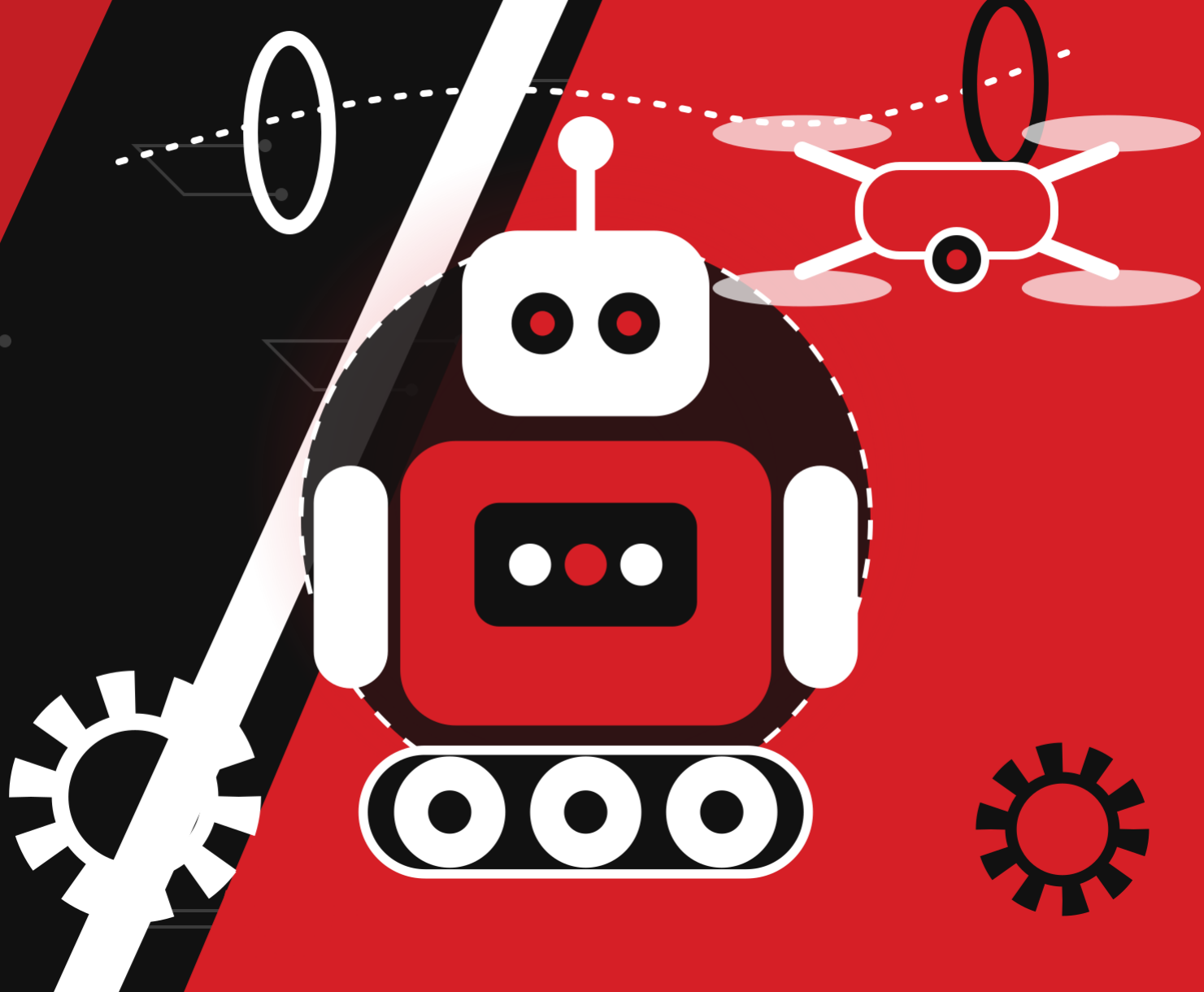




OFFICIAL RULE BOOK | NOVEMBER 2026

JUNIOR TECHNOVIA 2026

IDEA. INNOVATION. IMPACT.

Echelon Institute of Technology, Faridabad



Contents

Official rules for every competition at Junior Technovia 2026. Click any title to jump to it.

HOW TO USE

Click any section title below to jump straight to it, and use [↑ Contents](#) in the page header to return here.

Tick the boxes in the Pre-Competition Checklist on screen or print them, and fill in the declaration fields. All text in this file is editable.

Open **View → Navigation Pane** in Word to move between sections and sub-sections.



[Section 1 | General Rules for All Competitions](#)

Run flow, referee authority, replays, safety, batteries, inspection, conduct, and penalties.



[Section 2 | JT01: Line Follower](#)

Autonomous robots follow a black line on a white surface in the fastest valid time.



[Section 3 | JT02: Robo Race](#)

Custom-built, wirelessly controlled robots race through an obstacle track against the clock.



[Section 4 | JT03: Robo Soccer](#)

Wireless-controlled robots play football on a mini arena.



[Section 5 | JT04: Robo War](#)

Wireless robots push, ram, and out-maneuver each other inside an enclosed arena.



[Section 6 | JT05: Tug of War](#)

Two robots, one rope: pull your opponent beyond the boundary line.



[Section 7 | JT06: Drone Obstacle Race](#)

Pilots fly inspected drones through hoops, gates, and tunnels in the fastest valid time.



[Section 8 | JT07: Start-up Idea Pitching](#)

Pitch an original start-up idea backed by a Business Model Canvas.



[Section 9 | JT08: Project Exhibition](#)

Showcase a working project and explain it to the judges.



