



# RoboCup@Home

Forms & Score Sheets

Version: 2020 Unknown

Last Build Date: December 31, 2019 Time: 66

Unknown

# Registration Form



Team name:			
Team leader name:			
Safety first!			
-	. During operation in an e		bot is not allowed to go fastes it may not exceed a walkin
immediately if there is a ren	note possibility of dangerous or Organizational committee	us behavior towards peopee, an Executive or Trus	wners have to stop the robotle and/or objects. If a reference tee of the federation tells the copped immediately.
immediately by a decision	of the RoboCup@Home Trom future competitions for	Technical Committee. F	rom the ongoing competitio urthermore, the team and it n a year by a decision of th
	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 under the rules in the official Rol		catement and agree to it.	Furthermore, I agree to obe
	Team leader		

RoboCup @Home
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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		
Team	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:

$\overline{\textit{Date \& time}}$	Referee	Team leader

 $Date \ \ \mathcal{U} \ time$ 



				Ro	boCup @Home
Test:	Carry my Luggage				
Team name:					
Referee name:					
The maximum tim	ne for this test is 5 minutes.				
Action		Score	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
Main~Goal					
Take the bag to th		500			
Hand-over the bag		-200			
	track by natural interaction	5×-100			
	track by non-natural interaction	5×-200			
•	track by direct contact	$5 \times -400$			
Bonus rewards		400			
Reentering the are		100			
Avoid the crowd of		100			
	oject on the ground	100			
Avoid the hard-to-	-	100 100			
	ocked with retractable barriers	100			
	$s \ {\it \& S} \ standard \ bonuses$	500			
Not attending		-500 -100			
Using start buttor Outstanding perfo		-100 100			
Outstanding perio	i mance	100			
Score per try		1000			
Total score		1100			
Remarks:					

 $Team\ leader$ 

Receiving human help (physically interacting with object)

Opening entrance door without human help

Special penalties & standard bonuses



				RO	oboCup @Home
Test:	Clean Up				
Team name:					
Referee name:					
The maximum tir	ne for this test is 5 minutes.				
Action		$\mathbf{Score}$	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
Main Goal					
Place an object a	t the appropriate location	$5 \times 100$			
Receiving human	help (telling where an object can be found)	$5 \times -30$			
Receiving human	help (pointing out object to be moved)	$5 \times -40$			
Receiving human	help (Guiding the robot near an object to be mo	oved) $5 \times -20$			
Receiving human where to place it)	help (telling robot which category an object	is or $5 \times -30$			

 $5 \times -60$ 

200

150

*150* 

-500

-100

1000

1100

100

Remarks:

Total score

 $Bonus\ rewards$ 

Not attending

Score per try

Using start button

Moving a tiny object

Moving a heavy object

Outstanding performance

		T 1 1
Date $\ensuremath{\mathfrak{C}}$ time	Referee	$Team\ leader$



				Ro	boCu
Test:	General Purpose Service Robot				enom
Team name:	Геат пате:				
Referee name	Referee name:				
The maximum	time for this test is 5 minutes.				
Action		Score	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
Main Goal					
Perform each ta	ask	$3 \times 250$			
Using custom of	perator or bypassing ASR	$3 \times -50$			
Bonus reward	ds				
Understand cor	nmand given by naive operator	$3 \times 100$			
Provide audio r	recording and transcript	$3 \times 100$			
Autonomously	leaving the arena	150			
Special penals	$ties~ {\it  extit{E}} ~ standard~ bonuses$				
Not attending		-500			
Using start but	ton	-100			
Outstanding pe	erformance	150			
Score per try		1500			
Total score		1650			
Remarks:					

		<u> </u>
Date & time	$\overline{Referee}$	$\overline{Team\ leader}$



Test:	Receptionist			RC	@Home
Team name					
Referee nar					
neieree nai	те:				
The maximum	m time for this test is <b>5 minutes</b> .				
Action		Score	$1^{st}$ <b>try</b>	$2^{nd}$ try	$3^{rd}$ try
$Main\ Goal$					
	e 1st guest to John	100			
Offer an emp	ty seat to the 1st guest	150			
Introduce the	e 2nd guest to John and 1st guest	100			
Offer an emp	ty seat to the 2nd guest	150			
Misunderstan	nding the name of a guest	$2 \times -50$			
Bonus rewa	urds				
Opening the	entrance door to a guest	$2 \times 200$			
Describing th	e first guest to the second guest	100			
Special pend	$alties~ {\it \& S}~ standard~ bonuses$				
Not attending		-500			
Using start b	utton	-100			
Outstanding		100			
Score per tr	ry	1000			
Total score		1100			
Remarks:					

 $Date \ \ \mathcal{U} \ time$ Referee $Team\ leader$ 



Test:	Storing Groceries	@ Home
Team name:		
Referee name:		

The maximum time for this test is 5 minutes.

