

Competition Rules for - Open Group / Elementary School Student Group

A. Competition qualification :

2026.05.13

Participants must qualify for the Elementary School Division. Each team may consist of up to three contestants. If, upon verification by the organizer, a team is found ineligible for the competition, the organizer reserves the right to revoke any awards and take legal action against the team.

B. Competition Format :

1. The vehicle must walk automatically following the track. This competition is a speed contest.
2. Line tracking is defined as the vehicle's main body, in its projection, covering the guiding line (white line) on the track, excluding dashed and shortcut sections.
3. The direction of travel must align with the guiding line (white line).
4. Failure to adhere to the line tracking definition will result in disqualification.
5. The order of appearance will be determined by a draw.
6. Each participating team will have two opportunities to achieve results on the track during the competition. The best result will be considered for scoring, as announced by the judges on the competition day. Depending on the on-site registration situation, the number of attempts and the opportunity to modify the program may be increased.
7. The completion time of the participating teams takes precedence in 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 team with the farthest distance traveled will be selected to fill the remaining spots. If no team completes the race, the ranking will be based on the distance traveled by each team. If teams have similar distances, the judges will announce a rematch (the rematch rules will be the same as the formal competition).

C. Vehicle regulations :

1. The vehicle should be wheeled. It should have two drive shafts at most and a random number of auxiliary wheels.
2. The main structure of the assembled vehicle must be made of plastic building blocks. The use of metal materials is allowed for structural connections.
3. The total length (including wheels) of the assembled 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.
4. The participating devices must obtain energy through self-carried battery power.
5. There are no restrictions on the platform system of the main controller, but each vehicle is limited to using only 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 determination:

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.

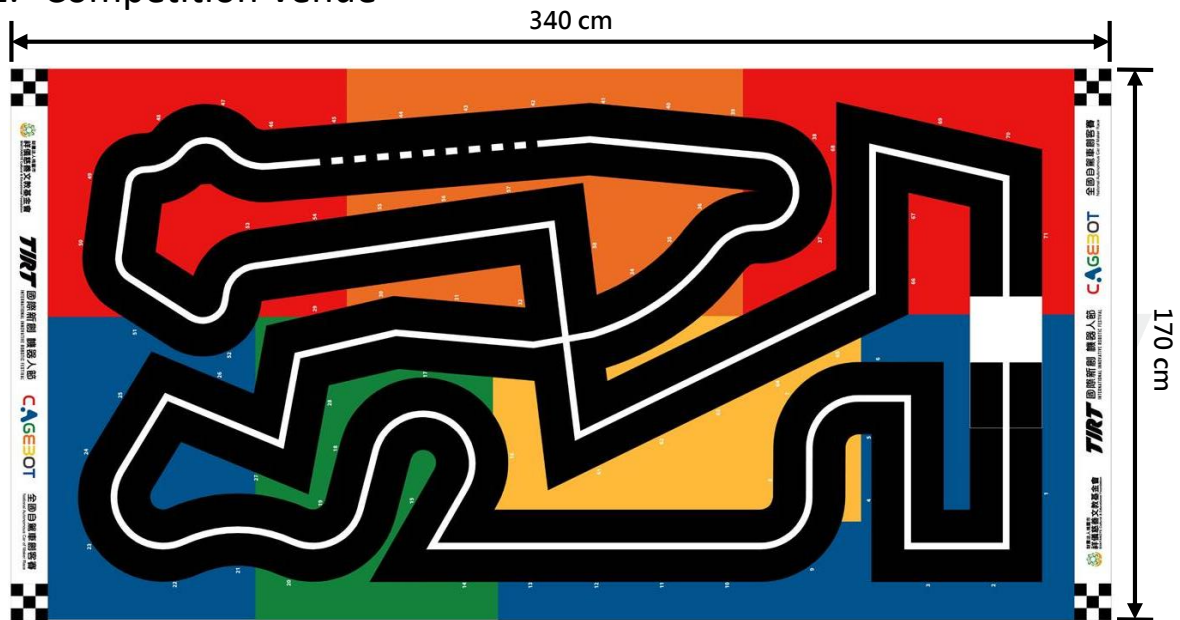
- a. Interfering with the competition vehicle or modifying the robot's program without permission from the referees, from the completion of the registration process until the end of the race.
- b. Engaging in behavior that disrupts the performance of other vehicles during the competition or any other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





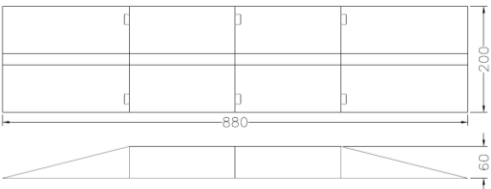
- c. Any actions by team members or related individuals, such as the team coach, that are deemed by the competition referees to severely impact other participating teams.
- d. Causing damage or significant contamination to the competition venue.