[Section 10 | Pre-Competition Checklist & Team Declaration](#)

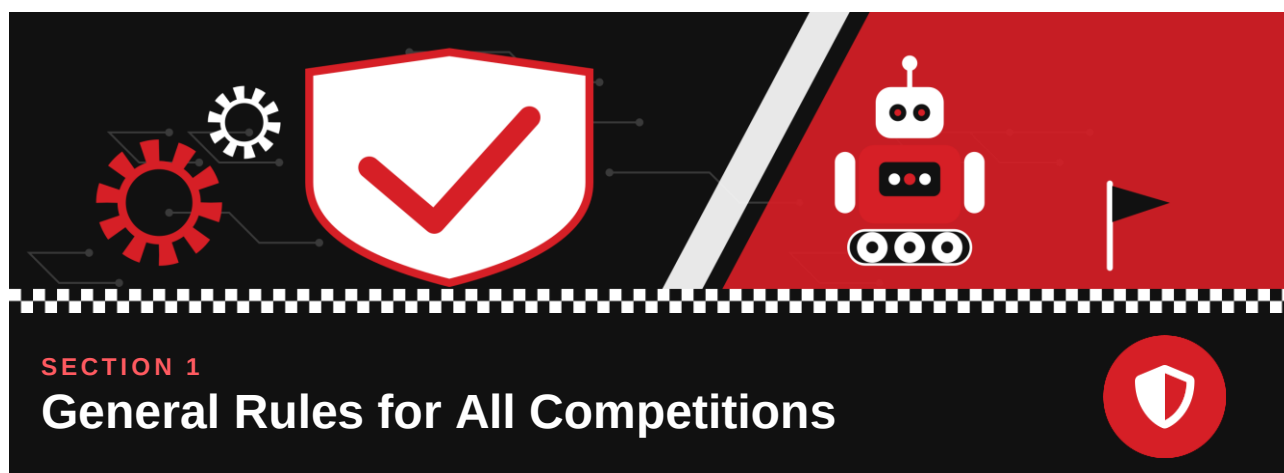
Tick off your readiness items and complete the declaration before you compete.

Robot & Drone Specifications at a Glance

Quick comparison for the six robotics and drone events. Click an event name for the full rules.

EVENT	TEAM	MAX SIZE	MAX WEIGHT	MAX VOLTAGE / BATTERY
JT01 Line Follower	1–4	25 × 25 × 25 cm	1.5 kg	12 V DC
JT02 Robo Race	1–4	30 × 30 × 30 cm	5 kg	6S LiPo (24 V)
JT03 Robo Soccer	1–4	35 × 35 × 35 cm	5 kg	3S LiPo (12 V)
JT04 Robo War	1–4	40 × 40 × 40 cm	10 kg	12 V DC
JT05 Tug of War	1–4	35 × 35 × 35 cm	5 kg	6S LiPo (24 V)
JT06 Drone Obstacle Race	1–4	450 mm frame (diagonal)	≈ 2.5 kg	6S LiPo (24 V)

Team size is 1–4 participants in every event. JT07 (Start-up Idea Pitching) and JT08 (Project Exhibition) have no hardware limits; see their sections for time limits and judging criteria. Size, weight, and voltage values above are taken from each event's own section, which is the authoritative reference.



These rules apply to **every** competition at Junior Technovia 2026. Event sections add to, and do not replace, these rules. Click a sub-section below to jump to it.

[1.1 Before You Start Your Run / Match / Game](#)

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1.1 Before You Start Your Run / Match / Game

- Only registered participants, approved referees, judges, and authorized competition staff may enter the competition area.
- Coaches, teachers, mentors, parents, and spectators must remain outside the marked competition boundary.
- Participants may enter the arena only after receiving permission from the referee or arena marshal.
- Participants must not move, modify, mark, damage, or interfere with the official arena, obstacles, scoring equipment, or other competition equipment.
- Every robot or drone must be presented in its final competition configuration and must successfully pass the technical and safety inspection before participating.
- The robot or drone must comply with the specified size, weight, power, battery, and safety requirements of its category.
- The robot must be placed completely inside the designated Start Zone/Start Box before the start signal.
- Participants must ensure that batteries are securely mounted and all electrical and mechanical connections are safe before entering the arena.

1.2 Starting the Run or Match

- The referee will provide the official start instruction, which may be given verbally, through a buzzer, light, countdown, or other approved signal.
- The official clock will start according to the specific rules of the competition.
- Any intentional movement of the robot or drone before the official start signal may be considered a false start.
- The first false start may result in a warning or restart, as decided by the referee.
- A second false start may result in cancellation of the attempt, a time penalty, or disqualification, depending on the competition.

- Participants must not activate or operate the robot before the referee gives permission.

1.3 During the Run or Match

- The robot or drone must remain within the designated competition area unless the event rules specifically permit otherwise.
- Participants must follow the prescribed course and must not intentionally skip obstacles, gates, checkpoints, goals, or other required sections.
- Shortcuts or movement through prohibited areas are not permitted.
- Participants must not touch, lift, push, steer, reposition, repair, or otherwise physically assist their robot during an official run unless the specific event rules permit intervention.
- Participants must not touch scoring objects, arena equipment, obstacles, or an opponent's robot unless permitted by the referee.
- Teams must not intentionally interfere with another team's robot, drone, controller, wireless signal, sensors, camera, or communication system.
- Only the permitted wireless technologies, communication frequencies, and power levels may be used.
- Teams must not use any external device, person, communication channel, or software to gain an unfair competitive advantage.
- Any intentional attempt to disrupt another team's operation may result in a penalty or disqualification.

1.4 Touch, Reset and Repositioning

- A human intervention includes touching, moving, pushing, lifting, steering, carrying, repositioning, restarting, or manually controlling the robot when such intervention is not permitted.
- If intervention is allowed under a particular event, the referee will record the intervention and apply the specified penalty or reset rule.
- A team cannot request a reset simply because the robot has made an error, stopped, followed the wrong path, or performed poorly.
- A reset may be permitted when the event rules specifically provide for it or when an official arena/equipment fault has affected the run.
- Any repair or adjustment during a run or match requires referee permission.
- A team must not use a reset to gain an unfair strategic advantage.

1.5 Finish of an Attempt or Match

An attempt or match will officially end when:

- The robot reaches the designated finish line, goal, or final checkpoint.
- The required task or objective has been successfully completed.
- The official time limit expires.
- The robot becomes unable to continue according to the rules of that competition.
- The referee stops the run or match.
- The robot enters a prohibited area.
- A safety violation occurs.
- The team is disqualified.
- The participant or team voluntarily withdraws from the attempt.

The official recorded time and score will be determined by the referee or the official timing/scoring system.

1.6 Referee and Judge Authority

The referee has the final authority during an active run or match. The referee may:

- Start, pause, stop, reset, or end a run or match.

