RobotChallenge - Freestyle Rules

Note: All rules are subject to change without notice.

Name of Event: Freestyle

Short Description: Any robot may compete. This competition is specifically designed for those robots, which don't fit into any other category. The robot can have any function, or no function at all.

Changelog

03.20.2024
- Judging and scoring

11.03.2013
- No presentation stage available

04.01.2011
- Frist publishing

1. Exhibition

Each participant is invited to create a poster (max. DIN A1 portrait), which will be presented in the Freestyle-Exhibition together with the robot. There are no constraints to the design of the poster. During the Freestyle-Exhibition (on both competition days) the participants shall be available to answer questions of interested people in the audience.

The host holds no responsibility for theft or damage of the robot within the exhibition.

2. Presentation

Due to very limited space in the competition hall there is no stage and no projector available for freestyle presentations. Please make use of the poster board to present your robot to the visitors.

3. Scoring

Robots will be judged by multiple judges, each grading on a point scale: 1-5 points being given in each of the below categories. Their scores will be added together.

A. Idea, creativity
B. Development effort
C. Technology, Innovation
D. Intelligence
E. Presentation

4. Judging and scoring

5: Excellent-advanced, marvelous, exemplary, or amazing.
4: Awesome-good, achievable, or proficient
3. Moderate-average, intermediate and acceptable.
2. To be improved-tentative, still need to continue to explore.
1. Not good enough-unfinished, need a lot of help.

Item	Judging Details	Weight	Scoring 1~5
1. Idea and originality of the project	A. The project idea gives people impression.	2	
	B. The project itself is unique or creative and original. If the project has been participated in previous competitions, significantly different new functions shall be shown.	3	
2. Project demonstration (robot)	A. The robot demonstrates without problems and makes people impressive.	2	
3. Project demonstration (team)	A. The project introduction is clear, carefully organized with effective expression. Team members show politeness polite to the audience. Even the robot does not achieve the expected results, team members still perform professionally.	1	
	B. The team's posters and brochures are clear and well designed, and can be understood by novice.	2	
4. Team work	A. Roles of team members are clearly introduced. The division of labor is balanced and reasonable. Information sharing is smooth. Be endowed with the spirit of cooperation.	1	
5. Robot design and development	A. After inspecting and testing the robot, the mechanical design of the robot is creative, humanized and solid.	1	
	B. New, unique and innovative technologies/tools/accessories/materials are introduced and used.	2	
6. Project scale	A. The project is complex (not simple) and has	2	
7. Practicality	A. This project demonstrates the practical and effective problem-solving ability of the team members, which can inspire them to realize a useful robot project.	2	
8. Programming	A. When team members are asked about a part of the programming code, they can fully understand the code and have a good organization and comment on the code.	2	
Total score（Remarks：total score=weight*scoring)			

5. Declaring Objections

5.1. Declaring Objections

A. No objections shall be declared against the judges' decisions.
B. The lead person of a team can present objections to the Committee, before the match is over, if there are any doubts in the exercising of these rules. If there are no Committee members present, the objection can be presented to the judge before the match is over.

6. Flexibility of Rules

As long as the concept and fundamentals of the rules are observed, these rules shall be flexible enough to encompass the changes in the number of players and of the contents of matches. Modifications or abolition of the rules can be made by the local event organizers as long as they are published prior to the event, and are consistently maintained throughout the event.

7. Liability

A. Participating teams are always responsible for the safety of their robots and are liable for any accidents caused by their team members or their robots.
B. The RobotChallenge organization and the organizing team members will never be held responsible nor liable for any incidents and / or accidents caused by participating teams or their equipment.