any kind may be possessed or brought to any Tournament location by any Competitor or anyone else other than authorized law enforcement personnel.
- **Lasers:** Deliberate pointing of any laser at any other person at the Tournament will not be tolerated and may result in the immediate Expulsion of the offending Team member's entire Team from the Tournament.
- **No Pets:** No pets of any kind are allowed anywhere at the Tournament. The only exception is a certified service dog being used to assist a disabled person

8.2.0. Prize: Winner of the tournament will be awarded cash prize, certificate and trophy. IFES reserve the right to make changes to the total prize pool amount and/or the prize pool allocation prior to the commencement of the challenge.

- **Prize Forms:** Each Team Member will be required to fill out and sign his/her Team's Team Member & Prize Allocation Form prior to commencement of the challenge. The Team Member Prize & Allocation Form specifies how that Team wants its prizes



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(if any) allocated amongst the Team Members. Only Team members listed on the Team Member & Prize Allocation Form are eligible to receive a prize (if any). Additionally, prior to the awarding of any Tournament prizes, each Team member entitled to part of the prize will be required to execute a Prize Acceptance Form outlining the amount of the total prize that the Team is entitled to, and portion of the Team prize to which the individual Team member is entitled.

8.3.0. Rule Changes During Competition: Rule changes between years can have unforeseen consequences. If a rule is found to cause significant negative impact to the competition, the rules may be adapted under the following conditions:

- Only between phases of the competition
- Only for major problems, as a last resort.
- The change must be approved by all team leaders (by an unanimity vote)

8.4.0. Final Authority: Technoxian organizer shall have final authority over the interpretation and application of all Rules and decisions regarding the Rules shall be made by Technoxian in their sole and absolute discretion. Decisions by Technoxian in regards to the interpretation and application of the Rules, the competition and the Program shall be final

Notice: These Design Rules may change at any time with or without specific notice to you. Any changes made to these rules will be noted in a revised Design Rules document with a higher Rev number. You acknowledge and agree that it is your responsibility to read, understand, and comply with any and all rules provided herein or otherwise by Technoxian.

It is strongly encouraged that you check these Design Rules often for any changes that may affect your design, build, and/or ability to compete in the Tournament.

Technoxian reserves the right to remove any Team from the Tournament at any time for any reason (including, without limitation, failure to meet safety and/or