

# Challenge

**ROBO**  
~motion  


**FreeStyle**

Last modified: 01.02.2024

## 1. General Information:

- 1.1. The purpose of the competition is to promote robotics, fun and fair-play competition.

## 2. Definitions:

### 2.1. General Definitions:

- 2.1.1. Team - a group of people consisting of Participants and Competitors who independently created at least one Robot or its algorithm, participating in the Competition. Due to the multiplicity of the Competition and its categories, the representation of the Team is limited to a maximum of 10 people (not including any guardian).
- 2.1.2. Constructor - the person or people participating in the competition who created the Robot in question.
- 2.1.3. Organizer - a person who supervises and influences the course of the Competition, wearing a name badge with the inscription Organizer.
- 2.1.4. Robot - a mechatronic device powered by electricity that moves autonomously and responds to its environment to a certain, noticeable degree.
- 2.1.5. Identical robots - robots, having a similar design and using similar algorithms. The final determination of the identity of robots is decided by the Chief Judge.
- 2.1.6. Judge - the person who supervises the competition on the day of the Competition.
- 2.1.7. Category Judge - a person who supervises the proper course of the categories entrusted to him, having a decisive vote on issues / disputes that are described in the regulations of the category.
- 2.1.8. Chief Judge - a person who supervises the proper course of the Competition taking place within the XChallenge, having a decisive and final say in issues/disputes both those described in the regulations of a given category and general regulations and those that are not included in the regulations of a given category or general regulations.
- 2.1.9. Participant - a person who takes an active, or passive part in the competition. It can be a competitor, judge, organizer or spectator.
- 2.1.10. For the competitor, see Constructor.

### 2.2. Category Definitions:

- 2.2.1. Commission - a team appointed by the organizers, which may include Organizers, Sponsors and University Representatives.

## 3. Category Specification:

- 3.1. The purpose of the category is for Competitors to present their Robots.
- 3.2. There is no restriction on the number of competing robots of a given Team, however, one robot can participate in a maximum of 4 categories, with the proviso that in one category it can compete in a maximum of 2 competitions (for example, one robot can participate in Drag Race, LF Standard, LF Turbo Enhanced and Micro Sumo, however, it cannot simultaneously compete in Drag Race, LF Standard, LF Turbo and LF Turbo Enhanced).

- 3.3. No two Identical robots are allowed to compete in the competition.
- 3.4. Each Team will receive a booth from the organizer bearing the number of the Robot and its name. At this booth, the Team will be able to present its Robot throughout the day of the category.
- 3.5. The Organizer provides a table, chair and access to an electrical outlet to the Team. Other needs must be communicated to the Organizer via email by writing to [xchallenge@dolinawiedzy.pl](mailto:xchallenge@dolinawiedzy.pl). The Organizer is not obligated to meet these needs, but is obligated to notify if they will be met.
- 3.6. The robots can be viewed by participants throughout the competition, and team members agree to politely answer any questions from spectators.
- 3.7. In order for a Team to be allowed to participate in the competition, it is required to submit a short (maximum 5min) video showing the Robot. This video will be posted on XChallenge social media before the day of the competition. In order to upload the video, you must upload it to a hosting (Google Drive or Microsoft OneDrive is preferred) and then paste in the designated place on the [xchallenge.pl](http://xchallenge.pl) website a link redirecting directly to the video. All technical recommendations can be found in section 5.

## 4. Robot Specifications:

- 4.1. The robot must not intentionally endanger the life or health of the contestants.
- 4.2. The robot shall not destroy anything unless that is the purpose of the robot and the destruction is done under controlled conditions, under the supervision of the Constructor and the Organizer.
- 4.3. In the case of robots that fly, this fact must be reported to the Organizer in advance, otherwise it will not be possible to conduct demonstration flights during the Competition.
- 4.4. For the purposes of this category, no other design restrictions are established.

## 5. Video requirements:

### Technical requirements:

- 1.1. The video should be uploaded to the hosting platform (Google Drive or Microsoft OneDrive is preferred, and be sure to grant appropriate access permissions), and then the link to the video should be posted on the XChallenge platform in a specially designated place.
- 1.2. The maximum length of the video is 5min. This is the total length of the video including all subtitles, etc.
- 1.3. The organizer allows the possibility of not qualifying the video if the technical requirements are not met.

