



# ROBOTHON

**CATEGORY**

**SELECTION STAGE RULES**

BAKU 2025

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## 1. Introduction

"SAF-2025" provides students participating in the "Engineers of Future" category with the opportunity to both showcase and develop their skills. In this category, young engineers will use Vincibot robots to apply critical thinking, creativity, and problem-solving skills to find solutions to the given challenges. They will first analyze the problem and then present solutions using coding and robotics technologies.

Participating in this competition is an excellent way for students to enhance their creativity, logical thinking, and programming skills. The goal of the competition is to develop students' coding, logical reasoning, and problem-solving abilities.

This category encourages students to acquire early coding, logical thinking, problem-solving, and the 4C skills (Creativity, Critical Thinking, Communication, and Collaboration). It also fosters a spirit of research and creativity while helping participants learn about robotics, solidify their knowledge, and develop engineering thinking.

## 2. Participation Requirements

- 2.1.** Each team must consist of one team leader (18 years or older) and two participants aged 8-10 years. Each participant may only join one team and participate in one category.
- 2.2.** A team may apply for only one category. If the same team or individual applies for multiple categories in SAF-2025, their application will be considered invalid.
- 2.3.** Each school (including lyceums, gymnasiums, and courses) may register only one team. This means that each educational institution must conduct an internal selection process and register only one team for the competition.
- 2.4.** Each participating team must have its own robot. During the registration process, a photo of the robot must be uploaded to the designated section. Additionally, the ID number located on the bottom of the robot must be entered in the registration form.
- 2.5.** By participating, teams accept all the conditions outlined in the competition rules and any modifications made by the SAF-2025 Scientific Committee.

### 3. Important Notes for Participants

- 3.1.** Participating teams must adhere to the spirit of fair competition. They must not argue with or insult others, engage in physical altercations, provoke others, damage other teams' projects, or take items without permission. Violations will be penalized according to the severity of the misconduct.
- 3.2.** Participants must be aware of safety precautions and avoid any behavior that threatens their own safety or the safety of others. When using power sources, they must inform the responsible category personnel. Open flames and hazardous items are strictly prohibited in the competition venue.
- 3.3.** During the competition, team leaders and accompanying people are not allowed to enter the competition area or interfere in any way with the game. If a team leader or any accompanying person provides assistance to a team or interferes with other teams' matches, the judge has the authority to issue warnings, disqualify the team, and apply other penalties.
- 3.4.** Each participant may only compete in one category. Duplicate registrations, false registrations, misrepresentation of participants' ages, unauthorized substitutions, and similar violations are strictly prohibited. If such violations are detected and confirmed, the participant will be disqualified.
- 3.5.** In the event of unforeseen circumstances not covered by the rules, decisions will be made by the coordinators.

## 4. Application Process

- 4.1. Applications will be accepted through the official SAF website: <https://saf.steam.edu.az/en>.

## 5. Selection stage

### 5.1. General Information

- 5.1.1. The selection phase will include a "Robothon" designed to develop students' coding and logical thinking skills. Participants who achieve high scores in the "Robothon" will advance to the next stage.
- 5.1.2. The main objective of the competition is to increase students' knowledge of robotics and enhance their basic coding and logical reasoning skills. The tasks for the "Robothon" will be announced on the competition day.
- 5.1.3. By participating in this competition, students will test their intelligence, gain new knowledge, and have a fun experience. The event is an excellent opportunity for students to enhance their logical thinking skills and be motivated to achieve new accomplishments.

**NOTE:** Teams must ensure that their laptops and robots are fully charged before the competition.

## 6. Evaluation Criteria

- 6.1. Teams will be evaluated based on the following criteria:
- **Programming Logic (30%)** – The structure and logical coherence of the code.
  - **Task Execution (40%)** – The robot's ability to correctly perform the given task.
  - **Creativity and Strategy (20%)** – Innovative problem-solving approaches and efficiency.
  - **Teamwork (10%)** – Coordination among team members.
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## 7. Competition Format and Round System

- 7.1. The competition will consist of three stages:

**Stage I** – Teams will participate in the initial round, and a selected number of teams will advance to the next round.

**Stage II** – Successful teams will compete in the "Robothon" final.

**Stage III** – The most successful teams in this round will qualify for the SAF 2025 final competition.

- 7.2. The robot's movement must be fully autonomous.

## 8. Time Limitations

- 8.1. Each round will have a maximum time limit of 8 minutes to complete the task. Additional time may only be granted in case of technical issues, as decided by the organizers.

## 9. Judges' Authority and Decisions

- 9.1. Judges' decisions are final and **cannot be changed**.
- 9.2. Judges have the authority *to issue warnings, deduct points, and disqualify teams* for rule violations.

## 10. Penalties and Rule Violations

- 10.1. The following rule violations will result in penalties:
- **Receiving external assistance** – The team will receive a warning; repeated offenses will result in disqualification.
  - **Disrespecting judges' decisions** – The team will be immediately disqualified.
  - **Interfering with another team's robot** – The team will be removed from the competition.

**NOTE:** If any changes are made to the rules by the organizing committee, updates will be provided on the website: <https://saf.steam.edu.az>.