- Stop an unsafe robot or drone.
- Require a robot, drone, battery, or equipment to be removed from the arena.
- Order a reset or repositioning where permitted.
- Apply penalties for rule violations.
- Record Did Not Finish (DNF) where applicable.
- Request additional technical or safety inspection.
- Stop a match because of an arena, equipment, weather, electrical, communication, or safety issue.
- Approve a replay when a genuine official/arena fault has significantly affected the result.

Fairness: Referees and judges shall enforce the published rules consistently and shall not change scoring criteria or penalties to favor or disadvantage any particular team.

1.7 Arena Fault and Replay

An Arena/Official Fault means a problem caused by the organizers or official competition equipment that significantly affects a team's performance. Examples include:

- Official timer failure.
- Failure of organizer-provided equipment.
- Scoring-system malfunction.
- Incorrect arena setup.
- Failure of organizer-provided power supply.
- Official communication-system failure.
- Obstacle or arena equipment being incorrectly positioned.
- An unexpected obstruction in the competition area not caused by the participating team.

A replay or restart may be approved when:

- The fault significantly affected the team's result.
- The fault was not caused by the participating team.
- The referee/judges determine that a fair result cannot otherwise be obtained.

No replay will normally be given because:

- The robot battery was discharged.
- The robot malfunctioned.
- The program contained an error.
- The operator made a mistake.
- The team selected an unsuccessful strategy.
- The robot failed to follow the course.
- The team believes it could achieve a better result on another attempt.

The final decision regarding replay rests with the referee/judging panel.

1.8 Mandatory Safety Rules

- Participants must never cross or bypass a safety barrier without permission.
- All robots must have safe and properly insulated electrical connections.
- Damaged, swollen, leaking, improperly secured, or otherwise unsafe batteries are strictly prohibited.
- Loose wires, exposed hazardous electrical connections, unstable components, and uncontrolled moving mechanisms are not permitted.
- Robots must not have exposed sharp edges or dangerous components that may injure participants or damage the arena.
- Fire, explosives, ammunition, hazardous chemicals, high-voltage systems, projectile weapons, and other dangerous mechanisms are strictly prohibited.
- Robo War robots may use only approved non-hazardous pushing/immobilizing mechanisms.

- Drone participants must use propeller guards where specified and must operate only within the designated flight area.
- Emergency stop systems, where provided, must remain accessible to authorized competition staff.
- Participants must immediately follow any emergency-stop or safety instruction given by the referee or Safety Officer.
- A robot or drone stopped for safety reasons must not be restarted without referee or Safety Officer permission.
- Spectators, coaches, mentors, and parents must remain behind the designated safety boundary.
- The Safety Officer or referee may immediately stop a competition activity whenever an unsafe condition is identified.
- Participants must report damaged batteries, broken components, unusual heating, smoke, sparks, or other safety concerns to the organizers immediately.

SAFETY FIRST Safety takes priority over competition results at all times.

1.9 Technical Inspection

Before participating in an official run or match:

- Each robot/drone must undergo technical and safety inspection.
- The inspection may include verification of:
 - Dimensions
 - Weight
 - Battery
 - Operating voltage
 - Motor/power system
 - Wireless controller
 - Emergency-stop arrangement, where applicable
 - Safety guards
 - Mechanical construction
- The organizers may perform a random re-inspection at any stage of the competition.
- A robot found to be outside the permitted specifications may be given an opportunity to correct the issue before the competition, subject to the organizers' decision.
- A team that deliberately modifies its robot after inspection to gain an unfair advantage may be disqualified.
- The technical committee's decision regarding compliance with the published specifications will be final.

1.10 Battery and Electrical Safety

- Only rechargeable batteries within the permitted voltage and specification of the respective category may be used.
- Batteries must be securely fixed inside or on the robot/drone.
- Damaged or visibly swollen Li-ion/LiPo batteries must not be used.
- Battery terminals must be properly insulated to prevent accidental short circuits.
- Batteries must not be charged inside the competition arena unless a designated charging area is provided.
- Participants must use an appropriate charger and charging method for their battery type.
- Charging unattended batteries is strictly prohibited.
- The organizers may refuse the use of any battery that appears unsafe.

1.11 Team Conduct and Sportsmanship

- Participants must behave respectfully toward other teams, judges, referees, volunteers, and organizers.
- Abusive, threatening, discriminatory, or inappropriate behavior will not be tolerated.
- Teams must not deliberately damage another team's robot, drone, equipment, or property.
- Teams must not copy, steal, interfere with, or intentionally reverse-engineer another team's design during the competition.
- Participants must not engage in cheating, unauthorized communication, signal interference, or other unfair practices.
- Any dispute must be raised politely through the designated team representative.
- Unsportsmanlike conduct may result in a warning, penalty, match loss, or disqualification.

1.12 Technical Failure and Team Responsibility

- Teams are responsible for the proper functioning of their own robot, drone, controller, batteries, software, and other equipment.
- Normal technical failures, programming errors, battery depletion, loose connections, or operator errors will generally not qualify for a replay.
- Teams should carry essential spare components, batteries, tools, and cables where permitted.
- Repairs may be performed only in the designated preparation/repair area unless the referee gives permission otherwise.
- Participants must not attempt repairs inside an active competition arena.

1.13 Penalties and Disqualification

Depending on the severity of the violation, the referee may issue:

1 Verbal warning	2 Time penalty	3 Score penalty
4 Restart	5 Loss of attempt	6 Loss of match
7 Did Not Finish (DNF)	8 Removal from the current round	9 Disqualification from the competition

Immediate disqualification may be applied for serious violations including:

IMMEDIATE DISQUALIFICATION

- ✗ Deliberate interference with another team.
- ✗ Use of prohibited weapons or hazardous mechanisms.
- ✗ Intentional damage to the arena or another team's equipment.
- ✗ Deliberate cheating or manipulation of scoring.
- ✗ Repeated safety violations.
- ✗ Unauthorized modification after technical inspection.
- ✗ Use of prohibited communication or control systems.
- ✗ Serious misconduct toward participants, officials, or organizers.

1.14 Final Decision

- All teams are expected to understand the published rules before participating.

- Any situation not specifically covered in the rule book will be decided by the Competition Committee/Head Referee based on safety, fairness, and the overall intent of the competition.
- The decision of the Head Referee and Competition Committee shall be final and binding for the event.
- Participation in the competition constitutes acceptance of these rules and regulations.

