

FAST AND FURIOUS

CATEGORY

SELECTION STAGE RULES
BAKI 2025

1. Selection stage

- 1.1. Registered teams will be required to pass a selection phase in order to participate in the final round.
- 1.2. Teams that successfully perform in the selection stage will qualify for the final.
- 1.3. The competition map for the qualifying round and the final round will be different.
- 1.4. To participate in the selection phase, you need to familiarize yourself with the information in the file titled "**Fast and Furious**".
- 1.5. Additional information about the selection stage (race map, date) will be posted on the festival's official website (<https://saf.steam.edu.az/>).
- 1.6. To participate in the selection phase, you must download **the Fast and Furious submission** file, fill out the form provided there, and send it to us.
- 1.7. Eligible candidates will be informed to participate in the selection.
- 1.8. Information about the time and location of the selection stage will be provided on the festival's official website and social networks after registration is complete.

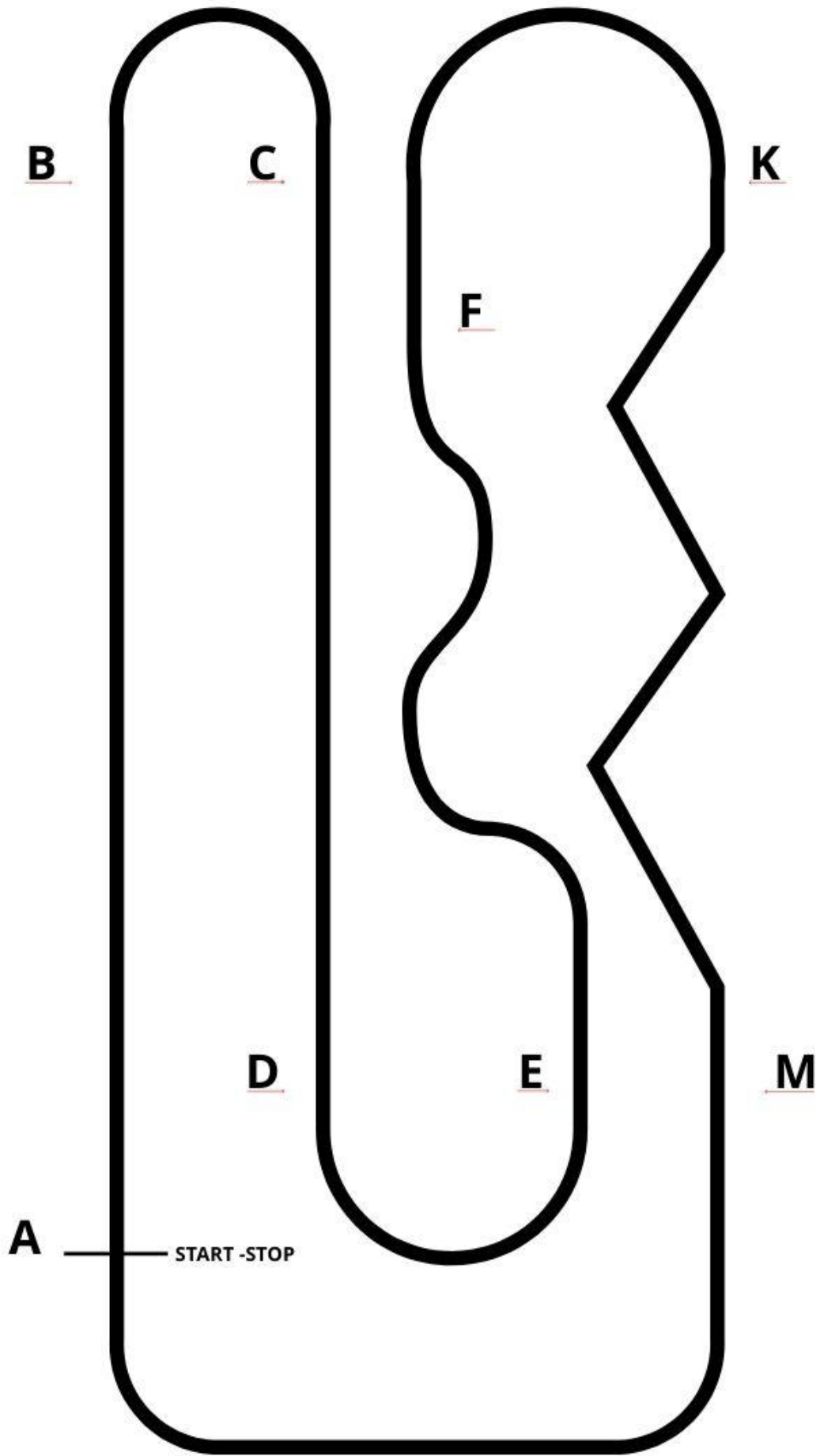
2. Terms of participation

- 2.1. Students aged 10-16 can participate in the competition.
- 2.2. For this competition, teams must consist of 3 people (2 participants and 1 mentor).
- 2.3. Each team must have a mentor (over 18 years old).
- 2.4. If for any reason it becomes necessary to replace a team member, this must be reported to **saf@steam.edu.az**.
- 2.5. Teams must have the necessary equipment to participate in the competition.
- 2.6. The organizer does not provide participants with equipment.
- 2.7. Candidates are deemed to have accepted all of the above conditions.
- 2.8. Team names participating in the International STEAM Azerbaijan Festival must **not** reflect political, religious, military, or conflict-related themes.

3. Selection stage competition area

- 3.1. The road is black lines on a white floor.
- 3.2. The layer that forms the path is made of white banner and its outer dimensions **are 1150x2300 mm**.
- 3.3. The road lines are 20±2 mm thick.
- 3.4. The route consists of straight lines, corners, and large-radius turns.
- 3.5. **AB** and **CD** are straight line zones, **BC** zone is a 240mm bend, **DE** zone is a 340mm bend, **EF** zone is a gentle bend, **FK** zone is a 400mm bend, **KM** zone is 3 120 degree bends, and **MA** zone is a 120 degree radius half bend.

