

2025 TIRT Lightweight Sumo Robots

Competition Regulations

May 20, 2025 version

I. Project Background:

ShaYangYe is committed to advancing robotics education and promoting industry collaboration, with the aim of establishing Taiwan as an international stage for robotics competitions. Since 2018, we have collaborated with the Taoyuan City Government to organize the INTERNATIONAL ROBOTIC FESTIVAL IN TAOYUAN for seven consecutive years. This pioneering event brings together four major robotics competition fields: land, sea, air, and maker. Over the past seven years, it has attracted over 12 million participants both online and offline, with teams from 20 countries participating and a total of 10,750 teams from domestic and international regions. Our goal is to connect robot training and competitions with relevant industries, expand the international perspectives of Taiwanese participants, and create a cross-domain international robotics extravaganza that shines in Taoyuan and the world!

For the 2025 INTERNATIONAL ROBOTIC FESTIVAL IN TAOYUAN, in order to promote Taiwan's robotics industry and self-made brands, we are planning a series of events, including the TIRT Autonomous Vehicle Racing Competition. This competition combines diverse control systems to showcase Taiwan's technological prowess in intelligent manufacturing. Furthermore, it serves as a link to the TIRT International Competition and Conference.

II. Project Goals:

1. Through competition activities and study exchanges, increase opportunities for domestic and international teams to observe program design, mechatronics integration, and sharing exchanges to stimulate student learning motivation.
2. By combining various open control systems and planning different competition targets, integrate and expand students' creativity, design ability, integration skills, and programming ability.

III. Supervising Units:

Taoyuan City Government, Taoyuan City Council

IV. Organizer:

Department of Economic Development. Taoyuan

V. Implementing Unit:

ShaYangYe Charity and Education Foundation, Taoyuan City

VI. Participants:

1. Students from elementary schools, junior high schools, senior high schools, vocational high schools, and colleges nationwide (including master's and doctoral students).
2. Athletes must have a valid student status recognized by the Ministry of Education.
3. International teams of the same age are allowed to participate (must provide proof of valid student status in their country).

VII. Event Categories:

Sumo Robot Lightweight Class

VIII. Competition Grouping:

1. Elementary School Group: Restricted to elementary school students, with a maximum of 3 players per team.
2. Junior High School Group: Restricted to junior high school students, with a maximum of 3 players per team.
3. Senior High School/Vocational School/College Group: Restricted to high school, vocational school, and college students (including master's and doctoral students), with a maximum of 3 players per team.

IX. Activity Description and Schedule Planning:

1. Registration Method: Visit the TIRT official website (<https://www.tirtpointsrace.org/>)
2. Registration Period : From May 20, 2025, to September 26, 2025 (subject to adjustment based on team registration status).
3. Competition Date :
 - a) Elementary School Group : November 01, 2025
 - b) Junior High School Group : November 02, 2025
 - c) Senior High School/Vocational School/College Group : November 02, 2025
4. Venue: Chung Yuan Cultural And Creative Park (No. 33, Zhongren Rd.,, Zhongli District, Taoyuan City)

X. Other Matters:

1. The organizer reserves the right to modify the regulations and rules of the event. For any matters not covered herein, please refer to the latest announcements by the organizer on the official competition website. In case of any doubts or inquiries, please contact the organizer at the following numbers: Mr. Chiu at extension 5334 (Tel: 03-3623452) or Mr. Qin at extension 5338 (Tel: 03-3623452).



TIRT Official website.

TIRT
2025 AI TAOYUAN

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I. Eligibility to Participate:

The competition is divided into three categories: Elementary School Group, Junior High School Group, and Senior High/Vocational School & College Group. The Senior High/Vocational School & College Group allows cross-grade team participation, and awards will be given collectively for this group.

