



Introduction

In the WROBd Future Innovators category teams develop a robot that helps solve real-world problems. There is a new theme every year, often connected to the UN Sustainable Development Goals. After research into the theme each team develops an innovative and functioning robotic solution. They present their project on the competition day. This year's theme is **Robots Meet Culture**.

More details about the theme can be found [here](#).

Team and Age Groups Definitions

- A team consists of 2 or 3 students.
- A team is guided by a coach. (Not mandatory for regional and national round, but we strongly suggest it)
- 1 team member and 1 coach are not considered a team and cannot participate.
- A student may only participate in one team for the same segment.
- The minimum age of a coach at an international event is 18 years old.
- Coaches may work with more than one team.
- The age groups in Future Innovators competitions are:
 - **Elementary:** students **8 - 12** years old (in season 2026: born years 2014 - 2018)
 - **Junior:** students **11 - 15** years old (in season 2026: born years 2011 - 2015)
 - **Senior:** students **14 - 19** years old (in season 2026: born years 2007 - 2012)
- The maximum age indicated represents the age that the participant turns in the calendar year of the competition, not his/her age on the competition day.

Registration Fee

- The total registration fee for participating in the WROBd 2026 competition is **1500 BDT per team** for the **Future Innovators** category.
- All fees are **non-refundable**, and failure to pay within the stipulated deadline may result in **disqualification** from the competition.

Event Day Guidelines & Regulations for All Teams

To ensure a smooth and fair experience for all participating teams during the event, the following rules and instructions must be strictly followed:

Booth Allocation:

- Each team will be provided with a 2m × 2m booth.



- All components of the project — including the robot(s), documentation, displays, banners, and presentation materials, which must be arranged within the booth area.
- Teams are not permitted to occupy or place materials outside their assigned booth.

Project Setup and Equipment:

- Each team is responsible for bringing all necessary equipment for setting up, running, and maintaining their project. This includes (but is not limited to):
 - Laptops and programming tools
 - Robot components
 - Power supplies (e.g., power banks, batteries, chargers)
 - Multiplugs and extension cords
 - Any spare parts or repair tools
- Power sockets may be available in limited numbers. Teams should prepare accordingly with their own multiplug adapters.

Restrictions on Robot Types:

- Water-based robots and flying robots (drones, quadcopters, etc.) are permitted for submission and evaluation, but:
 - No team is allowed to bring water into the venue under any circumstances.
 - Flying or aerial demonstrations are strictly prohibited inside the event venue.
 - Teams may describe the functionality using simulations, videos, or explanations instead.

Venue Rules and Safety:

- Teams must maintain cleanliness and safety inside their booths at all times.
- All devices must be operated safely, without risk to others or property.
- Running, loud noise, aggressive behavior, or disruptive actions are strictly prohibited.

Rule Modification Clause:

- The organizing committee reserves the right to modify, suspend, or implement any new rules during the event as deemed necessary to maintain fairness, safety, or flow of the competition.

Judging and Final Decisions:

- The decision of the judging panel will be final and binding.



- No appeals, re-evaluations, or score adjustments will be entertained once results are declared.

Code of Conduct:

- Any form of improper behavior or disrespect shown by a participant toward judges, organizers, hosts, volunteers, or other teams will result in:
 - Immediate penalty for the entire team (score deduction, time penalties, etc.), or
 - Disqualification from the event depending on the severity of the offense.
- Participants are expected to maintain professionalism, sportsmanship, and mutual respect throughout the event.

Learning is Most Important

WROBd wants to inspire students around the nation for STEM related subjects and we want the students to develop their skills through playful learning in our competitions. This is why the following aspects are key for all our competition programs:

- **Teachers, parents or other adults** can help, guide and inspire the team but are **not allowed to build or code/program the car**.
- Teams, coaches and judges accept our WRO Guiding Principles and WRO Ethics Code to ensure a fair and rewarding competition for all.
- On a competition day, Teams and Coaches respect the judges' final decision and work with other teams and judges on ensuring a fair competition.

More information on the **WRO Ethics Code** [here](#).

