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# RoboCup@Home

Forms & Score Sheets

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# Registration Form



**Team name:** \_\_\_\_\_

**Team leader name:** \_\_\_\_\_

## Safety first!

The speed of the robots should ensure safe operation. This means that the robot is not allowed to go faster than the local speed limits. During operation in an environment with humans it may not exceed a walking pace of humans (6 kph, 3.7 mph).

At any time when operating the robot inside and outside the scenario the owners have to stop the robot immediately if there is a remote possibility of dangerous behavior towards people and/or objects. If a referee, member of the Technical or Organizational committee, an Executive or Trustee of the federation tells the team to stop the robot, there will be no discussion and the robot has to be stopped *immediately*.

If the team does not comply, the team and its members can be excluded from the ongoing competition immediately by a decision of the RoboCup@Home Technical Committee. Furthermore, the team and its members can be banned from future competitions for a period not less than a year by a decision of the RoboCup Federation Trustee Board.

	Robot 1	Robot 2
Size of the robot		
Emergency button(s)		
Start button		
Collision avoidance		
Voice of the robot		
Robot speaker system		
Use of external devices		
ASR Bypassing method		
Other safety issues		
Custom containers.		

## External Devices:

I have read and fully understood the “Safety First” statement and agree to it. Furthermore, I agree to obey the rules in the official RoboCup@Home RuleBook.

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Poster Session

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

## Instructions:

1. Please watch all posters carefully.
2. There will be a team member for questions about the poster.
3. After viewing the poster and asking your questions you may have, please fill in the evaluation sheet below.
4. Is not allowed to evaluate your own team.
5. You may use the space below "Remarks:" to take notes for yourself.
6. Enter your team's name ("Team name") and your name ("referee name") on top of the sheet.
7. Sign the form using either "Referee" or "Team leader" slots at the bottom.

## Evaluation sheet

Team	Overall score of poster (0-10)
Austin Villa@Home	
Australian Centre for Robotic Vision	
CARL@Home	
CATIE Robotics	
eR@sers	
Hibikino-Musashi@Home	
homer@UniKoblenz	
KameRider OPL	
KameRider SSPL	
LiU@HomeWreckers	
LyonTech	
ORIon	
Pumas	
PUMAS-DSPL	
RoboCanes-VISAGE	
RoboFEI@Home	
RT Lions	
SinfonIA Pepper Team	
Team Northeastern	
Team Tidyboy	
Tech United Eindhoven	
Tinker	
Uchile Pepper	
UNSW@Home	
UTS Unleashed!	
Walking Machine	

Remarks:

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*Date & time*

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*Referee*

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*Team leader*

# Score Sheet



Test: Carry my Luggage

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 5 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Perceiving the correct beg (visualize on screen or say which one)	15	_____	_____	_____
Picking up the correct bag	100	_____	_____	_____
Following the person to the car	300	_____	_____	_____
Avoiding the crowd of people obstructing the path	50	_____	_____	_____
Avoiding the small object on the ground	50	_____	_____	_____
Avoiding the hard-to-see object	50	_____	_____	_____
Avoiding the area blocked with retractable barriers	50	_____	_____	_____
<b>Bonus rewards</b>				
Re-entering the arena	100	_____	_____	_____
Joining and staying in the queue on the way to the arena	300	_____	_____	_____
<b>Penalties</b>				
Dropping the bag	-50	_____	_____	_____
<b>Deus Ex Machina Penalties</b>				
Rediscovering the operator by natural interaction	-50	_____	_____	_____
Rediscovering the operator by unnatural interaction	-100	_____	_____	_____
Rediscovering the operator by direct contact	-200	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<b>Score per try</b>	1015	_____	_____	_____
<b>Total Score</b>	1116	_____	_____	_____