II. Competition Vehicle Specifications

(Subject to the test tools, venue, and standard operating procedures provided on-site):

1. The sumo robot's main body must be constructed using plastic building blocks. Other parts may use composite materials, but only plastic-based materials are allowed. Connection joints and weight blocks (which must be completely covered by plastic building blocks) may use metal components.
2. The vehicle dimensions must be within the range of Length 15–25 cm × Width 15–25 cm × Height (including driving wheels) 15–25 cm. Any dimension exceeding this range is considered non-compliant. The vehicle must not have any deforming or extending mechanisms, nor may it deform structurally during the competition either actively or due to poor design. If collision causes deformation that violates other rules or specifications, penalties or disqualification may be imposed based on severity. Except for the main driving wheel, no other motor-driven devices are allowed (excluding LIDAR devices).
3. Tracks (caterpillar design) are prohibited. The number of main and auxiliary wheels is unlimited, but all wheels must be mounted on the same side of the vehicle body, and only wheels actually contacting the ground count as wheels. The main driving wheels' ground contact surface must be limited to one side of the vehicle. Except for the wheels (tire surface), no other parts may touch the ground.
4. The total weight of the sumo robot including batteries must be 2,500 grams (g) or less (including 2,500g).
5. Only one microcontroller (single-chip controller) is allowed to control the robot.

6. The total rated input voltage of all power sources on the vehicle must not exceed 9.0V (including fully charged battery voltage), whether connected in series, parallel, or multiple supply lines. On-site referees may request participants to power on the microcontroller and battery module for inspection. Commercial sealed battery modules that cannot be disassembled must clearly display voltage information and comply with this voltage limit.
7. The sumo robot must be fully autonomous; wireless communication or remote/wired control systems are not allowed. Any controller equipped with wireless modules will be considered a violation unless it can be clearly demonstrated that the module is disabled. ◦
8. For special materials or designs, participants must consult with the organizer beforehand; otherwise, the organizer's judgment at inspection will prevail. Unreported special designs that raise safety or fairness concerns may lead to disqualification by the organizer.
9. The organizer reserves the right to conduct spot checks at any time on suspected structures, materials, designs, or any other factors potentially affecting fairness or safety. Preliminary inspections may be conducted visually or with tools. If the staff deems the vehicle design clearly violates rules or raises disputes, the team must immediately adjust the design as instructed; failure to comply may result in disqualification by the organizer.

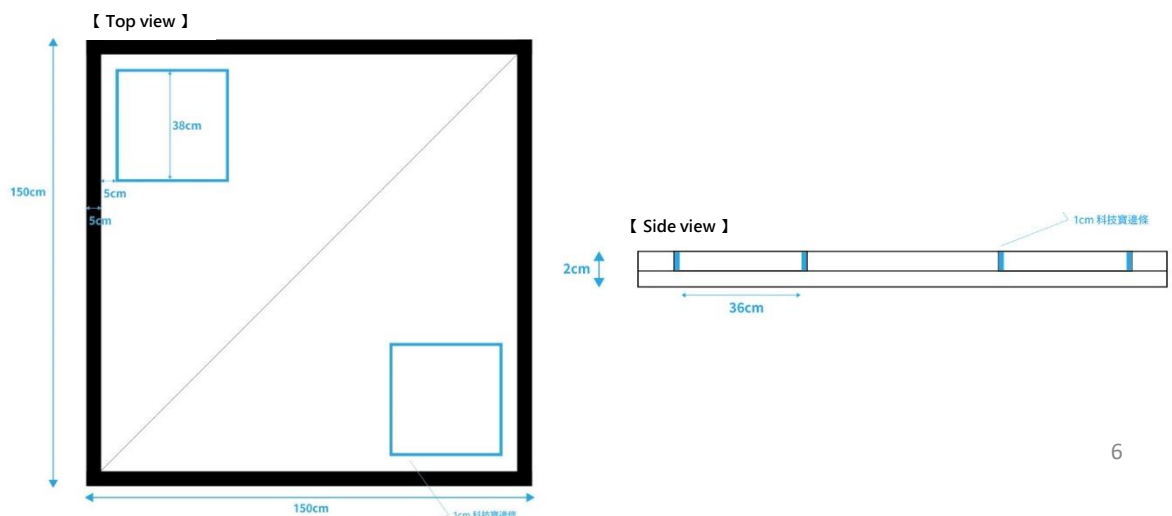
III.Competition Format:

The standard format consists of Preliminary Rounds → Losers' Bracket (Repechage) → Round-Robin Matches. Any adjustments to the format will be subject to the final announcement by the judges on the day of the competition.