- 3.6. A link to the map for those who wish to print it will be posted on the festival's official website (<https://saf.steam.edu.az/>).
- 3.7. The selection map will have a design like the one shown below.



4.Evaluation.

- 4.1. Robots are tested in a test box before starting the competition. (Test box dimensions: **width 220mm , length 300mm , height 100mm**)
- 4.2. Each team is allowed to inspect or clean the map before their attempt. They are given **30 seconds** of preparation time. During this time, the robot must be ready for the race.
- 4.3. A second competition area is available for preparation during the competition, and teams can use it on a specific schedule.
- 4.4. **It is forbidden** to enter the map with shoes during the race - special signs are provided for this.
- 4.5. The robot that completes the given map in the shortest time is considered **the winner** .
- 4.6. Each robot will compete in turn, the order will be determined in advance and communicated to the team.
- 4.7. Robots must move according to the direction of movement on the map.
- 4.8. Robots must follow the line – if any part (including the wheels) leaves the line, the robot is considered off-track.
- 4.9. can return it to the beginning of the previous zone on the map or to **the START line**.
- 4.10. If the robot leaves the line for the third time, that attempt is considered **invalid** .
- 4.11. If the robot goes off the line and returns to the same place, it can continue the race.
- 4.12. If the robot leaves the line and enters another (short or incorrect) line, the machine must be stopped and restarted from **the previous zone**.
- 4.13. Robots can be started/stopped externally via Bluetooth.
- 4.14. During the competition, time will be measured automatically by a sensor on the track and a stopwatch.
- 4.15. The start and end of the race are determined by a sensor: the stopwatch starts when the robot crosses the sensor line, and stops when it crosses the start/finish line.
- 4.16. If the robot does not start within 30 seconds after the referee's command, this attempt is considered a failure.
- 4.17. Each team has 3 attempts and the best result is taken into account.
- 4.18. If several teams have the same result, other attempts are also taken into account.
- 4.19. In the event of a tie in overall time, the times of the 2nd and then 3rd attempts will be compared.
- 4.20. If any of the established rules regarding the robot are not followed, the team is immediately disqualified from the competition.