1.15 Common Rules for All Competitions

- Participants must be students of Classes 9–12 and carry valid school/student identification.
- A team may participate only in the category/categories permitted by the event organizers.
- All robots/drones must undergo technical inspection before competition.
- Participants are responsible for bringing their own equipment, batteries, controllers, tools, and required accessories unless otherwise specified.
- Only low-risk, school-appropriate designs will be permitted.
- Lithium batteries, chargers, electrical connections, and mechanical systems must be handled responsibly.
- Any intentional interference with another team's equipment will result in disqualification.
- Teams must follow instructions from referees, judges, and safety officials.
- Participants must wear appropriate closed footwear and follow the venue's safety requirements.
- Organizers reserve the right to modify match duration, number of attempts, or competition format depending on the number of registrations and venue conditions.
- The decision of the judges/referees will be final and binding.

**1.5 kg**

MAX WEIGHT INCL. BATTERY

12 V

MAX OPERATING VOLTAGE

3 min

PER SCORED SESSION

2

OFFICIAL ATTEMPTS

TECHNICAL ROBOT SPECIFICATIONS**ROBOT SPECIFICATIONS**

Maximum Size	25 cm × 25 cm × 25 cm
Maximum Weight	1.5 kg including battery
Drive	2-wheel or 4-wheel
Control	Fully autonomous
Remote Control	Not permitted during the run
Maximum Operating Voltage	12 V DC
Recommended Battery	7.4 V rechargeable Li-ion/LiPo
Sensors	IR/reflective sensors
Start	Push button or automatic start mechanism

TIME LIMIT

Maximum 3 minutes per scored session. The fastest valid run counts.

SCORING

Fastest valid completion time.

Penalties apply for leaving the track or skipping a required section. If the robot leaves the course and must be repositioned, the event reset/penalty rule applies.

SAFETY

No exposed sharp edges. Keep cables and timing equipment outside the robot path.

RULES

1. Each team may consist of 1–4 participants.
2. The robot must operate autonomously after being placed on the starting line.
3. Manual control during the official run is strictly prohibited.
4. The track will consist of a black line on a white surface.
5. Line width: approximately 25–30 mm.
6. The track will be printed on Flexsheet.
7. The robot must use sensors or an equivalent onboard mechanism to detect and follow the track.
8. The track may include straight sections, curves, sharp turns, intersections, and other designated challenges.
9. Each team will receive one practice run before the official competition. Participants may tune their robots during that time.
10. Each team will be given 2 official attempts, and the best valid time will be considered.
11. If the robot leaves the track, the participant may be allowed to reposition it only according to the organizers' penalty/restart rule.
12. Any external communication or remote assistance during the autonomous run is prohibited.
13. The robot completing the track in the shortest valid time will be declared the winner.
14. If two teams record the same time, the team with fewer penalties will rank higher.

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**5 kg**

MAX WEIGHT INCL. BATTERY

24 V

MAX VOLTAGE (6S LIPO)

45 cm

STANDARD TRACK WIDTH

1

SINGLE RUN ONLY

ROBOT SPECIFICATIONS

ROBOT SPECIFICATIONS

Maximum Dimensions	30 cm × 30 cm × 30 cm
Maximum Weight	5 kg, including battery
Maximum Voltage	6S LiPo, 24 V DC/6S (fully charged)
Control	Fully wireless, manual control only. Autonomous robots are strictly prohibited.
Ready-made toy cars are not allowed; the robot must be custom-built by the team.	
Component Retention	The robot must complete the race without leaving any parts behind. A part falling off during the race results in immediate disqualification.

PRE-EVENT INSPECTION

- Teams must report to the arena at least 30 minutes before the official start time.
- Every robot undergoes a mandatory technical inspection and weigh-in. A robot that fails to meet the dimension, weight, power, or construction standards will not be permitted to compete.

RACE ARENA

- Standard track width: 45 cm (may vary at certain sections).
- Obstacles may include downward slopes, seesaws, stone pits, rollers, rotating discs, tunnels, and other surprise hindrances.

RACE RULES

- Each team may consist of 1–4 participants.
- Each team must compete with a single bot.
- The race timer starts on the official call and runs continuously. It does not pause or restart for falls, resets, skips, or disputes.

4. Checkpoints are placed immediately before and after every obstacle. If the robot falls or flips during an obstacle, it must be picked up and placed back at that obstacle's starting checkpoint (this counts as a Hand Touch).
5. The robot must be powered on and ready at the start line when called. Teams not ready when called may be disqualified.
6. There will be a single run only.

JUDGING CRITERIA

Final ranking is determined by **Adjusted Time = actual run time + penalties**. The lowest adjusted time ranks highest.

+2 s Boundary touch per contact with the track's boundary walls	+15 s Hand touch per touch. Maximum 3 per race; a 4th results in immediate disqualification	+20 s Obstacle skip per skipped obstacle. Maximum 2 per race; attempting a 3rd results in immediate disqualification
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DISQUALIFICATION

A team will be disqualified for:

- Exceeding the published size, weight, or voltage limits.
- Using a wired controller or autonomous operation.
- A part falling off the robot during the race.
- A 4th hand touch or a 3rd obstacle skip.
- Receiving outside assistance during the run.
- Deliberately damaging the track or another team's equipment.
- Poor social conduct, misbehaviour, foul/abusive language, unsportsmanlike conduct, or intentional/reckless damage to campus property or the race arena.

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**5 kg**

MAX WEIGHT INCL. BATTERY

12 V

MAX VOLTAGE (3S LIPO)

2 × 5 min

HALVES, SHORT INTERVAL

8 × 4 ft

ARENA SIZE

ROBOT SPECIFICATIONS

ROBOT SPECIFICATIONS

Maximum Dimensions	35 cm × 35 cm × 35 cm
Maximum Weight	5 kg, including chassis, kicking mechanism, and batteries
Maximum Voltage	3S LiPo, 12 V DC/3S (fully charged)
Control	Fully wireless (RF or Bluetooth) manual control. No wired tethers; autonomous operation is strictly banned.
Ball Handling	At least 50% of the ball's surface must remain exposed at all times. Mechanisms that fully trap, grab, suction, or swallow the ball are prohibited.

- Participants must bring their own robot, controller, and necessary spares.

TIME LIMIT

Two halves of 5 minutes with a short interval. The clock may stop for official interruptions.