IV.Competition Field Description:

1. The competition area is a square field with a white base and black border lines.
2. The field has a side length of 150 cm.
3. The black border lines are 5 cm wide.
4. The front of the starting zone is 32 cm away from the centerline.
5. The rear of the starting zone is 5 cm away from the bottom edge of the field.
6. The field has a thickness of 2 cm.
7. The starting zone is a square area with a side length of 38 cm, within which a 36 cm square area is designated for robot placement.
8. All four sides of the starting zone are fitted with 1 cm high and 1 cm wide bumper material for impact protection.
9. The starting zone is recessed 1 cm below the main field surface.
10. The centerline is a thin line visible to the naked eye but designed not to interfere with sensors.
11. The dimensions and annotations described in these rules may differ from the actual competition field by a margin of $\pm 5\%$. All measurements, positions, and components on the day of the competition shall take precedence.

※ **Note: The starting zone is 1 cm lower than the rest of the field. If the robot chassis is designed too low, it may get stuck or impair operation. Participating teams should ensure adequate ground clearance in their design.**

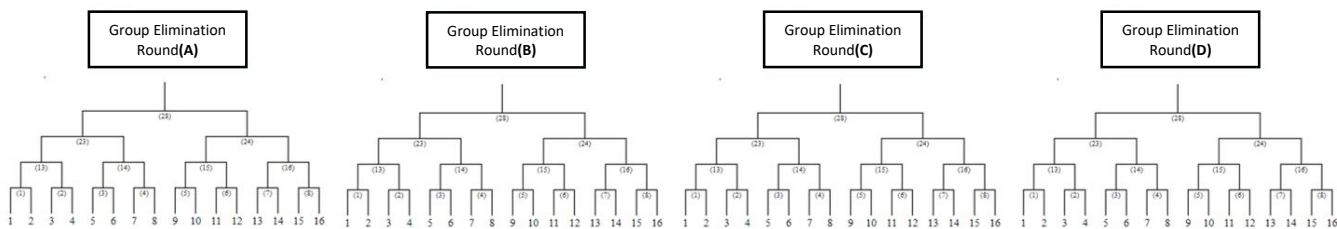


V.Competition Format Description:

Before the competition, the organizers will conduct a random draw to assign competition numbers to all teams, which will be announced on the official website. These numbers will be used to determine match positions throughout all stages of the competition. Numbering prefixes: Elementary School (A, Z), Junior High School (T, Q), Senior High School & College/University (R, U).

1. Preliminary Round:

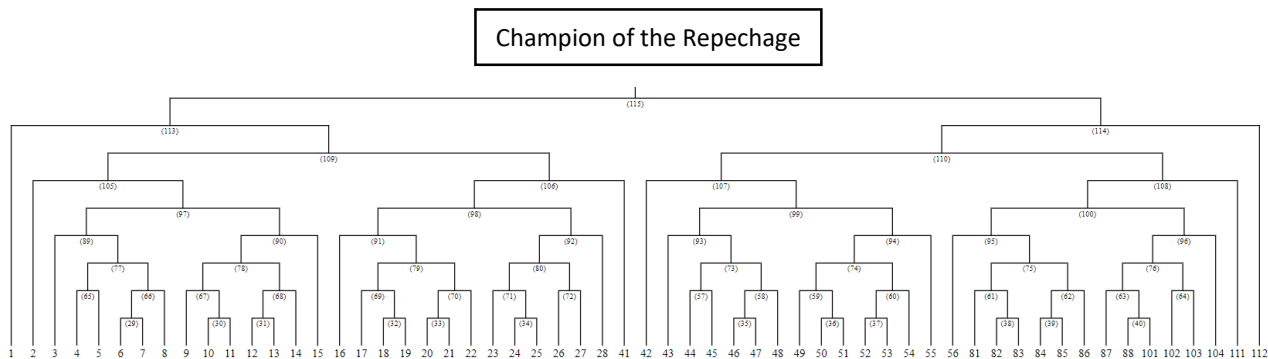
All teams will be divided into several groups (based on the number of registered teams) to compete in elimination matches. The champion of each group will be selected. Each match consists of **3 rounds**, using a **best-of-three** format (first to 2 wins).



