

Competition Rules for - Open Group / Junior and Senior High School Student Group or College/University Division

2026.05.14

A. Eligibility :

Participants must qualify for the Junior High School, Senior High School, or College/University Division. Each team may consist of up to three contestants. If, upon verification by the organizer, a team is found to be ineligible for participation, the organizer reserves the right to revoke any awarded prizes and take legal action against the team.

B. Competition Format :

1. The competition must be conducted using autonomous vehicles following a predefined track, and the race is conducted in a competitive manner.
2. Track definition: The main body of the vehicle must cover the track guide line (white line) in its projection, excluding dashed and shortcut sections.
3. The direction of travel must align with the track guide line (white line).
4. Failure to adhere to the track definition during the competition will result in disqualification.
5. The order of appearance will be determined by a random draw.
6. Each participating team has one opportunity during the competition to achieve a performance on the track (the number of opportunities may vary depending on the on-site registration and may allow changes to software and hardware). The official announcement by the judges on the competition day will be considered, and the best performance will be taken into account for scoring.
7. The finishing time of the teams is prioritized for ranking. If the number of teams that successfully complete the race (from the starting point to the finish line) is less than the number of winning teams, the teams with the farthest travel distance will be considered as substitutes. If all participating teams fail to complete the race, the ranking will be based on the distance traveled by the teams, and if the distances are the same, the ranking will be determined by the time performance.
8. The organizing committee will announce the practice time for the venue on the official website. Please pay attention to the information on the official website.

C. Vehicle Specifications for Participation :

1. The participating vehicle must be a wheeled car with a maximum of two driven wheels. The use of auxiliary wheels is unlimited.
2. The main structure of the assembly must be made of plastic building blocks, while the structural connectors are allowed to be made of metal materials.
3. After assembly, the total length (including wheels) of the vehicle in a stationary state should be less than 20cm, the total width (including wheels) should be less than 15cm, the total height should be less than 15cm, and the total weight should be less than 750 grams.
4. The participating equipment must obtain energy through self-carried batteries.
5. There are no restrictions on the main controller platform system, but each vehicle is limited to using one main controller.

D. Competition Rules :

1. Competition Regulations :

- a. All participants must complete the registration and check-in process. The race order will be determined through a draw, and teams must wait at the designated area according to the draw order. Once the vehicle has been checked and inspected, it must remain in the designated area throughout the competition and cannot be retrieved or adjusted during the race.
- b. The competition vehicles must be started using hardware switches and cannot be activated through external connections to avoid suspicions of modifying the vehicle's program.
- c. The competition order will be instructed by the relevant referees. Teams should enter the competition area in sequence. Only one team is allowed to compete on each track at a given time.
- d. After the referees call out the team's name, one designated team member can bring the self-driving car into the competition area. When the referee announces the start of the race, the participant must place the self-driving car in the starting zone, ensuring that no part of the car crosses the timing start line.
- e. Once the competition car is placed in the starting zone, the participant has one minute to make hardware adjustments and battery replacements.
- f. The competition car must follow the specified track route and complete various challenge tasks along the way. The automatic timing will be done by the timing start line sensor, and the completion of the challenge tasks will be determined by the referees. After the referees confirm and record the results, with the participant's signature for confirmation, the participant can retrieve the vehicle and place it in the designated area, waiting for the announcement of the results.
- g. In the event of disputes that cannot be resolved by the regulations, the decisions made by the referee panel will be final, and no objections will be allowed.
- h. The competition course obstacles will be decided and placed by the head referee before the match. If pre-competition practice sessions are provided, the obstacle layout will not be disclosed in advance.

2. Disqualification Criteria :

If any of the following situations occur during the competition, it will result in disqualification.

If the referee determines that the team has been disqualified, their finishing results will not be counted.