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Clean Up

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

Maximum time: 5 minutes

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b><i>Regular Rewards</i></b>				
Place an object at the appropriate location	6×100	_____	_____	_____
<b><i>Bonus Rewards</i></b>				
Moving a <i>tiny</i> object	200	_____	_____	_____
Moving a <i>heavy</i> object	200	_____	_____	_____
<b><i>Regular Penalties</i></b>				
Place an object at the wrong location	6×-50	_____	_____	_____
<b><i>Deus ex Machina Penalties</i></b>				
Physically interacting with object	6×-60	_____	_____	_____
Guiding the robot near an object to be moved	6×-40	_____	_____	_____
Telling where an object can be found	6×-30	_____	_____	_____
Telling robot which category an object is or where to place it	6×-30	_____	_____	_____
Pointing out object to be moved	6×-20	_____	_____	_____
<b><i>Special Penalties &amp; Bonuses</i></b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<b><i>Score per try</i></b>	1000	_____	_____	_____
<b>Total Score</b>	1100	_____		

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Farewell

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 5 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Each guest successfully guided to thier cab	2× 200	_____	_____	_____
Identifying the medical doctor	200	_____	_____	_____
<b>Bonus rewards</b>				
Delivering the right coat	2× 100	_____	_____	_____
Entertaining guest with conversation while ushering person to the cab	2× 100	_____	_____	_____
<b>Deus Ex Machina</b>				
Tell the robot which guest is leaving	2× -30	_____	_____	_____
Guiding the robot to the cab	2× -120	_____	_____	_____
Guiding the robot back to the house	2× -120	_____	_____	_____
Tell robot which person is a medical doctor	-200	_____	_____	_____
Handover the coat	2× -100	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<b>Score per try</b>	1000	_____	_____	_____
<b>Total Score</b>	1100	_____	_____	_____

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Find my Mates

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 5 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Report a guest location	2×100	_____	_____	_____
Provide location unique feature	2×50	_____	_____	_____
Provide description of a guest	2×150	_____	_____	_____
<b>Bonus rewards</b>				
Report the 3rd guest location	150	_____	_____	_____
Provide description of a 3rd guest	250	_____	_____	_____
<b>Deus Ex Machina</b>				
Person has to wave the robot in order to be found	2×-75	_____	_____	_____
Person has to tell the robot where he/she is sitting/standing	2×-75	_____	_____	_____
Person has to approach the robot (e.g. walk and stand in front of it)	2×-150	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<hr/>				
<b>Score per try</b>	1000	_____	_____	_____
<b>Total Score</b>	1100	_____		

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader



# Score Sheet



Test: General Purpose Service Robot

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 5 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Executing the task associated with each command	3×400	_____	_____	_____
<b>Bonus Rewards</b>				
Understanding a command given by a non-expert operator	3×100	_____	_____	_____
<b>Deus Ex Machina Penalties</b>				
Using a custom operator	3×-50	_____	_____	_____
Bypassing speech recognition	3×-50	_____	_____	_____
Instructing a human to perform parts of the task will apply a percentage penalty according to similar penalties in other Stage I tests.	3×-400	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<b>Score per try</b>	1500	_____	_____	_____
<b>Total Score</b>	1650	_____		
<b>Remarks:</b>				

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Receptionist

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 5 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Navigate to the door, when the door bell rings	2×15	_____	_____	_____
Guide the guest to the other guests (navigate to the guest group)	2×100	_____	_____	_____
Look in the direction of navigation or at the navigation goal	2×50	_____	_____	_____
Introduce a new guest to every other guest	2×50	_____	_____	_____
Offer a free seat to the new guest	2×100	_____	_____	_____
Look at the person talking	2×25	_____	_____	_____
Look at the person the robot is introducing the guest to	2×50	_____	_____	_____
Qualitative robot social performance (see sec. ??)	50	_____	_____	_____
<b>Bonus Rewards</b>				
Open the entrance door for a guest	2×100	_____	_____	_____
Describe the first guest to the second guest	150	_____	_____	_____
<b>Penalties</b>				
Wrong guest information was memorized (continue with wrong name or drink)	-50	_____	_____	_____
Persistent inappropriate gaze (away from conversational partner)	-50	_____	_____	_____
Persistent gaze not in the direction of the navigation while moving.	-10	_____	_____	_____
<b>Deus Ex Machina</b>				
Alternative HRI	2×-75	_____	_____	_____
Not recognizing people	2×-200	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
<hr/>				
Score per try	1180	_____	_____	_____
Total Score	1298	_____	_____	_____