2. Losers' Bracket (Repechage):

Teams that lose in the preliminary group stage will enter a single-elimination bracket to determine the repechage champion. Each match is 1 round only (single-round, winner-takes-all).

Teams that advanced further in the preliminary round will receive a higher seed in this stage.



3. Round-Robin Matches:

Group champions from the preliminary round will compete in a round-robin format to determine the final rankings based on the number of wins and losses. If a repechage is held, the repechage champion will also participate in the round-robin.

If match wins are tied, the ranking will be determined by:

- ① Total number of **round wins**
- ② If still tied, the number of **round losses**
- ③ If still tied, a **sudden-death round** will be held

Each round-robin match consists of **5 rounds**, using a **best-of-five** format (first to 3 wins).

team	Inclusion1	Inclusion2	Inclusion3	Inclusion4	Champion of the Repechage	Victory	Number of Laps	ranking
Inclusion1								
Inclusion2								
Inclusion3								
Inclusion4								
Champion of the Repechage								

VI.Competition Regulations: :

- 1. After on-site check-in, team members, instructors, and coaches must proactively obtain their identification badge from the event staff and wear it in a clearly visible position. Each participant, teacher, and coach is limited to **one badge**. Badges **cannot be collected on behalf of others**, and **replacements will not be issued**. If a replacement is needed, the damaged badge must be presented to the staff for evaluation. Replacements will only be granted if the damage is deemed reasonable; otherwise, no replacement will be provided.
- 2. After receiving the badge, participants must **write the team name, competition number, and participant name** in the blank space using **BiauKai (標楷體)** font for identification purposes. The badge must be **worn within the referee's line of sight**. Failure to comply will result in the individual **not being recognized as an official member of the participating team**.
- 3. **Impersonating a member of a participating team** will result in **disqualification of the associated team** from the competition and forfeiture of any awards,

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3. **Impersonating a member of a participating team** will result in **disqualification of the associated team** from the competition and forfeiture of any awards, once verified.
4. **After on-site check-in**, all accompanying personnel **other than the participating students and their instructors/coaches** must leave the competition area. If they remain after being advised to leave, the organizing committee may **disqualify the associated team** from the competition and revoke their eligibility for awards.
5. Teams that have completed check-in may **practice before the designated practice time ends**, using the practice passes indicated on their score sheet. **Each team may use up to two practice sessions**. Misappropriation or misuse of practice passes will result in **disqualification from the preliminary round**.
6. **Each practice session in the main competition area must be registered in advance**. Each practice session is limited to **1 minute**, with a maximum of **one team per field** and **only one team member allowed on the field at a time**. Violations will result in **disqualification from the preliminary round**.
7. During practice sessions in the main competition area, teams are allowed to bring computers or mobile devices to adjust programs, and may also modify their vehicles on-site. However, any interference with other teams' practice is prohibited. Violators will be disqualified from the competition.

8. At the end of each 1-minute practice session, teams must promptly pack up their sumo robots and accompanying items and leave the area. Teams who fail to comply after being advised will be disqualified. The organizers are not responsible for any items left behind and reserve the right to dispose of them at their discretion.
9. Once the official practice period ends, the organizers will no longer accept practice registrations. Only teams that have registered but not yet practiced, or are within their 1-minute practice limit, may continue. All other main area practices will be prohibited. Violators will be disqualified.
10. When check-in begins, referees will instruct teams to place their sumo robots in the check-in area for inspection. After passing the check-in, teams may not modify, disassemble, or change the state of their robots. Violators will be disqualified.
11. Teams that fail to complete and pass the check-in within the designated time will be disqualified.
12. After passing the check-in, participants must place their robot in the machine area by themselves. If assisted by staff for positioning (which must be confirmed by the participant) or placement, any resulting issues are the sole responsibility of the participant.
13. If a team's actions during the match result in damage to another team's robot, the referee will assess whether the offending team should be disqualified from the current round, the entire competition, or have their award eligibility revoked.
14. If a team's robot is damaged *after check-in* due to **non-competition actions** by another team, the affected team may conduct repairs (including battery replacement, control board replacement, and program uploading) under the supervision of the staff. After repairs, the robot must pass a re-check-in within a **10-minute time limit**. Failure to pass re-check-in within the allotted time will result in disqualification. If an investigation by the referee panel determines that the incident was **premeditated**, the offending team's members will be placed on a blacklist and permanently banned from participating in any TIRT-related competitions.