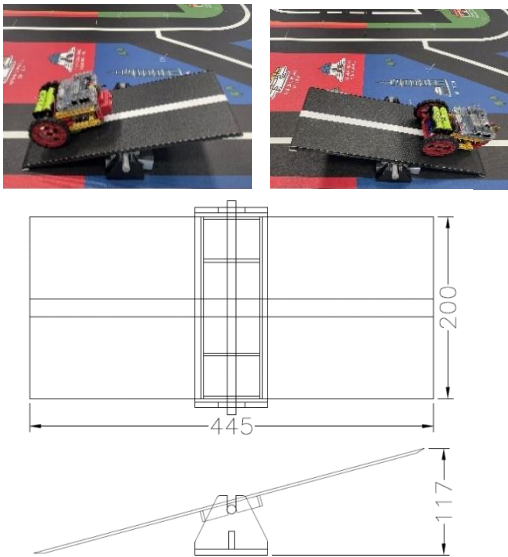
E. Track description

The track is composed of flat sections and uphill/downhill sections. The line-tracing map includes start and finish markers, straight lines, broken lines, curves and consecutive curves (such as rounded turns, right-angle turns, and sharp turns), as well as checkpoint symbols. Contestants must autonomously follow the designated track by line tracing, pass through various checkpoints, and finally reach the finish line.

1. Competition Venue :



Checkpoint Number and Name	Checkpoint Description	Diagram
<p>Start Point and Finish Line</p>	<p>When the vehicle passes the starting line, the timer begins counting. When the vehicle crosses the finish line, the timer stops, and the vehicle must automatically stop by using its line-tracking sensors.</p>	
<p>Sharp-angle turns, right-angle turns, and obtuse-angle turns.</p>	<p>Tests the vehicle's turning capability in handling corners with angles less than, equal to, or greater than 90 degrees.</p>	
<p>Crossroad detection and decision-making.</p>	<p>When passing through a crossroad intersection, the vehicle must continue moving straight in the indicated direction and is not allowed to turn.</p>	
<p>Overpass Mechanism</p>	<p>A bridge with a slope of 30 degrees or less, testing the stability of the vehicle when going uphill or downhill.</p>	 

Checkpoint Number and Name	Checkpoint Description	Diagram
<p>Black and White Line Transition</p>	<p>Testing the vehicle's ability to handle black and white line transitions.</p>	
<p>Seesaw Mechanism</p>	<p>A Fixed Point Seesaw Mechanism with an Incline Angle of 30 Degrees or Less. When the car reaches a certain height, the mechanism instantly transitions into a downhill slope.</p>	

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F. Scoring Calculation and Failure Determination

1. Score Calculation

Complete one lap from the timing start line to the finish line and record the time. If unable to complete one lap within 180 seconds, the score will be calculated based on distance (the score recorded by the referee at the time of incomplete lap will be used, and no appeals will be accepted after the race).

a. Time Score Calculation :

- 1) Complete one lap from the timing start line to the finish line on the track within 180 seconds.
- 2) The recorded time shown on the timer will be used as the basis for the results.
- 3) In case of disputes that cannot be resolved by the regulations, the decision will be made by the judging panel, and no objections will be accepted.

b. Distance Score Calculation :

- 1) Distance score calculation method: Based on the judges' assessment, for autonomous vehicles that fail to reach the finish line, the center point of the driving axle at the vehicle's final stopping position will be recorded according to the team number order. In cases of track departure, failure to proceed straight through an intersection, or failure to stop within the finish area upon reaching the finish line, the center point of the driving axle at the position where the incident occurs will be recorded.
- 2) Definition of track departure: As determined by the judges from various viewing angles, if any driving wheel of the autonomous vehicle leaves the black track and touches the colored map area, it will be considered a track departure.
- 3) After the self-driving car leaves the starting area, if it loses power and remains stationary for 10 seconds during the course of the race, the distance score will be calculated.
- 4) If the self-driving car fails to reach the finish line within 180 seconds, the distance score will be calculated.
- 5) In case of collision with the designated obstacles, the distance score will be calculated.

- 6) In the event of disputes that cannot be resolved by the regulations, the decisions made by the judges will be final and not subject to appeal.

2. Failure Judgment

In the event of the following situations occurring during the competition, it will be considered a failure for that round, resulting in a disqualified outcome. The current round will be concluded, and the recorded score by the referee at that moment will be considered final, with no appeals permitted after the race.

- a. Failure to respond after three calls by the judging panel or inability of the participating team to enter the competition area results in disqualification for that round.
- b. Failure of the self-driving car to leave the starting zone within 10 seconds after the race begins.
- c. Failure to follow the direction of the guiding line results in disqualification for that round.

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