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Serving Drinks

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is **5 minutes**.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Approaching guest without a drink and take order	3×50	_____	_____	_____
Picking up correct drink from the bar	3×80	_____	_____	_____
Delivering a drink to the right person	3×70	_____	_____	_____
<b>Bonus rewards</b>				
Informing a guest of drink unavailability upon request	200	_____	_____	_____
Correcting the bartender	2×100	_____	_____	_____
<b>Regular Penalties</b>				
Approaching guest with a drink and take order (per wrong guest)	-50	_____	_____	_____
Approaching the host to take an order	-50	_____	_____	_____
<b>Deus Ex Machina Penalties</b>				
Guest waves to the robot to place order	3×-30	_____	_____	_____
Guest approaches the robot to place order	3×-50	_____	_____	_____
Drink handed over to the robot (bypass picking)	3×-30	_____	_____	_____
Drink taken by a guest (bypass drink handover)	3×-30	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<b>Score per try</b>	1000	_____	_____	_____
<b>Total Score</b>	1100	_____	_____	_____

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



**Test:** Serve the Breakfast

**Team name:** \_\_\_\_\_

**Referee name:** \_\_\_\_\_

The maximum time for this test is 5 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Initial navigation to pick up area	15	_____	_____	_____
Perceiving object and categorizing it correctly (visualize or say)	4×15	_____	_____	_____
Picking up breakfast items for transportation to the table	4×50	_____	_____	_____
Placing breakfast items on the table	4×50	_____	_____	_____
Pouring cereal into the bowl	300	_____	_____	_____
<b>Bonus Rewards</b>				
Pouring milk into the bowl	300	_____	_____	_____
Placing a spoon next to the bowl	100	_____	_____	_____
<b>Penalties</b>				
Throwing or dropping an object on the table	4×-30	_____	_____	_____
Spilling cereal while pouring	-100	_____	_____	_____
Spilling milk while pouring	-100	_____	_____	_____
<b>Deus Ex Machina Penalties</b>				
Pointing at an object	4×-5	_____	_____	_____
Handing an object over to the robot	4×-20	_____	_____	_____
A human placing an object on the table	4×-60	_____	_____	_____
A human pouring cereal in the bowl	-100	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<hr/>				
<b>Score per try</b>	1175	_____	_____	_____
<b>Total Score</b>	1292	_____		

**Remarks:**

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Storing Groceries

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 5 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Navigating to the table	15	_____	_____	_____
Perceiving object and categorizing it correctly (visualize or say)	5×15	_____	_____	_____
Picking up an object for transportation to the cabinet	5×50	_____	_____	_____
Perceiving objects in shelf and saying on which layer the currently handled object should be placed (visualize or say)	5×15	_____	_____	_____
Placing an object in the cabinet	5×15	_____	_____	_____
Placing an object next to similar objects on the cabinet	5×50	_____	_____	_____
<b>Bonus Rewards</b>				
Opening the cabinet door without human help	200	_____	_____	_____
Picking and placing a tiny object	100	_____	_____	_____
Picking and placing a heavy object	100	_____	_____	_____
<b>Penalties</b>				
Storing an object without categorizing it correctly	5×-60	_____	_____	_____
<b>Deus Ex Machina Penalties</b>				
A human handing an object over to the robot (the object is clearly indicated by the robot)	5×-15	_____	_____	_____
A human handing an object over to the robot	5×-30	_____	_____	_____
A human placing an object in the cabinet at a location clearly indicated by the robot	5×-45	_____	_____	_____
A human placing an object in the cabinet	5×-90	_____	_____	_____
A human placing an object in the cabinet at a location clearly indicated by the robot	5×-30	_____	_____	_____
A human pointing at a target location	5×-45	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<hr/>				
<b>Score per try</b>	1140	_____	_____	_____
<b>Total Score</b>	1254	_____		