SAFETY

Use a soft ball. Robot edges must be rounded or covered. Deliberate high-energy collisions are not allowed.

RULES

1. Each team may consist of 1–4 participants.
2. Arena: 8 ft × 4 ft, with 30 cm wide goal posts on each side.
3. Each team may use one robot, unless otherwise specified.
4. Robots may be manually controlled, according to the competition category.
5. The robot must remain within the specified size and weight limits.

6. The match will be played on a designated mini football arena with clearly marked goals.
7. If the ball goes out of bounds, play pauses, robots freeze in place, and the ball resets to the centre.
8. The team scoring the highest number of goals wins the match.
9. Robots must not intentionally damage, overturn, trap, or permanently immobilize an opponent's robot.
10. No sharp, dangerous, projectile-based, or destructive mechanisms are permitted.
11. In case of a draw in a knockout match, the winner may be decided by a penalty shootout or sudden-death round.
12. The referee's decision regarding goals, fouls, and match results will be final.

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**10 kg**

MAX WEIGHT INCL. BATTERY

12 V

MAX OPERATING VOLTAGE

40 cm

MAX SIZE (EACH SIDE)

2–3 min

MATCH LENGTH

RECOMMENDED ROBOT SPECIFICATIONS

ROBOT SPECIFICATIONS

Maximum Size	40 cm × 40 cm × 40 cm
Maximum Weight	10 kg including battery
Control	Wireless
Maximum Operating Voltage	12 V DC
Onboard battery power only: no external power sources, and no battery swaps during a match.	
Traction	Rubber wheels/tracks permitted
Expandable Mechanisms	Not permitted during the match

RULES

- Each team may consist of 1–4 participants.
- Each team will operate one robot during a match.
- The robot must satisfy the maximum size and weight limits specified by the organizers.
- Matches will take place inside a secured and enclosed arena.
- A match may last 2–3 minutes, depending on the event format.
- Robots may push, ram, or strategically maneuver against the opponent.
- Allowed mechanisms:** wedge, scoop, plough, pushers, and lifting mechanisms with limited force.
- The objective is to push the opponent outside the designated arena boundary or immobilize it according to the scoring rules.
- Sharp blades, flames, explosives, projectiles, corrosive substances, high-voltage systems, or other hazardous mechanisms are strictly prohibited.
- Any mechanism intended to cause serious physical harm to participants, spectators, or organizers is prohibited.

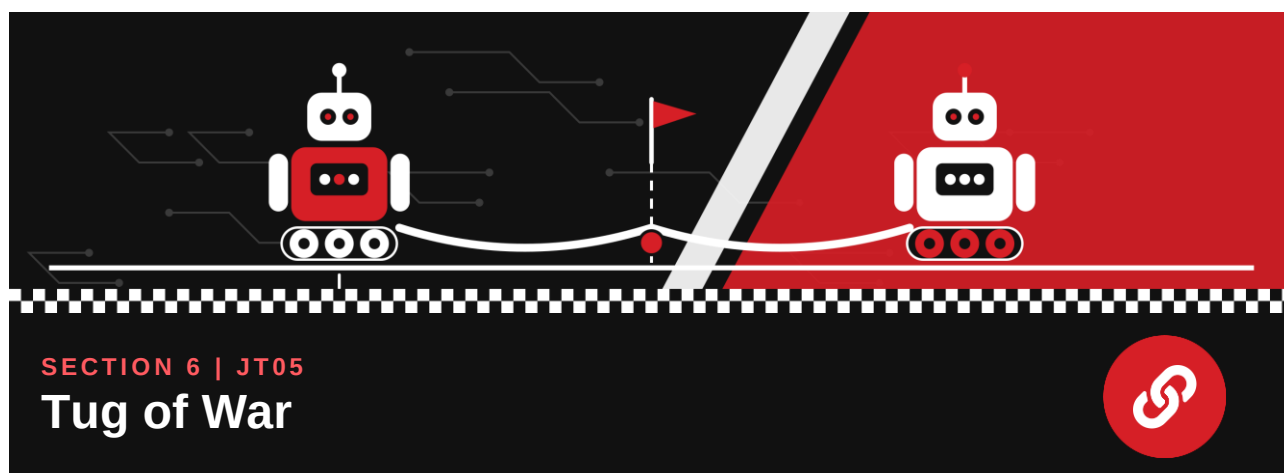
11. If both robots remain active at the end of the match, the winner will be decided based on arena position, activity, control, or referee scoring.
12. Deliberate attempts to damage the arena or bypass safety barriers will result in immediate disqualification.
13. The referee's decision will be final.

STRICTLY PROHIBITED

STRICTLY PROHIBITED IN ROBO WAR

× Blades	× High -pressure pneumatic weapons
× Cutting mechanisms	× Electric shock mechanisms
× Flames /fire	× Chemical /liquid weapons
× Explosives	× Sharp spikes intended to injure/damage
× Projectiles	× Any mechanism that can pose a danger to students

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**5 kg**

MAX WEIGHT INCL. BATTERY

24 V

MAX VOLTAGE (6S LIPO)

1–2 min

PER ROUND

Bo3

POSSIBLE IN KNOCKOUTS

TECHNICAL ROBOT SPECIFICATIONS**ROBOT SPECIFICATIONS**

Maximum Dimensions	35 cm × 35 cm × 35 cm
Maximum Weight	5 kg, including battery
Maximum Voltage	6S LiPo, 24 V DC/6S (fully charged)
Control	Fully wireless, manual control only. Autonomous robots are strictly prohibited.