15. Each team is allowed to use only one sumo robot. Exchanging robots or parts between teams is strictly prohibited, excluding maintenance and cleaning tools. Any violation will result in **disqualification** of the involved team(s).
16. Before each competition stage, each team must assign **one member (the competing player)** to enter the player waiting area. Substitutions are allowed **outside of a team's own matches**, but no substitutions are allowed during the **round-robin stage**.
17. Before each match, the team (by name or competition number) will be called up **up to three times**, with a **maximum 5 seconds between each call**. If the player fails to show up **within 10 seconds after the final call**, the team will be disqualified from that stage.
18. Before entering the main competition area, the competing player must **proactively verify** the team information on the match record sheet. Only after verification may the robot be retrieved. Violations will result in **disqualification from that stage**.
19. If a player retrieves a robot that does not belong to their team, they will be disqualified from that stage. If any issues arise due to staff guidance or assistance in robot retrieval, **the player is solely responsible**.
20. After retrieving the robot, the competition staff will provide **identification markers** (e.g., string, zip ties, clips, etc.). The competing player must install the marker **in a clearly visible location** on the robot for referee identification and **return it after the match**. Failure to return the item will result in **forfeiture of award eligibility**.
21. Once inside the main competition area, the competing player **may not receive any items from individuals inside or outside the area**, except from the event staff. Upon leaving the competition area, the player **may not take any items other than those brought in**. Any violations will result in **disqualification from that stage**.
22. If a player fails to retrieve their own belongings when leaving the main competition area, **the organizer bears no responsibility for safekeeping** and reserves the right to dispose of them at will.

23. At the beginning of each match, a **coin toss or rock-paper-scissors** will be used to determine the starting position. The winner chooses the starting area. If the match ends in a tie after one round, **both teams must switch sides**.
24. After determining the starting position via rock-paper-scissors, a contestant may request preparation time once both players are at the starting zones. **Once one team requests, both teams share a 1-minute preparation time**, as announced by the referee. During this time, contestants may **adjust the robot (including changing the body or sensor position, but not adding components) and replace batteries**, but **program downloads are strictly prohibited**. Violators will be **disqualified from that competition stage**.
25. When the referee announces the end of preparation time, contestants must **immediately stop** all preparation activities. Teams that **fail to comply after being warned** will be **disqualified from that stage**.
26. Once preparation is complete or the preparation time ends, the contestant must **place the robot in the starting zone**. The **orientation is unrestricted**, but **once placed, the robot may not be removed**. If the robot is moved after placement, the team **loses that round**, and the opponent **wins**. If **both teams violate** the rule, the **lighter robot wins**; if both robots weigh the same, the round will be **replayed**.
27. If a robot **cannot be fully placed within the starting zone**, that team **loses the round**, and the opponent **wins**. If **both teams violate** this rule, the **lighter robot wins**; if their weights are the same, the round will be **replayed**.
28. Once the robot is placed in the starting zone, the contestant must raise one hand to indicate the robot is ready. If the contestant refuses to raise their hand after referee's warning, the team loses the round and the opponent wins. If both teams violate this, the lighter robot wins; if weights are equal, the round is replayed.