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Take out Garbage

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

Maximum time: 5 minutes

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Regular Rewards</b>				
Move a bag inside the designated zone	2×300	_____	_____	_____
<b>Bonus Rewards</b>				
Opening the bin lid	2×100	_____	_____	_____
Carry both bags at once	200	_____	_____	_____
<b>Regular Penalties</b>				
Placing bag outside collection zone	2×-100	_____	_____	_____
Tipping a bin / tearing a bag	2×-50	_____	_____	_____
<b>Deus ex Machina Penalties</b>				
Receiving the bag via handover	2×-250	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<b>Score per try</b>	1000	_____	_____	_____
<b>Total Score</b>	1100	_____	_____	_____

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



**Test:** Clean the Table

**Team name:** \_\_\_\_\_

**Referee name:** \_\_\_\_\_

The maximum time for this test is 10 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Navigate to the table to pick up items	15	_____	_____	_____
Picking tableware (cup, bowl) for transportation to the dishwasher	2×40	_____	_____	_____
Picking up a plate for transportation to the dishwasher	50	_____	_____	_____
Picking up cutlery (spoon, fork) for transportation to the dishwasher	2×80	_____	_____	_____
Placing the tableware and cutlery inside the dishwasher	5×50	_____	_____	_____
Placing an item correctly (cleanable, convenient like a human would) in the dishwasher	5×50	_____	_____	_____
<b>Bonus Rewards</b>				
Pulling out the dishwasher rack	100	_____	_____	_____
Pushing in the dishwasher rack	100	_____	_____	_____
Opening the dishwasher door	200	_____	_____	_____
Closing the dishwasher door	200	_____	_____	_____
Picking up the dishwasher tab for transportation to the dishwasher	100	_____	_____	_____
Placing the dishwasher tab inside the dishwasher's hatch intended for the tab	200	_____	_____	_____
<b>Deus Ex Machina Penalties</b>				
Pointing at an object or telling the robot where an object is	5×-20	_____	_____	_____
Handing an object over to the robot	5×-70	_____	_____	_____
Placing an object	5×-180	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<hr/>				
<b>Score per try</b>	1705	_____	_____	_____
<b>Total Score</b>	1875	_____		

**Remarks:**

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



**Test:** Enhanced General Purpose Service Robot

**Team name:** \_\_\_\_\_

**Referee name:** \_\_\_\_\_

The maximum time for this test is 10 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Find and clearly state an encountered problem	3×150	_____	_____	_____
Solve a problem	3×650	_____	_____	_____
<b>Deus Ex Machina Penalties</b>				
Asking for location of a problem	3×-200	_____	_____	_____
Instructing a human to perform parts of the task will apply a percentage penalty according to similar penalties in other Stage II tests.	3×-800	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<hr/>				
<b>Score per try</b>	2400	_____	_____	_____
<b>Total Score</b>	2640	_____		

**Remarks:**

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader



# Score Sheet



Test: Find my Disk

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 5 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b><i>Main Goal</i></b>				
Provide an accurate description of the desired disk	600	_____	_____	_____
Desired disk is found	600	_____	_____	_____
<b><i>Bonus rewards</i></b>				
Help operator to find a second disk	800	_____	_____	_____
<b><i>Special Penalties &amp; Bonuses</i></b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<b><i>Score per try</i></b>	2000	_____	_____	_____
<b>Total Score</b>	2200	_____		
<b>Remarks:</b>				