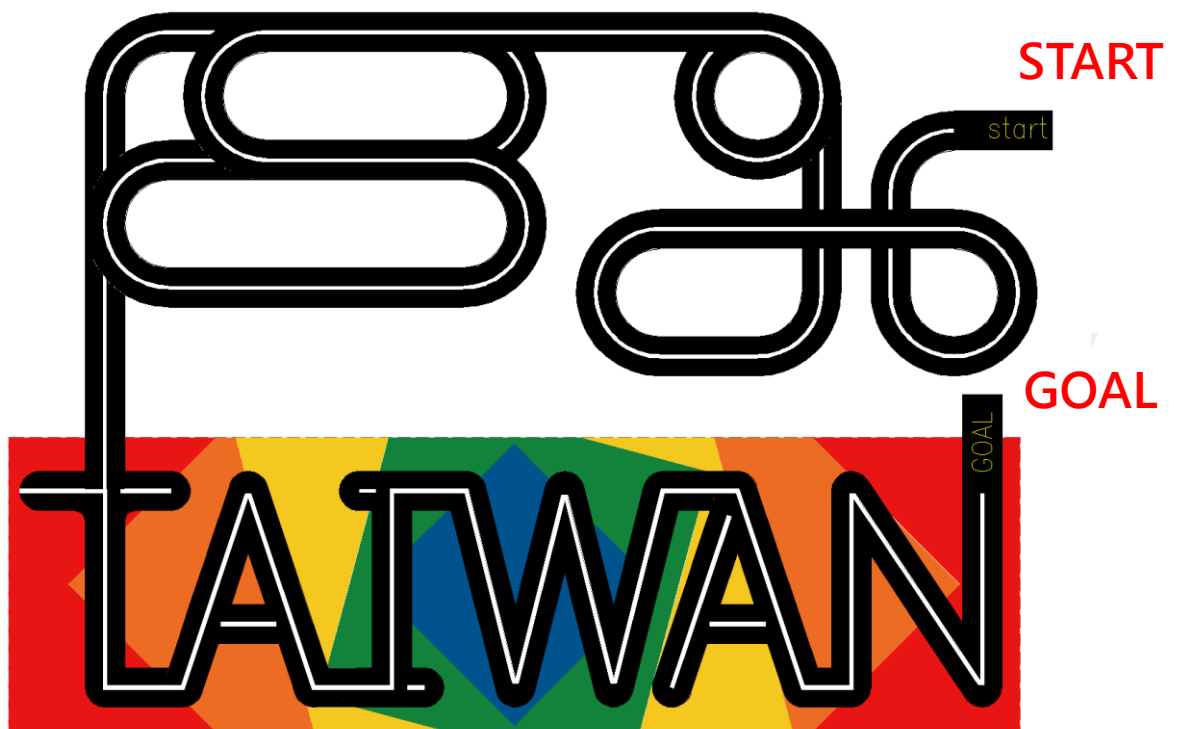
- a. Interfering with the competition vehicle or modifying the robot's program without permission from the referees, from the completion of the registration process until the end of the race.
- b. Engaging in behavior that disrupts the performance of other vehicles during the competition or any other violations of the regulations.

- c. Any actions by team members or related individuals, such as the team coach, that are deemed by the competition referees to severely impact other participating teams.
- d. Causing damage or significant contamination to the competition venue.


E. The track design consists of flat sections and inclines.




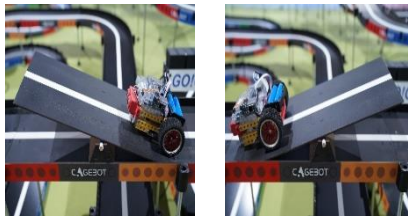
The track map is marked with a starting point, finishing point, straight lines, broken lines, curves (including acute angles, right angles, and sharp angles), and checkpoint indicators. Participants must follow the track design and drive autonomously, navigating through various checkpoints, until they reach the finish line.

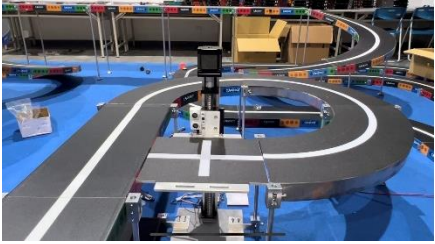
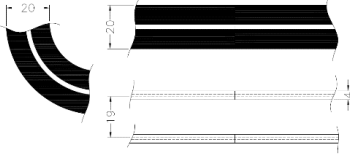
1. Competition Venue :



