



RobotChallenge - Freestyle Rules

Revised on September 15, 2025

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.

Group

- A. Junior
- B. Senior
- C. Adult

1. Robot Demonstration

1.1. Preparation of Promotional Materials

- A. Participating teams shall prepare their own promotional materials, such as posters, display stands, and videos.
- B. The competition venue will provide display space and assigned spots for each team.

1.2 Robot Demonstration

Participating teams are required to conduct live demonstrations of their robots for the audience and judges.

1.3 Team Q&A Session

- A. Teams will present the design philosophy and technical implementation of their robots to the judges.
- B. Team members will respond to specific questions posed by the judges.

2. Judging and Scoring

Each team will be evaluated by multiple judges. Scoring will be based on the following aspects, each rated on a scale of 1 to 5 points. The final score will be calculated by summing up the scores from all aspects.

Key aspects for evaluation include:

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

3. 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.



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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 a certain scale.	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)			

4. Declaring Objections

4.1. 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.



5. 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.

6. 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.