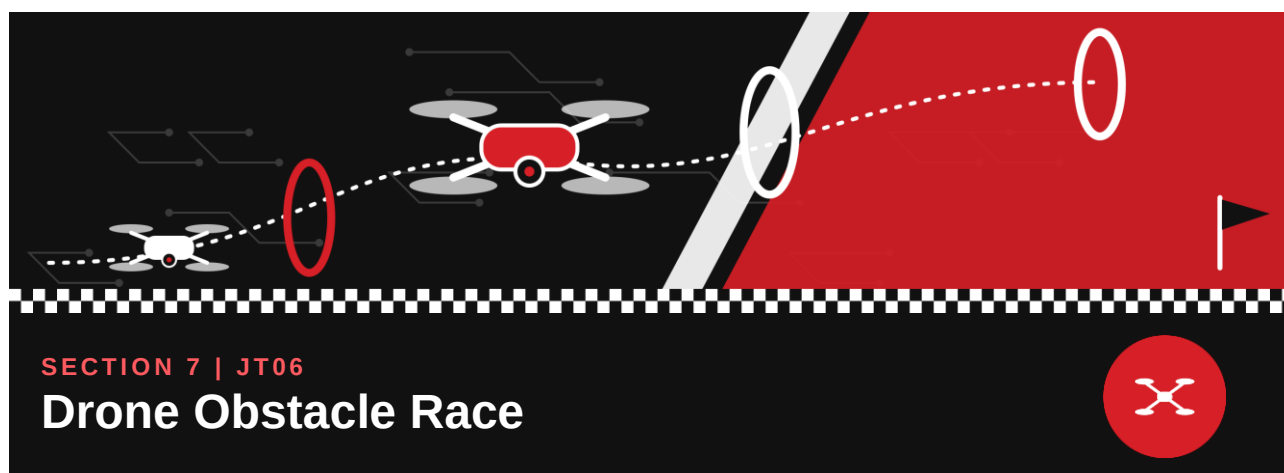
- Ready-made toy cars are not allowed; the robot must be custom-built by the team.

Hook/Rope Connection	Standard connection point provided by the organizers
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RULES

- Each team may consist of 1–4 participants.
- Each team will use one robot.
- Robots must comply with the specified size and weight restrictions.
- Both robots will be connected using a standard rope/cable provided or approved by the organizers.
- The match will be conducted on a clearly marked and controlled arena.
- The objective is to pull the opponent's robot beyond the designated boundary line.
- Each round may have a maximum duration of 1–2 minutes.
- Robots may use wheels, tracks, or other non-hazardous traction mechanisms.
- Sharp edges, blades, hooks designed to damage the opponent, flames, explosives, projectiles, and hazardous electrical systems are prohibited.
- If neither robot crosses the boundary within the allotted time, the winner will be decided based on distance pulled, position, or referee decision.
- In knockout rounds, a best-of-three format may be used.
- The referee's decision will be final.

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**450 mm**

MAX FRAME (MOTOR TO MOTOR)

2.5 kg

APPROX. MAX WEIGHT

24 V

BATTERY (6S LIPO)

2

OFFICIAL ATTEMPTS

TEAM & DRONE REQUIREMENTS**TEAM & DRONE REQUIREMENTS**

Team Size	1–4 participants
Maximum Frame Size	450 mm (motor to motor, diagonally)
Approximate Maximum Weight	2.5 kg, including battery
Battery	6S LiPo, 24 V DC/6S (fully charged)

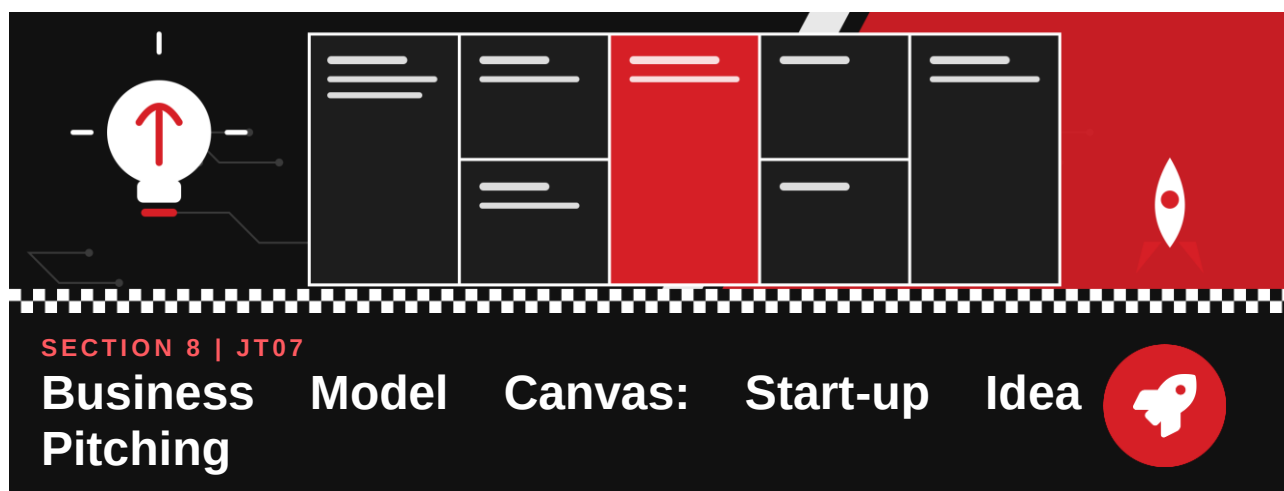
- The drone must be airworthy and safely secured.
- Each team may register and use up to 2 drone models, verified by the Inspection/Verifying Committee. A model can be swapped before the race starts.
- A damaged or lost drone may be replaced with a further model for checking, before the official starting time.

RULES

1. Only approved and safety-inspected drones may participate.
2. The drone must comply with the size, weight, battery, and safety specifications announced by the organizers.
3. The course may include hoops, gates, tunnels, flags, turns, altitude challenges, and other obstacles.
4. Each participant/team must complete a mandatory safety and equipment check before the competition.
5. A practice flight may be provided before the official attempt.
6. Each team may receive 2 official attempts, and the best valid time will be considered.
7. Missing or incorrectly passing an obstacle may result in a time penalty or require the pilot to repeat the obstacle.
8. The drone must always remain within the designated flight zone.

- 9.** Flying outside the marked area, entering restricted zones, or creating a safety hazard will result in immediate termination of the run or disqualification.
- 10.** Pilots must maintain a safe distance from spectators and other participants.
- 11.** Drones carrying weapons, hazardous materials, sharp attachments, projectiles, or any dangerous payload are strictly prohibited.
- 12.** The organizers may stop a flight immediately if they consider it unsafe.
- 13.** The winner will be the team achieving the shortest valid completion time, with applicable penalties included.

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**1–4**

PARTICIPANTS PER TEAM

5 min

PITCH TIME

3 min

JUDGES' Q&A

100

TOTAL POINTS

Turn an original idea into a business. Teams present a start-up idea to a panel of judges, supported by a completed **Business Model Canvas**.

