

Organized by: Motion Robotics, Pune

 **Dates: November 16, 2025**

 **Venue:** Cambridge International School, Akurdi, PCMC, Pune.

Google map's location: <https://share.google/9rHx8Pm8lYo0yYLow>

- **Registration Fee:** ₹1500 per team & ₹1000 for Individual participation
- **Last Date to Register:** 10th Nov, 2025
- **Contact:** 9730480960, Motionrobotics@gmail.com
- **Website:** www.motionrobotics.in

Vision & Purpose

The Motion – Tech Robo Competition is more than just a contest—it's a movement to inspire the next generation of creators, engineers, and innovators across Maharashtra. By engaging students in hands-on robotics and drone challenges, we aim to:

- Spark curiosity in STEM fields
- Encourage teamwork, creativity, and problem-solving
- Provide a platform for showcasing technical talent
- Build a community of future-ready thinkers and builders

“Are you ready to build, battle, and break limits?”

Join the ultimate arena of robots and drones. Be part of Maharashtra's innovation wave.



Event Categories

Event Name	Eligibility	Description	Registration fees
Mech – Tech	Grades 1–5	Introductory mechanical challenges for young minds	₹ 500 (individual entry)
Robo Soccer	Grades 3–10	Fast-paced robot soccer matches requiring strategy and control	₹1500 per team & ₹1000 for Individual participation
Robo-Race (Obstacle Race)	Grades 3–10	Navigate robots through a dynamic obstacle course	₹1500 per team & ₹1000 for Individual participation
Trace The Track	Grades 3–10	Line-following robot challenge focused on precision	₹1500 per team & ₹1000 for Individual participation
Drone Dash	Grades 3–10	Aerial drone race testing agility and navigation	₹250 per attempt
Robo Wrestling	Grades 6–10	Bot-versus-bot wrestling matches showcasing strength and tactics	₹1500 per team & ₹1000 for Individual participation
Innovative Challenge Exhibition	Open to all with valid ID proof	Showcase original tech projects—no age limit, just creativity	₹ 200 individual and group

Registration Instructions

- **Eligibility:** Open to students from all disciplines. Each team must consist of **1 to 3 members**.
- **Registration Deadline:** 10th November, 2025
- **Registration Fee:** Event basis
- **How to Register:**
 1. Fill out the official registration form (available online or at the event desk).
 2. Provide team name, member details, college name, contact number, and email ID.
 3. Upload scanned copies of college ID cards for all team members.
 4. Submit the registration fee via UPI/Bank Transfer or in person.
 5. Receive confirmation email with your team code and reporting instructions.

Contact for Queries:

Motion robotics – 9730480960
Aditya Jadhav – 6281674033
Vishal porje – 8080834689
Makrand Mangaokar – 7058652984
Ujjwal Singh – 8796683051
Swara Throat – 9763855943

Check-In & Reporting

- **Reporting Date:** 16th November, 2025
- **Check-In Time:** Between **08:30 AM and 10:30 AM IST**
- **Late Entry Policy:**
 - Teams arriving after 10:30 AM will be marked late and may be disqualified.
 - No check-ins allowed after 10:30 AM.
- **What to Bring:**
 - School ID cards (mandatory for all team members)
 - Printed copy of registration confirmation
 - Robot and tools (If required)
 - Technical report

ID Card Requirement

- **School ID Card is Mandatory** for all participants.
- Must be:
 - Original (no photocopies or screenshots)
 - Valid for the current academic year
 - Clearly showing name, photo, and college name
- ID cards will be verified at the check-in desk.
- Participants without valid ID will **not be allowed to compete**.

Rewards & Recognition

Participants will compete for exciting cash prizes, certificates, prizes, and public recognition. Top performers may also be featured on our website and social media platforms, amplifying their achievements.

Event Categories – Detailed Descriptions

Mech – Tech (Grades 1–4)

- Type: Mechanical challenge (no electronics required)
- Goal: Introduce younger children to basic mechanics and problem-solving.
- Examples: Building simple pulley systems, gear models, or mini-bridges with given materials.
- Duration: 30–45 minutes.

Robo Soccer (Grades 3–10)

- Type: Robot vs. robot soccer match.
- Goal: Control robots to score goals against opponents.
- Requirements: Teams build simple robots (wired or wireless) capable of movement and ball control.
- Judging: Points awarded for goals, teamwork, and robot efficiency.
- Arena: Mini football-style ground with boundaries and goalposts.

Robo-Race (Obstacle Race) (Grades 3–10)

- Type: Speed + Obstacle navigation.
- Goal: Navigate robots through a track filled with obstacles (ramps, hurdles, zig-zags, see-saws).
- Challenge: Fastest time with minimal errors wins.
- Judging: Time taken + penalties for missed obstacles.

Trace The Track (Grades 3–10)

- Type: Line-following robot competition.
- Goal: Program/build a robot that follows a black/white track using sensors.
- Challenge: Curves, intersections, and tricky track patterns.
- Judging: Accuracy and completion time.

Drone Dash (Grades 3–10)

- Type: Drone racing challenge.
- Goal: Fly drones through checkpoints, tunnels, or hoops.
- Challenge: Avoid obstacles and complete laps in the fastest time.
- Safety: Enclosed net area for drone flying.
- Judging: Time + accuracy of completing checkpoints.

Robo Wrestling (Grades 6–10)

- Type: Robot vs. robot combat challenge (non-destructive).
- Goal: Push the opponent's robot out of the arena ("Sumo-style") or disable movement temporarily.
- Rules: Weight/size limits on robots; no sharp or dangerous parts.
- Judging: Best of 3 rounds.

Innovative Challenge Exhibition (Open to All)

- Type: Project showcase.

- Goal: Students present their original innovations, prototypes, or research-based projects.
- Examples: IoT devices, renewable energy models, AI/ML applications, social impact solutions.
- Judging: Creativity, problem-solving, real-world application, and presentation skills

Collaboration Opportunities

We invite schools, tech companies, and educational organizations to join us as:

- Sponsors – Support the event and gain brand visibility
- Knowledge Partners – Conduct workshops or mentor participants
- Media Partners – Cover the event and amplify its reach
- Volunteer Networks – Engage students and educators in event execution.