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Hand me That

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 10 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b><i>Main Goal</i></b>				
Correctly determine each item	5×400	_____	_____	_____
Correctly determine an item on the second attempt	5×-150	_____	_____	_____
Correctly determine an item on the third or fourth attempt	5×-300	_____	_____	_____
Correctly determine an item on a subsequent attempt	5×-400	_____	_____	_____
Asking 1 clarifying question	5×-100	_____	_____	_____
Asking 2 clarifying questions	5×-200	_____	_____	_____
Asking 3 or more clarifying questions	5×-350	_____	_____	_____
<b><i>Deus ex Machina Penalties</i></b>				
Being told the name of the object	5×-400	_____	_____	_____
<b><i>Special Penalties &amp; Bonuses</i></b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<b><i>Score per try</i></b>	2000	_____	_____	_____
<b>Total Score</b>	2200	_____		

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Set the Table

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 10 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Open the drawer or cupboard door	100	_____	_____	_____
Pick up plate and cup	2×50	_____	_____	_____
Pick up knife, spoon, and fork	3×150	_____	_____	_____
Pick up napkin	50	_____	_____	_____
Correctly place each item	5×100	_____	_____	_____
Pointing at object	5×-25	_____	_____	_____
Pointing at destination	5×-50	_____	_____	_____
<b>Bonus rewards</b>				
Layplace mat before objects	500	_____	_____	_____
Placing all objects correctly	250	_____	_____	_____
Closing the door or drawer	50	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<b>Score per try</b>	2000	_____	_____	_____
<b>Total Score</b>	2200	_____		

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Restaurant

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

Maximum time: 15 minutes

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Regular Rewards</b>				
Detect calling or waving customer	2×100	_____	_____	_____
Reach a customer's table without prior guidance/training	2×100	_____	_____	_____
Take an order.	2×300	_____	_____	_____
Serve an order.	2×300	_____	_____	_____
Qualitative robot social performance (see sec. ??)	50	_____	_____	_____
<b>Bonus Rewards</b>				
Use an unattached tray to transport	2×200	_____	_____	_____
<b>Regular Penalties</b>				
Not making eye-contact when taking an order	2×-100	_____	_____	_____
<b>Deus ex Machina Penalties</b>				
Being guided to a table	2×-200	_____	_____	_____
Asking the Barman to handover object to the robot	4×-100	_____	_____	_____
Guest needing to take the object from a tray or the robot's hand	4×-100	_____	_____	_____
Being told/pointed where is a table/Kitchen-bar	2×-100	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<hr/>				
Score per try	2050	_____	_____	_____
Total Score	2255	_____		

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Smoothie Chef

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 10 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Placing all three fruits in the blender	3× 200	_____	_____	_____
Pouring a teaspoon of sugar in the blender	300	_____	_____	_____
Pouring milk in the blender	300	_____	_____	_____
<b>Bonus Rewards</b>				
Pouring sugar in the blender without spilling	400	_____	_____	_____
Pouring milk in the blender without spilling	400	_____	_____	_____
<b>Regular Penalties</b>				
Placing an incorrect fruit into the blender	3× -200	_____	_____	_____
<b>Deus Ex Machina Penalties</b>				
Starting the test in front of the kitchen counter	-150	_____	_____	_____
Handing an object over to the robot	-200	_____	_____	_____
Telling the robot which ingredient comes next	-250	_____	_____	_____
Using a custom operator	-250	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<hr/>				
Score per try	2000	_____	_____	_____
Total Score	2200	_____		

