



ROLLING MINDS

CATEGORY

SELECTION STAGE RULES

BAKU 2025

Introduction

The “SAF25” competition, within the “Rolling Minds” category, provides students with an opportunity to both showcase and enhance their skills. In this category, young engineers will utilize CUBORO blocks to engage in critical thinking, creativity, and problem-solving. They will first visualize solutions to given challenges and then present them in a tangible form.

This competition serves as an excellent platform for fostering students' creativity and logical reasoning. The objective of the game is to assemble or construct blocks in a specific manner. This category aids in developing a wide range of essential skills, including logical thinking, problem-solving, patience, spatial reasoning, and the 4Cs (creativity, critical thinking, communication, and collaboration).

Additionally, it encourages a spirit of research and creativity, helping participants familiarize themselves with 3D models, reinforce their knowledge, and enhance their strategic thinking abilities.

1. Participation requirements

1.1. Each team must consist of one team leader aged **18 or older and only 2 participants aged between 8 and 10**. Each participant may join only one team and may compete in only one category. The same team leader may mentor multiple teams within the same category. A single team leader (mentor) may lead teams in multiple competition categories of the International STEAM Azerbaijan Festival.

1.2. Each team is permitted to apply to only one category. Applications submitted by the same team to multiple categories of SAF25 will be considered invalid.

1.3. Participating teams are considered to have accepted all terms specified in the rules, as well as any changes made by the Scientific Committee of the International STEAM Azerbaijan Festival.

1.4. Team names participating in the International STEAM Azerbaijan Festival must **not** reflect political, religious, military, or conflict-related themes.

2. Participants' behavior rules

2.1. Participating teams must adhere to the principles of fair competition, refrain from arguments with other participants, avoid offensive language, physical confrontations, or provocative behavior, must not intentionally damage other teams' projects, or take their belongings without

permission. In case of rule violations, penalties will be determined based on the nature and severity of the misconduct.

2.2. Participating teams should follow safety rules and avoid any behavior that could put themselves or others at risk.

2.3. During the competition, team leaders and accompanying persons are not allowed to enter the competition area or interfere in any way. If a team leader or accompanying person offers unofficial assistance to their team or interferes with the performance of other teams, referees are authorized to issue warnings, disqualify the team, and apply appropriate disciplinary measures.

2.4. Each participant is limited to competing in only one category. Duplicate registrations, false registration, misrepresentation of a participant's age, unauthorized substitution of competitors, and similar actions are strictly prohibited. If such cases are detected and officially confirmed, the participant will be disqualified from the competition.

2.5. In the event of unforeseen circumstances not covered by the rules, decisions will be made by the organizers.

3. Application procedure

3.1. Applications will be accepted through the official website of the International STEAM Azerbaijan Festival <https://saf.steam.edu.az/az>.

4. Participation rules

4.1. Each team must submit only one model on the **Webkit platform**.

4.2. Models must be constructed exclusively using pieces from the **Cuboro Standard 50 set**. Before building the model, team members must ensure that the Standard 50 box is selected on the platform.

4.3. The use of additional elements, different sets, or non-standard pieces is **strictly prohibited**.

4.4. Participants are encouraged to use as many cubes as possible and to design **creative** and **engaging tracks** in order to maximize their scores.

5. Selection round

5.1. The main objective of the selection round is to encourage children to engage more actively with Cuboro blocks and to enhance their skills in building creative and functional models. In this round, teams must design interesting and operational models using only the Cuboro Standard 50 set on the Webkit platform. They are expected to use a greater number of blocks and combinations in order to achieve higher scores.

6. Model submission

6.1. Model submission guidelines:

Once the model is fully completed, follow the steps below:

1. Test the marble on the completed model. Ensure that it moves smoothly without any obstructions.
2. After the marble completes the constructed track, review the final score displayed in the “Track details” window. Then, navigate to the “Comment” section within this window and enter the team’s information.

Team name:

Members:

Participant I: (First name, last name)

(School and grade information)

Participant II: (First name, last name)

(School and grade information)

3. In the same window, go to the “**Share**” section, copy the sharing link, and then close the window.
4. Click the “**Publish**” button located in the top-left panel. In the window that appears, enter your team name in the “**Track name**” field in the following format: (STEAM – “Team Name”) then confirm the model submission on the platform.
5. Paste the copied link into the designated field on the website provided by the competition organizers.
6. The link must be submitted before the **deadline**.

7. Additional notes

7.1. Teams should familiarize themselves with the **Webkit** platform in advance.

7.2. The primary objective of the models is to build an engaging and functional system by utilizing as many cubes as possible.

- 7.3.** Any subsequent modifications made to a model after it has been approved on the platform **can be detected**, and the respective team **may be disqualified**.