PITCHING REQUIREMENTS

PITCHING REQUIREMENTS

Team Size	1–4 participants
Eligibility	Students of Classes 9–12 with valid school/student identification
Format	Live pitch to a panel of judges
Mandatory Document	A completed Business Model Canvas covering all nine building blocks
Visual Aids (optional)	Presentation of up to 8 slides, printed canvas, poster, or simple prototype
Equipment	Teams bring their own files and materials. A projector may be provided, subject to venue availability.

TIME LIMIT

Up to 5 minutes to pitch, followed by up to 3 minutes of questions from the judges. A timekeeper will signal when 1 minute remains. The pitch stops when the time limit ends.

SCORING

Teams are scored out of 100 by the judging panel using the criteria in this section.

SAFETY

Any prototype or demo material must follow the General Rules: safe batteries and electrical connections, and no hazardous materials or mechanisms.

THE BUSINESS MODEL CANVAS

Every team must complete all nine blocks of the canvas below. Use the guiding question in each block as a prompt.

KEY PARTNERSHIPS Who are your key partners and suppliers?	KEY ACTIVITIES What must you do to deliver your idea?	VALUE PROPOSITIONS What problem do you solve, and why is your solution better?	CUSTOMER RELATIONSHIPS How will you win and keep customers?	CUSTOMER SEGMENTS Who are you creating value for?
	KEY RESOURCES What people, tools, and money do you need?		CHANNELS How will you reach your customers?	
COST STRUCTURE What will be your main costs?		REVENUE STREAMS How will you earn money?		

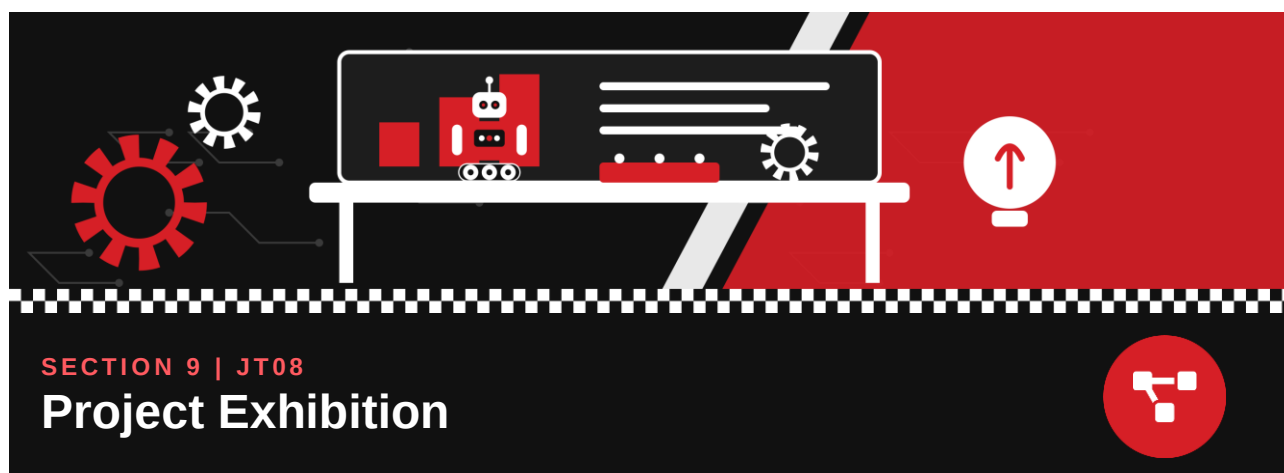
RULES

- Each team may consist of 1–4 participants.
- Each team must present one original start-up idea developed by its members. Presenting an existing company, product, or someone else's idea as your own is not permitted.
- Every team must prepare a Business Model Canvas that covers all nine building blocks.
- The completed canvas must be submitted to the organizers by the deadline announced at registration. Late or incomplete submissions may receive a penalty or may not be accepted.
- Teams will pitch in the order drawn by the organizers. A team that is not ready when called may lose its slot or be disqualified.
- The pitch should clearly explain the problem, the target customers, the proposed solution, and how the idea can grow into a sustainable business.
- Each team has a maximum of 5 minutes to pitch, followed by up to 3 minutes of questions. Teams that exceed the time limit may be stopped by the judges and may receive a score deduction.
- All team members should take part in the pitch or the question-and-answer session.
- Teams may use a presentation of up to 8 slides, the printed canvas, posters, or a simple prototype as visual aids. Teams must bring their own files and equipment.
- Teachers, mentors, and parents may not speak for, prompt, or assist the team during the pitch or the question-and-answer session.
- Ideas must be appropriate for a school-level event. Ideas that are illegal, harmful, hateful, or unsafe are not permitted.
- Ideas remain the property of the presenting team. Teams should avoid sharing confidential details they are not comfortable discussing in public.
- Copied content, plagiarism, or deliberately false claims may lead to disqualification.
- The team with the highest total score will be declared the winner. If scores are tied, the team with the higher Business Model Quality score ranks first, followed by Innovation & Originality.
- The judges' decision will be final and binding.

JUDGING CRITERIA

CRITERIA	POINTS	WHAT JUDGES LOOK FOR
Problem & Customer Understanding	20	A clearly defined problem and a well-understood target customer.
Innovation & Originality	20	A fresh, creative idea developed by the team.
Business Model Quality	25	A complete, logical canvas where all nine blocks fit together.
Market & Revenue Viability	15	A realistic way to reach customers and earn revenue.
Presentation & Communication	10	A clear, confident, well-organized pitch delivered within time.
Q&A and Team Coordination	10	Thoughtful answers and a team that works together.
TOTAL	100	

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**1–4**

PARTICIPANTS PER TEAM

1

PROJECT PER TEAM

≈ 5 min

DEMO TO JUDGES

100

TOTAL POINTS

Show what you have built. Teams display a working project at their own stall and explain it to the judges and visitors.

EXHIBITION REQUIREMENTS

EXHIBITION REQUIREMENTS

Team Size	1–4 participants
Eligibility	Students of Classes 9–12 with valid school/student identification
Project Type	An original working model, prototype, or functional demonstration (hardware, software, app, or a combination)
Registration	Project title and a short abstract (maximum 150 words), submitted by the deadline announced by the organizers
Display Space	One table/stall per team. Space and power point are subject to venue availability.
Project Summary	A one-page project summary or poster displayed at the stall
Equipment	Teams bring their own project, tools, extension cords, and accessories

SCHEDULE

Teams must finish setup before the exhibition opens, within the time announced by the organizers. Judges will visit each stall for a short demonstration (about 5 minutes) followed by questions.