Focus Areas

Every WROBd category has a special focus on learning with robots. In the WRO Future Innovators category, students will focus on developing in the following areas:

- **Research and Development:** identify a specific problem within the season theme, research and come up with a creative solution.
- **Prototyping:** turning your idea into a functional robot solution.
- **Technical Engineering Skills:** implementing a robotic solution while using different sources of materials (controllers, motors, sensors, 3rd party equipment etc.).
- **Software Engineering Skills:** developing a code that supports the robotic solution (e.g., using sensors, interaction between multiple devices).
- **Innovation:** Think about potential users, the impact and how you could turn your prototype into reality.



- **Presentation Skills:** Prepare a project booth and present the idea to judges & audience. Teamwork, communication, problem solving, creativity.

Age-Appropriate Judging

All teams in this category are judged on several criteria that fit in three scoring rubrics. The scoring rubrics have a slightly different weight / importance for the different age groups (e.g., for younger students there is more focus on the presentation, for older students there is more focus on innovation and technical aspects).

Important Note

This rulebook applies only to the WROBd 2026 Regional Rounds. For the WROBd 2026 National Round, all participants must strictly follow the official international rulebooks of the World Robot Olympiad 2026.

The international rulebooks can be found here: [\[Rule-Book 1\]](#) [\[Rule-Book 2\]](#).

Scoring Sheets

Please find the scoring sheets attached below.

WRO Future Innovators - Elementary

Project _____

Team _____

Judge _____

Criteria

**Score max
0-10* points**

PROJECT & INNOVATION	Idea, Quality & Creativity		30
	Research & Report		15
	Usage of the idea		15
	Key Innovation & Slogan		10
TOTAL			70

ROBOTIC SOLUTION	Robotic Solution		30
	Meaningful use of engineering concepts		10
	Code Efficiency & Software Automation		10
	Demonstration of Robotic Solution		15
TOTAL			65

PRESENTATION & TEAM SPIRIT	Presentation & Project booth		30
	Technical Understanding & Quick Thinking		15
	Team Spirit		20
TOTAL			65

Maximum Points	200
-----------------------	------------

Comments :

** Judges give a score from 0-10. For example, if a judge scores "Idea, Quality & Creativity" with a 5, then the team will get $5/10 * 30 = 15$ points for this criterion.*

WRO Future Innovators - Junior

Project

Team

Judge

Criteria

**Score max
0-10* points**

PROJECT & INNOVATION	Idea, Quality & Creativity		30
	Research & Report		15
	Social Impact & Need		10
	Key Innovation & Slogan		10
	Extra element of entrepreneurship a) Cost structure, b) Revenue Stream, c) Key Resources, d) Partners		10
TOTAL			75

ROBOTIC SOLUTION	Robotic Solution		30
	Meaningful use of engineering concepts		15
	Code Efficiency & Software Automation		10
	Demonstration of Robotic Solution		15
TOTAL			70

PRESENTATION & TEAM SPIRIT	Presentation & Project booth		25
	Technical Understanding & Quick Thinking		15
	Team Spirit		15
TOTAL			55

Maximum Points	200
-----------------------	------------

Comments :

** Judges give a score from 0-10. For example, if a judge scores "Idea, Quality & Creativity" with a 5, then the team will get $5/10 * 30 = 15$ points for this criterion.*

WRO Future Innovators - Senior

Project

Team

Judge

Criteria

**Score max
0-10* points**

PROJECT & INNOVATION	Idea, Quality & Creativity		20
	Research & Report		15
	Social Impact & Need		10
	Key Innovation & Slogan		10
	Extra element of entrepreneurship a) Cost structure, b) Revenue Stream, c) Key Resources, d) Partners		10
	Next Steps & Prototype Development		10
TOTAL			75

ROBOTIC SOLUTION	Robotic Solution		30
	Meaningful use of engineering concepts		15
	Code Efficiency & Software Automation		10
	Demonstration of Robotic Solution		15
TOTAL			70

PRESENTATION & TEAM SPIRIT	Presentation & Project booth		25
	Technical Understanding & Quick Thinking		15
	Team Spirit		15
TOTAL			55

Maximum Points	200
-----------------------	------------

Comments :

** Judges give a score from 0-10. For example, if a judge scores "Idea, Quality & Creativity" with a 5, then the team will get $5/10 * 20 = 10$ points for this criterion.*