STEAM AZERBAIJAN

SAF 2024

RoboSoccer

Category

QUALIFYING STAGE RULES

BAKU 2024

1. Qualifying Stage

1.1. In the qualifying stage, the teams advancing to the final stage will be determined.

1.2. The team must assemble the robot that will participate in the RoboSoccer competition.

1.3. The robot can only be based on the Arduino platform. The technical requirements for the robot are detailed in the "**Final Stage Rules**" instruction PDF. The robot must meet all the specified requirements.

1.4. The first task of the qualifying stage is to prepare **a presentation document** based on the specified criteria about the robot. The file can be created in any program but must be sent in **PDF** format. The content of the presentation must include:

1.4.1. Information about the team.
1.4.2. General information about the robot.
1.4.3. Description of the engineering solutions used in the robot.
1.4.4. If any part is made using 3D printing, its 3D graphic image and real photo.
1.4.5. If any part is made using CNC, its image in a graphic editor and real photo.
1.4.6. Simple wiring diagram.
1.4.7. Explanation of code operation logic.
1.4.8. Three pictures of the robot from different angles.

1.5. The second task of the qualifying stage is to prepare a video presentation. The video presentation should cover the following **topics**:

1.5.1. The sequence of changes made to the robot from the initial preparation stage to the final version, i.e., the chronology of the work done.
1.5.2. Team members should briefly talk about the criteria mentioned above in turn.
1.5.3. Show the driving of the finished robot: Moving forward and backward and turning left and right.
1.5.4. If the robot body is assembled on a CNC or 3D printer, a 5-10 second video showing the manufacturing process, i.e. CNC cutting or 3D printing.

1.6. **Technical requirements** for the video**:**

1.6.1. It should be **2-3 minutes** long and edited to include only the main points. Non-speaking parts can be sped up and a melody (optional) can be added.
1.6.2. The video must be uploaded to the "**YouTube**" platform and have a minimum quality of **720p**.
1.6.3. The **description** of the video should mention that it is related to joining the STEAM Azerbaijan Festival 2024.

1.7. If the PDFs and videos do not provide sufficient evidence that the robot is a custom design and not purchased as a kit, the team will not receive custom design and engineering credits.

1.8. Files for the competition can only be sent once. To make any changes, you must contact the category coordinators and provide information. Otherwise, the first sent file will be considered the main one.

1.9. If duplicate PDF or Video presentations are sent from different teams (plagiarism/copying), the first submitted files will be considered original. The second submission will not be accepted.

1.10. The presentation will not be considered in the following cases:

1.10.1. The robot does not meet any of the technical requirements specified in the "Final Stage Rules" instruction PDF.

1.10.2. The content of the PDF presentation is incomplete, i.e., if any part of section 1.4 is completely missing.

1.10.3. If any of the topics that should be covered in the video presentation are completely missing.

1.10.4. If the video presentation does not meet the technical requirements.

2. Evaluation Criteria

Judges will evaluate the teams based on the following criteria.

Criteria	Score
Team spirit (Based on video presentation) (Did all members actively participate?)	1-10
Video presentation should be expressive and interesting.	1-10
The video presentation should be comprehensive and informative.	1-10
Completeness and detail of the presentation document.	1-10
Whether the robot is custom-built or from a ready-made kit (Fully custom - 20, Partially custom - 10, Fully kit - 0)	0/10/20
Effective engineering solutions (if the body is not a kit)	1-10
Attractive body design (if the body is not a kit)	1-10
Neat wiring assembly (if the body is not a kit)	0/5
Clarity of explanation of the code logic	1-15
Maximum possible score: 100	