29. After the referee announces the start (or blows a whistle), both teams may lower their raised hands and must start activating their robots within **5 seconds** and begin moving. Activation methods are not restricted, but **activation via computer or mobile device is prohibited**. If a team fails to activate their robot within 5 seconds after the start announcement, or if the activation method is not approved by the referee, that team loses the round and the opponent wins. If both teams fail to activate, the lighter robot wins; if weights are equal, the round is replayed. For any special activation methods, teams must consult the organizer in advance; otherwise, referee's decision is final.
30. Between the time before and after the robot's activation, the robot owner and the auxiliary wheel must not leave the field. If violated, the team loses the round and the opponent wins. If both teams violate simultaneously, the lighter robot wins; if weights are equal, the round is replayed.
31. After the referee announces the start and the robot is activated, the contestant must quickly retreat to the designated area with their accompanying items within **5 seconds**. If a team fails to do so after a referee's warning, the opponent wins the round. If both teams violate simultaneously, the lighter robot wins; if weights are equal, the round is replayed.
32. After both robots have started, a robot must touch its own black border line before it can touch the opponent's robot. Violation results in losing the round and the opponent wins. If both teams violate simultaneously, the lighter robot wins; if weights are equal, the round is replayed.
33. After the referee announces the start, each round is limited to **1 minute**. The referee will judge the winner based on the situation at the time limit. If both robots remain on the field, the lighter robot wins the round. If weights are equal, the round is replayed.
34. If the robot body touches the floor outside the competition area, the team loses the round and the opponent wins. If both teams violate simultaneously, the lighter robot wins; if weights are equal, the round is replayed.

35. If after the competition starts, a robot remains continuously within the starting zone without any effective movement or searching behavior, the referee may initiate a “stuck judgment.” The referee will conduct a 5-second countdown; if the robot fails to leave the starting zone during this period, the team loses the round and the opponent wins. If both teams violate simultaneously, the lighter robot wins; if weights are equal, the round is replayed.
36. If during the competition both robots are in a deadlock situation (either equally matched in collision or with no contact at all), the referee has the authority to initiate a stalemate judgment. The referee will count down 5 seconds, then pause the timer. Both robots will be taken back and powered off, then the competition will resume with the remaining time of the round.
37. If during the match, any robot becomes obviously disabled due to any reason (such as flipping over, stuck, unable to move, power loss, etc.), the referee will conduct a “disabled judgment.” If within 5 seconds from the start of this judgment the robot cannot recover normal operation by itself, the team loses the round and the opponent wins. If both teams violate simultaneously, the lighter robot wins; if weights are equal, the round is replayed.
38. If during a countdown judgment the situation on the field does not comply with Competition Rules Articles 35, 36, or 37, the referee has the right to interrupt the countdown and continue the match.
39. After each round begins, if any part of either sumo robot accidentally falls off, it will no longer be considered part of the robot. Until the winner is decided, the referee has the authority not to remove the fallen parts. If the fallen parts affect the outcome of the round, neither team may raise objections.
40. If a competitor manually removes any fallen parts on the field after the competition starts, the decision will be made according to Competition Rule Article 44.
41. After each round ends, the competitors must retrieve any fallen parts on the field by themselves. If after being instructed by the referee the parts are still not retrieved, the referee has the right to handle the fallen parts.

42. If the referee judges that a team's robot is designed with a function that causes parts to fall off—whether intentional or not—the referee may award the win for that round to the opposing team. Fallen parts may not be reattached to the robot.
43. From the start of each round until the winner is decided, no reassembly, replacement of parts or batteries, or requests for match suspension are allowed for any components of the sumo robot.
44. After the start of any match, if personnel related to a competing team interfere with the competition by any artificial means, the match shall be stopped immediately, the opposing team shall be declared the winner, and the interfering team will be disqualified. If interference is caused by persons other than the competing teams, the round shall be replayed.
45. If multiple competition rules violations occur simultaneously, the priority for judgment is as follows: Article 34, Article 32, Article 29, Article 37, then Article 35.
46. After the referee announces the result of the round, sumo robot competitors must retrieve their robots by themselves. If any damage occurs to either robot during retrieval, or if retrieval is assisted by event staff, any issues arising shall not be adjudicated under Competition Rules Articles 13 or 14, and competitors shall bear responsibility themselves.
47. Except for the final round of each match, after the result of each round is determined, either team may request a repair period. If either side requests, both teams share the repair time. Once the referee announces the start of repairs, a 30-second timer begins. Only the competing players may perform repairs; teammates are not allowed to enter the field to assist.
48. After the start of the repair period, both teams may adjust their sumo robots in place or reassemble any fallen parts (including changing the position of the robot body or sensors), but no additional parts may be added, nor may programs be downloaded or batteries replaced.
49. When the referee announces the end of the repair period, competing players must immediately stop all repair actions. If a team continues to repair despite referee warnings, that team will be disqualified from the current stage of the competition.

