

* General Rule applies for all games. Please read the General Rule in advance. *

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Creative Category	<u>Division</u>	<u>Team</u>	<u>Building</u>
	JuniorL / JuniorH	1~3 Member	On-Site
	Senior	1 Robot	

1. Description

Creative Category is a game to design, build, and present the robot matching the theme that the host presented. Participants can show their infinite creativity with no restrictions on material and size.

2. Robot

2-1. Types of robot No restriction on both robot and materials. However, materials threatening others are prohibited.

2-2. Size of robot All parts of the robot except controller must be made on site by the participant. The size of the robot must be within restricted size and soldering is available.

2-3 Production and presentation All props, backgrounds, and software can be built in advance, but all parts of the robot including the controller must be made on site.

2-4. Power of the robot No restriction

2-5. Movement of the robot Independent movable power must be used. Combustion engine are not allowed to use.

2-5-1. Robot must move following the manual.

2-5-2. Examples inconsistent with production intention

2-5-2-1. Robot made to walk not walking.

2-5-2-2. Cleaning robot not able to wash or move.

2-5-2-3. Climbing robot not climbing.

3. Field

Extra field is not used, but extra space outside the field may be used unless it bothers other participants. Table size may change depending on field situation.



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4. Competition progress

4-1. Theme

4-1-1. 2023 Main theme The Olympics

4-2. Way of competition progress Two trials of record games will be given. Time to modify the robot will be given between the trials.

4-2. The competition will be held in stadium for two days. The process includes building the robot, presenting it to the judges and answering questions from the judges. Results are notified via website.

4-3. 1st day

4-3-1. 5 hours excluding lunch time are given to build the robot.

4-3-2. Judges can ask or request students when building the robot. If participating insincerely, points may be deducted from discussion between judges.

4-3-3. If not cleaning field or participating insincerely, points may be deducted from discussion between judges.

4-3-4. All participants should finish building robot within limited time. If going over time restriction, points may be deducted by the table below.

Points deduction due to over-time

4-3-5 If using any types of manuals helping in hardware aspects when building robot, the participant is considered cheating, and get a warning or be disqualified. However, software to drive robot is excluded.

4-4. 2nd day

4-4-1. Judges check presentation ability and robot's movement when participants are presenting.

4-4-2. When presenting, participant cannot modify the robot. However, if permitted by judges, the participants may change battery or fix parts under observation of judge.

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4-4-3. Judges can ask questions to participants or request certain things. If not participating or answering faithfully, points may be lost based on judges' decision.

4-4-4. If not cleaning up or participating faithfully, points may be lost based on judges' decision.

4-4-5. If the robot seems unsuitable with the theme, the participant may be disqualified.

4-4-6. Robots made by all teams may be displayed to audiences.

4-5. Written evaluation Written evaluation to assess creativity is held. Written evaluation is held one day between the first or second day. If held on the first day, more time to build the robot may be given on the second day, and rule 4-4-5 is applied.

5. Competition progress

5-1. Examination guidelines The examination is held based on the guidelines below, and the points per fields are added together to assess the rankings.

Examination guideline

Theme Suitability	Creativity (40)			Technique (40)		Presentation (20)
	Idea	Problem solving	Social contribution	Robot creativity	Completeness	
O / X	2/4/6/8/10	4/8/12/16/20	2/4/6/8/10	4/8/12/16/20	4/8/12/16/20	4/8/12/16/20

5-2. Tie-breakers administration criteria If tied, examined by the criteria below.

5-2-1. 1st criterion: Team with reduction in less fields.

5-2-2. 2nd criterion: Robot with higher score in technique with lower price.

5-2-3. 3rd criterion: Project with cooperative problem solving.

5-2-4. 4th criterion: Team with lower average grade.

5-2-5. 5th criterion: Robot with higher creativity score.

5-2-6. 6th criterion: Robot with better robot introduction and explanation.

5-2-7. 7th criterion: Robot with higher completeness score.