



## THE COMPETITION RULES-Robotics Categories

1. All teams entering the Robotics category of the competition must represent a secondary school.
2. A team should consist of two (2) participants.
3. There is a limit of one (1) team per school that can enter the competition for this category.
4. Students participating in the Robotics Category of the competition are required to have an official mentor who the team sees fit to serve as their guidance. Mentors can be either a teacher or someone of a professional nature.
5. Participants must collect the robot kit **2 weeks prior** to judging and are expected to get familiar with the robot before presenting.
6. The NTRC will cover all expenses—including travel, accommodation, meals, and taxi fares—for students from the Grenadine Islands participating in the preliminaries and those advancing to the finals.
7. Teams will be required to submit an introductory video which could include the names of each team member, the school being represented, their class/form, why you're interested in robotics and also mention your role on the team by May 15, 2025. This video would be played for the viewers on the day of the event.

### Guidelines for Game Play of the competition:

8. The following are the guidelines for making your presentations for **Robotics Category** for the **Preliminary and final phase** of the competition:
  - a) *Each team has **2 minutes and 30 seconds** to complete the challenge*
  - b) *A buzzer signals the beginning of the challenge*
  - c) *When the **2:30 minutes** are up, two buzzes will be sound to alert the team that they have to stop their game play*

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*Judging Criteria for the Icode784 Competition 2025*

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9. The following is the judging criteria that will be used for the Robotics category:

<b>Criteria</b>	<b>Objective</b>	<b>Total Points</b>
<b>Object Collection &amp; Sorting</b>	Reward robots for successfully collecting and sorting objects -Object must be fully lifted off the ground to count. -If an object is dropped before being placed, it does not count. - Objects must be placed in the correct receptacles	60
<b>Robot Design &amp; Innovation</b>	Assess creativity, functionality, and structural integrity of the robot. • Creativity • Stability and Durability	30
<b>Coding and Automation</b> <b>(Criteria only applies to finals)</b>	Assess programming complexity and efficiency. • Use of Sensors & Programming	10
<b>Endgame Bonus</b>	Provide extra points for additional tasks. • Clearing a blocked path • Handling a special object	10

**NOTE: To ensure fairness, we remove extreme scores that are significantly different from the rest. If a judge's score is 15 points higher or lower than the average of the other judges' scores, it will be considered an outlier and excluded from the final calculation. This is done for both the preliminary and final judging.**

**Example:**

If most judges give a score between 70 and 80, but one judge gives a 95 or a 55, that score will be removed before calculating the final average. This helps prevent any unusually high or low score from unfairly impacting the results.