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49. When the referee announces the end of the repair period, competing players must immediately stop all repair actions. If a team continues to repair despite referee warnings, that team will be disqualified from the current stage of the competition.

50. Except for the losers' revival matches, after each competition, competing players must return their sumo robots to the designated area. If a player takes the robot out of the competition area, it will be considered that the team has forfeited the subsequent rounds.
51. In the losers' revival matches, the losing team's players must take their sumo robots out of the competition area. If the robot is left in the competition area, the organizers are not responsible for its safekeeping and have the right to handle the robot as they see fit.
52. From the start to the end of the round-robin tournament, except for force majeure, no participating team may substitute competing players.
53. After each competition, please proactively check the advancement list or round-robin scores with the referee. If there is any objection, raise it immediately. No objections will be accepted after players leave the competition area or after the match ends.
54. The referee will record the match results, and the team must actively sign to confirm. Any objections must be raised at that moment. Once the referee records the results and players leave the competition area or the match ends, no objections will be entertained.
55. If a team does not complete the signing of the match results before leaving the competition area, the team cannot raise objections to the results afterward.
56. If a team refuses to sign the match results due to disagreement with the judgment, the organizers will disqualify the team and revoke any awards.
57. After each match, unless required by the event, competing players must immediately return to the players' waiting area. If players do not return after staff reminders, the team will be disqualified and lose any awards.
58. If a team loses competition qualification at any stage, the organizers have the right to sign the match results on behalf of the team.





59. If there are any doubts or disputes, competing players must raise them with the referee on the spot during the competition for immediate handling and judgment. Once the match ends or results are signed, no further disputes will be accepted. In case of disagreement, the consensus of the referees will be final and binding.
60. No video recording or photography will be accepted as evidence for complaints in this competition.
61. The organizers will provide the competition venue for teams to practice before the event. Practice time is based on the schedule announced by the organizers. Teams may queue at the competition area during the designated time to test their sumo robots. Teams must bring their own sumo robots and are not allowed to bring any competition venue papers into the practice area.
62. The organizers will not provide on-site power supply for this competition. Teams must prepare their own equipment. If a team connects to the competition area's power supply without permission and refuses to comply after being warned, that team will be disqualified and lose any awards.
63. If a team connects to a power source outside the competition area and receives complaints from other units, that team will be disqualified and lose any awards.
64. Teams are responsible for any accidents or consequences resulting from their unauthorized power connections and must bear any compensation costs.
65. Damage or contamination of the competition venue is prohibited. Severe cases will result in disqualification. If damage or contamination occurs during the competition, the match will be stopped immediately, and the opponent will be declared the winner. The responsible team must bear any subsequent compensation costs.

If there are any doubts on the day of the competition, the referee panel holds the final right of interpretation, and no objections are allowed.

VII. Reward Mechanism :

The criteria for awards will be based on the results of the qualifying matches and the round-robin tournament, categorized by elementary school group, junior high school group, and senior high school/college group.

- 1. Elementary School Division
- 2. Junior High School Division
- 3. High School and College Division

Ranking	Bonus (NTD)	Certificate
 1 st Prize	\$5,000	V
 2 nd Prize	\$3,000	V
 3 rd Prize	\$2,000	V
 Excellent Work	—	V

If there are any concerns during the competition, the decision of the referee shall prevail, and no objections shall be made.