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Stickler for Rules

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

Maximum time: 10 minutes

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Regular Rewards</b>				
Identify a guest breaking a house rule (indicating the rule by voice or log).	4×100	_____	_____	_____
Making eye-contact, politely clarify to the guest what action he should take.	4×100	_____	_____	_____
Confirm that the guest is following the rule.	4×200	_____	_____	_____
<b>Bonus Rewards</b>				
Making eye-contact, politely clarify to the guest what rule is being broken.	4×100	_____	_____	_____
<b>Regular Penalties</b>				
Talking to a guest about a rule they are not breaking	4×-100	_____	_____	_____
<b>Deus ex Machina Penalties</b>				
A human directs the robot towards a guest who is breaking a rule	4×-50	_____	_____	_____
A human tells the robot which rule is being broken	4×-100	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<hr/>				
<b>Score per try</b>	2000	_____	_____	_____
<b>Total Score</b>	2200	_____		

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



Test: Where is this

Team name: \_\_\_\_\_

Referee name: \_\_\_\_\_

The maximum time for this test is 10 minutes.

Action	Score	1 <sup>st</sup> try	2 <sup>nd</sup> try	3 <sup>rd</sup> try
<b>Main Goal</b>				
Describing and show the requested location accurately	3×100	_____	_____	_____
Monitoring operator's navigation, intervening when necessary	3×200	_____	_____	_____
Describing the areas of the <i>Arena</i> traversed during navigation	3×100	_____	_____	_____
<b>Bonus rewards</b>				
Leading non-expert operator	3×100	_____	_____	_____
Giving instructions to returning operator based on previous instructions	300	_____	_____	_____
Natural interaction while guiding	200	_____	_____	_____
<b>Deus Ex Machina Penalties</b>				
Bypassing speech recognition	3×-50	_____	_____	_____
Helping the robot find the operator	3×-150	_____	_____	_____
<b>Special Penalties &amp; Bonuses</b>				
Not attending	-500	_____	_____	_____
Using alternative start signal	-100	_____	_____	_____
<hr/>				
<b>Score per try</b>	2000	_____	_____	_____
<b>Total Score</b>	2200	_____		

Remarks:

\_\_\_\_\_  
Date & time

\_\_\_\_\_  
Referee

\_\_\_\_\_  
Team leader

# Score Sheet



**Test:** Final Demonstration — Jury Evaluation

**Team name:** \_\_\_\_\_

**Referee name:** \_\_\_\_\_

## Instructions:

1. Please watch all demonstrations carefully.
2. At the end of the demonstration you may ask questions.
3. After demonstration and questions, please fill in the evaluation sheet below.
4. You may use the space below “Remarks:” to take notes for yourself.
5. Enter your your name (“referee name”) on top of the sheet.
6. Sign the form using the “Referee” slot at the bottom.

## Evaluation sheet

Team	Originality and presentation* (0-10)	Relevance/usefulness to everyday life (0-10)	Elegance of overall demonstration (0-10)	Success of overall demonstration (0-10)
Fifth				
Fourth				
Third				
Second				
First				

\* Story telling is to be rewarded

## Remarks:

\_\_\_\_\_  
*Date & time*

\_\_\_\_\_  
*Referee*

\_\_\_\_\_  
*Team leader*



# Score Sheet



**Test:** Final Demonstration — Executive Committee

**Team name:** \_\_\_\_\_

**Referee name:** \_\_\_\_\_

## Instructions:

1. Please watch all demonstrations carefully.
2. At the end of the demonstration you may ask questions.
3. After demonstration and questions, please fill in the evaluation sheet below.
4. You may use the space below “Remarks:” to take notes for yourself.
5. Enter your your name (“referee name”) on top of the sheet.
6. Sign the form using the “Referee” slot at the bottom.

## Criteria:

- Scientific contribution
- Contribution to @Home
- Relevance for @Home / Novelty of approaches
- Presentation and performance in the finals

## Evaluation sheet

Team	Efficacy of solution to main objective (0-10)	Elegance of solution to main objective (0-10)	Innovation/contribution of additional tasks (0-10)	Difficulty/Success of overall demonstration (0-10)
Fifth				
Fourth				
Third				
Second				
First				

## Remarks:

\_\_\_\_\_  
*Date & time*

\_\_\_\_\_  
*Referee*

\_\_\_\_\_  
*Team leader*