

Robots' Intellect 2024

Freestyle

1. The task

In this competition participants have to present innovative robot or gadget which would impress and surprise by its functionality.

2. General rules

1. It is strictly forbidden for robot to injure any participants or viewers.
2. It is forbidden for robot to damage the course, obstacles or any other items of organizer's inventory, unless it is explicitly a part of competition.
3. Robot must be fully autonomous. During the match human input isn't allowed, unless it's specifically allowed by competition.
4. It is forbidden to intentionally cause any harm to other participants or robots.
5. Robot must be registered until organizer's specified date. One robot can participate in only one competition.
6. Robot must pass qualification before participation. Robots that are late for qualification must get competition coordinator's permission to pass qualification after official qualification time.
7. During qualification, each robot will be assigned a unique number, which must be put on the robot, in a clearly visible location.
8. Competition coordinator has final say on all questions and problems during the competition.
9. The organizers keep the right to alter/edit the rules, accordingly informing the participants about it.
10. Violation of the rules above will result in disqualification or criminal liability.

3. Team

1. The team can't consist of more than 5 people.
2. The number of robots presented by a team is unlimited.
3. Teams will be divided into two categories: „Junior freestyle“ - in this category participants can participate only up to age of 16, „Freestyle“ - in this category participants can participate from the age of 16 (including 16).

4. Competition progress

4.1. Exhibition

Every participant will receive a designated area where they should present their creation to visitors and demonstrate what it can do.

4.2. Presentation

In the designated demonstration area participants will have just a chair and a table. To make the presentation easier and more interesting for visitors and evaluators, it is advised to use visual presentation methods, like posters or a projector.

4.3. Evaluation

1. Robots will be evaluated by the impartial jury which will evaluate them in the following four categories: idea; robot aesthetics; innovation; presentation.
2. Each category is evaluated by points on a scale from 1 to 10. Maximum number of points to be collected is 40.
3. Participants in both categories will be evaluated the same way.

4.4. Deciding the winner

1. Winners are determined by the sum of the received points.
2. The creation with the highest final score wins.