SCORING

Teams are scored out of 100 by the judging panel using the criteria in this section.

SAFETY

Projects must follow the General Rules: low-risk, school-appropriate designs only; safe batteries and electrical connections; no open flames, hazardous chemicals, high-voltage systems, or sharp/dangerous items on display.

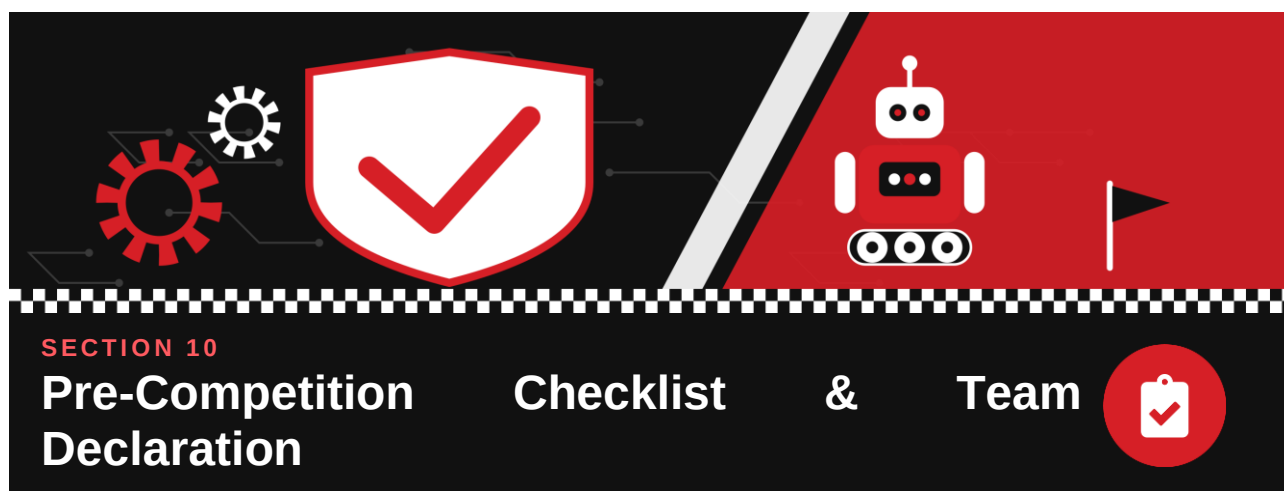
RULES

1. Each team may consist of 1–4 participants.
2. Each team may exhibit one project. The project must be designed and built by the team members. Guidance from teachers or mentors is welcome, but the work must be the team's own.
3. The project must be a working model, prototype, or functional demonstration. A display of charts or posters alone will not be accepted.
4. Teams must clearly identify any ready-made modules, kits, open-source code, or third-party components used. Using them is allowed; presenting someone else's work as your own is not.
5. Every project must be registered with a title and short abstract before the deadline.
6. Teams must complete their setup before the exhibition opens. Teams that are late may lose setup time or may be refused a display slot.
7. At least one team member must remain at the stall during exhibition hours, and every member should be able to explain the project.
8. Each team will give judges a short demonstration (about 5 minutes) and answer their questions.
9. All projects must follow the General Rules on safety, batteries, and electrical connections.
10. Visitors may not touch or operate an exhibit without the team's permission. Teams must not leave working exhibits unattended.
11. Teams are responsible for the safety and security of their own project and equipment.
12. Any project found to be plagiarized, copied, or misrepresented may be disqualified.
13. The team with the highest total score will be declared the winner. If scores are tied, the team with the higher Innovation & Originality score ranks first, followed by Technical Working & Implementation.
14. The judges' decision will be final and binding.

JUDGING CRITERIA

CRITERIA			POINTS	WHAT JUDGES LOOK FOR
Innovation & Originality			25	A new idea or a creative approach to an existing problem.
Technical Implementation	Working &		25	The project works as claimed and is well built.
Real-World Relevance & Impact			20	A clear problem, useful solution, and possible benefit to people.
Demonstration & Explanation			15	A confident demo; every member can explain how it works.
Documentation & Display			10	A clear summary or poster and a neat, organized stall.
Safety, Build Quality & Teamwork			5	Safe construction and good cooperation within the team.
TOTAL			100	

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Click a box to tick it, or print this page and tick by hand. Each team should complete it before reporting to the arena.

ALL TEAMS

- ☐ All participants are students of Classes 9–12 and carry valid school/student identification.
- ☐ We have read the General Rules (Section 1) and the rules of every event we are entering.
- ☐ Our team has nominated a representative to raise any dispute politely.
- ☐ We will follow instructions from referees, judges, and safety officials at all times.

ROBOT & DRONE EVENTS (JT01–JT06)

- ☐ The robot/drone is in its final competition configuration and within the size, weight, power, and battery limits of its event.
- ☐ Batteries are undamaged, securely mounted, and have insulated terminals. No swollen or damaged Li-ion/LiPo batteries.
- ☐ Wiring is tidy: no loose wires, exposed connections, or uncontrolled moving parts.
- ☐ The robot has no sharp edges or prohibited mechanisms, and the controller is fully wireless where required.
- ☐ Our robot/drone is ready for technical and safety inspection (Robo Race teams: report 30 minutes before the official start time).
- ☐ We have packed spare batteries, tools, and cables, and we are wearing closed footwear.

START-UP PITCHING & PROJECT EXHIBITION (JT07–JT08)

- ☐ Our idea/project is original and designed by our team; any third-party parts or code are clearly identified.
- ☐ Our Business Model Canvas has been submitted / our project title and abstract have been registered by the deadline.
- ☐ Every team member can explain the idea/project and answer the judges' questions.
- ☐ Our presentation, summary/poster, and equipment are ready, and any prototype or demo follows the safety rules.

TEAM DECLARATION

Team Name

School / Institution

Event(s) Entered

Team Representative

Contact Number

Signature & Date

☐ We have read and understood these rules and agree to abide by them and by the decisions of the referees, judges, and Competition Committee.

QUESTIONS?

Organizing Committee, Junior Technovia 2026

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