Action	$\mathbf{Score}$	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
Main Goal				
Move an object next to their peers in the shelf	$5 \times 100$			
Receiving human help (point at target location)	$5 \times -30$			
Receiving human help (move object)	$5 \times -100$			
Bonus rewards				
Opening the shelf door without human help	300			
Moving a tiny object	100			
Moving a heavy object	100			
Special penalties & standard bonuses				
Not attending	-500			
Using start button	-100			
Outstanding performance	100			
Score per try	1000			
Total score	1100			

Remarks:

Date & time	$-{Referee}$	$\phantom{aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa$	
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Test:	Clean the Table				@Home
Team name	<b>:</b>				
Referee nar	me:				
The maximum	m time for this test is 10 minutes.				
Action		Score	$1^{st}$ $\mathbf{trv}$	$2^{nd}$ try	$3^{rd}$ try
$\overline{Main~Goal}$					
	eware and cutlery inside the dishwasher	1000			
Pointing at o		$5 \times -50$			
Handover an	object	$5 \times -150$			
Bypassing tal	bleware storage	$3 \times -200$			
Bypassing cu	tlery storage	$2 \times -250$			
Bonus rewa	urds				
Opening the	dishwasher door	300			
Pulling out th	he dishwasher racks	300			
Placing the C	Cascade Pod inside the dishwasher	300			
_	he Cascade Pod	-100			
Handover the	e Cascade Pod	-200			
Autonomousl	y leaving the arena	100			
Special pend	$alties \ {\it  ext{\it B}} \ standard \ bonuses$				
Not attending	_	-500			
Using start b		-100			
Outstanding	performance	200			
Score per tr	ry	2000			
Total score		2200			
Remarks:					
Date & time	$\overline{Referee}$		$\overline{Team \ le}$	eader	

 $Date \ \ \mathcal{U} \ time$ 



Test:	Enhanced Congrel Dumpers Convice Do	hot		Ro	@Home
	Enhanced General Purpose Service Ro	DOL			
Team name:					
Referee name:					
The maximum t	ime for this test is 10 minutes.				
Action		Score	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
Main Goal					
Perform each tas		$3 \times 500$			
Using custom op	perator or bypassing ASR	$3 \times -150$			
Bonus rewards					
	mand given by naive operator	$3 \times 150$			
	cording and transcript	$3 \times 100$			
Find the operator		150			
Autonomously le	_	100			
	$es~ {\it \&s}~ standard~ bonuses$				
Not attending		-500			
Using start butte		-100			
Outstanding per	formance	250			
Score per try		2500			
Total score		2750			
Remarks:					

 $Team\ leader$ 



Test:	Hand me That				@Home
Team name	:				
Referee nan	me:				
The maximur	m time for this test is 10 minutes.				
Action		Score	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
Group 1					
	the object being pointed	500			
Asking clarify		$3\times-150$			
Incorrect gues	SS	$2 \times -200$			
Group 2	41 1 41 4 4 4 4 4	500			
Asking clarify	the object being pointed	500 3×-150			
Incorrect gues		$3 \times -130$ $2 \times -200$			
Group 3	55	2×-200			
-	the object being pointed	500			
Asking clarify		$3 \times -150$			
Incorrect gues		$2\times-200$			
Group 4		~~~~~~~			
	the object being pointed	500			
Asking clarify		$3 \times -150$			
Incorrect gues	SS	$2 \times -200$			
Group 5					
Name/touch	the object being pointed	500			
Asking clarify	ring question	$3 \times -150$			
Incorrect gue	SS	$2 \times -200$			-
Special pend	$alties  {\it \& l}  standard  bonuses$				
Not attending	_	-500			
Using start b		-100			
Outstanding	performance	250			
Score per tr	ry	2500			
Total score		2750			
Remarks:					
reciliar no.					
Date & time	${Referee}$		Team le	eader	



Test:	Restaurant				@Home
Team name	:				
Referee nar	me:				
The maximum	m time for this test is 15 minutes.				
Action		Score	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
$\overline{Main~Goal}$		20010	1 013		
Take and serve	e an order	500			
Being guided t	to the <i>Kitchen-bar</i> or to a customer's table	$2 \times -200$			
Not making ey	re-contact when taking an order	-100			
Bypassing obje	ect manipulation (handover)	$4 \times -50$			
Bypassing obje	ect manipulation	$5 \times -100$			
Second order	r (bonus reward)				
Take and serve	e an additional order	500			
Being guided t	to the <i>Kitchen-bar</i> or to a customer's table	$2 \times -200$			
Not making ey	re-contact when taking an order	-100			
Bypassing obje	ect manipulation (handover)	$4 \times -50$			
Bypassing obje	ect manipulation	$5 \times -100$			
Additional be	onus rewards				
Detect calling	or waving customer	$2 \times 100$			
Reach a custon	mer's table without prior guidance/training	2×100			
Use an unatta	ched tray to transport an order	$2 \times 300$			
Special pena	lties & standard bonuses				
Not attending		-500			
Using start bu	tton	-100			
Outstanding p	erformance	200			
Score per try	y	2000			
Total score		2200			
Remarks:					
Date & time	Referee		Team le	ader	



Test:	Final Demonstration — Jury Evaluation	@Home
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

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

<sup>\*</sup> Story telling is to be rewarded

#### Remarks:

Date & time	$\overline{Referee}$	Team leader
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 $Date \ \ \mathcal{U} \ time$ 



Test:		Final Demonstration	on — Executive Committee		@Home
Team na	ame:				
Referee					
Instruct	ions:				
<ol> <li>At</li> <li>Aft</li> <li>You</li> <li>Ent</li> </ol>	the end o er demons 1 may use ter your y	stration and questice the space below "Four name ("referee	carefully. you may ask questions. ons, please fill in the evaluation temarks:" to take notes for y name") on top of the sheet. e" slot at the bottom.		
Criteria					
<ul><li>Scie</li><li>Cor</li><li>Rel</li></ul>	entific con ntribution evance for	ntribution to @Home r @Home / Novelty and performance in			
Evaluati	ion sheet	t			
Team		Efficacy of to main objective (0-10)	Elegance of solution to main objective (0-10)	Innovation/contribution of additional tasks (0-10)	Difficulty/Success of overall demonstratio (0-10)
Fifth		,			
Fourth					
Third					
Second					
First					
Remark	es:				

 $Team\ leader$