2. Challenging Obstacles :

Checkpoint Number and Name	Checkpoint Description	Diagram
<p>Start Point and Finish Line</p>	<p>When the vehicle crosses the starting line (1), the timer starts counting, and when the vehicle crosses the finish line (2), the timer stops counting.</p>	

<p>A. 【T-shaped Turn】</p>	<p>Turn in the designated direction according to the specified rules while moving forward.</p>	
<p>B. 【V-shaped Turn】</p>	<p>Make turns in the specified direction (with an angle less than 60 degrees) while driving.</p>	
<p>C. 【Shortcut】</p>	<p>When taking a shortcut, participants must perform the action after passing the shortcut starting point (the shortcut starting line is used for illustrative purposes, and the referees on the day of the competition will determine the exact boundary).</p>	
<p>D. 【see-saw mechanism】</p>	<p>This checkpoint features a fixed seesaw mechanism with a slope of 30 degrees or less. When the vehicle reaches a certain height on the ramp, the mechanism will instantly tilt downwards, creating a downhill slope. The placement of this ramp challenge will be randomly determined by the referees on the competition day.</p>	

<p style="text-align: center;">E. 【 Elevator Mechanism 】</p>	<p style="text-align: center;">Vehicles must stop at the stopping area of the elevator mechanism. Failure to stop will result in disqualification.</p> <p style="text-align: center;">After stopping, the mechanism will descend according to a fixed time. Once the descent is complete, the vehicle may continue the race.</p> <p style="text-align: center;">The specified time is 27 seconds ($\pm 5\%$). Participants should adjust the timing according to on-site test results.</p>	
<p style="text-align: center;">【 Three-dimensional track specifications. 】</p>	<p style="text-align: center;">White line width of 2 centimeters.</p>	

F. Scoring Calculation and Failure Determination

1. Score Calculation Start from the timing start line and complete one lap to the finish line, recording the time performance. If a participant cannot finish one lap within six minutes, their score will be calculated based on the distance covered (incomplete laps will be recorded by the referee at that moment and cannot be appealed after the race).
- a. Time Score Calculation :
- 1) Complete one lap from the timing start line to the finish line on the race track within six minutes.
 - 2) The recorded time shown on the timer will be used as the basis for scoring.
 - 3) In the event of any disputes that cannot be resolved by the regulations, the related decisions will be made by the referees, and no objections will be accepted.
- b. Distance Score Calculation :
- 1) Distance Score Calculation Method: According to the judgment of the referee panel, for self-driving cars that are unable to reach the finish line, the final position of the center point of the driving axle will be recorded based on the team number. In the event of a derailment, the position of the center point of the driving axle at the moment of derailment will be recorded.
 - 2) Derailment Definition: It is determined by the referee based on the orthographic projection from various perspectives. If any driving wheel of the self-driving car deviates from the black track and touches the colored map area, it is considered a derailment. (This does not apply to turns with an angle smaller than 60 degrees. Please refer to the illustration on page 4, section B - "V-Turn")

- 3) Calculation of Distance for Flat Track: The referee records the position relative to the center of the active wheel axle when the self-driving vehicle stops or derails. This information is recorded on the score sheet for distance calculation.
- 4) Calculation of Score for 3D Track: Numerical markers are placed on the outer side of each track section to determine the distance. If a team's vehicle stops or derails within the same marked section, the score is determined by the time taken (faster time wins).
- 5) If a self-driving vehicle loses power and remains motionless for 10 seconds after leaving the starting area, the score is calculated based on the distance.
- 6) If a team fails to reach the finish line within six minutes, the score is calculated based on the distance covered.
- 7) In the case of collisions with obstacles, the score is calculated based on the distance.
- 8) In the event of disputes that cannot be resolved by the rules, the referee's decision is final and cannot be contested.

2. Failure Judgment

In the event of the following situations occurring during the competition, it will be considered as a failed attempt, and the current round will end (the recorded score by the referee at that moment will be final, and no post-match appeals will be allowed).

- a. If a team fails to enter the competition area within 30 seconds after being called three times by the referee, or if they are not ready to compete, they will be considered disqualified for that round.
- b. Once the race begins, if a race car fails to leave the starting area within 10 seconds from the starting point, it will be considered disqualified.

2026 AI TAOYUAN