### Copyright:

- 2.1. In the case of Entries that meet the prerequisites for recognition as a work within the meaning of the Act of February 4, 1994 on Copyright and Related Rights (hereinafter referred to as the "Work"), each Entrant, upon submission of an Entry, grants the Organizer a non-exclusive license to use the Work as submitted and its fragments, alterations and other developments in the following fields of exploitation:

- 2.1.1. promotional use (including, in particular, use in promotional materials, publication and distribution as promotional materials, etc.), regardless of the form of the materials or their size, fixation technique and place of display, as well as their quantity, circulation, preparation technique and distribution method;
- 2.1.2. Recording and reproduction in the memory of computers or transmission via computer networks (including, in particular, using the Internet), placement or use in databases;
- 2.1.3. public dissemination on the Internet, in particular by posting on the World Wide Web, including social media;
- 2.1.4. exploitation in all fields of exploitation specified in Article 50 of the Law of February 4, 1994 on Copyright and Related Rights, ie:
  - 2.1.4.1. In terms of fixation and reproduction of the work - the production of copies of the work by a specific technique, including printing, reprography, magnetic recording and digital technique;
  - 2.1.4.2. In terms of circulation of the original or copies on which the work was fixed - marketing, lending or leasing of the original or copies;
  - 2.1.4.3. with regard to dissemination of the work in a manner other than that specified in the paragraph above - public performance, exhibition, display, reproduction, as well as broadcasting and rebroadcasting, as well as making the work available to the public in such a way that everyone can have access to it at a place and time of their own choosing.
- 2.2. The license is granted without the right to remuneration in each of the aforementioned fields of exploitation.
- 2.3. The granting of the license is effective in the territory of all countries of the world.
- 2.4. If the Organizer intends to dispose of economic copyrights in fields of exploitation not listed in the Regulations, the Organizer will have the right of priority in acquiring economic copyrights in such fields.
- 2.5. The Participant grants the Organizer permission to use and dispose of any derivative work(s) of the Work(s), and to grant further permission to use and dispose of the aforementioned derivative work(s), in all fields of exploitation listed in paragraph 9 above.
- 2.6. Upon granting the license, the Organizer shall have the right to use borrowings from the Work(s), by placing its/their excerpts or including it in its/their entirety in other works within the meaning of copyright law. The Participant shall not be entitled to separate remuneration for the granting of the right to use borrowings. The Participant, by taking part in the Contest, allows his/her authorship not to be marked in the borrowings used. The right to use borrowings is granted worldwide.
- 2.7. The Participant, as creator/co-creator of the Work, declares that he/she agrees not to exercise all personal copyrights, including, in particular, rights related to the integrity of the Work(s) and copyright supervision over the use of the Work(s) and rights to mark the Work(s) with the Participant's markings or name.

- 2.8. The Participant, without the right to remuneration, grants the Organizer irrevocable permission to interfere with the integrity of the Work(s), including, in particular, to use parts of the Work(s), to combine it with other works or works that do not constitute works. Such permission is effective in the territory of all countries of the world.
- 2.9. The Participant agrees to indemnify the Organizer against any third party claims arising due to the fact that on the date any rights were licensed or transferred, they were not vested in the Participant, to the extent specified in the Terms and Conditions. In the event of legal proceedings, the Participant shall take the place of the Organizer or, if such a change of entity proves impossible, shall take part in the case together with the Organizer on the defendant's side, unless the Organizer expressly decides otherwise. The Participant is obliged, in the event of any claims by third parties, to provide the Organizer with all available documentation.
- 2.10. As soon as a Participant qualifies for the final stage, the Organizer acquires, free of charge, with effect throughout the world, the author's economic rights to the submitted Works in the form submitted, as well as fragments, alterations and other developments. The author's economic rights are transferred to the Organizer in the following fields of exploitation, without the right to separate remuneration in each of the fields listed below:
- 2.10.1. use within the framework of promotion, including, in particular, use in promotional materials, regardless of the form of advertising materials or their size, the technique of fixation and the place of display, as well as their quantity, circulation, technique of preparation and method of distribution;
  - 2.10.2. Recording and reproduction in the memory of computers or transmission via computer networks (including, in particular, using the Internet), placement or use in databases;
  - 2.10.3. public dissemination on the Internet, in particular by posting on the World Wide Web;
  - 2.10.4. Fixation, reproduction, copying, of all or part of the Work, by means of any technology, in all scales, in two- and three-dimensional versions;
  - 2.10.5. use, in whole or in part, of the Work, for purposes and on media intended for advertising or promotion of products and services, regardless of the form and content of advertising materials, their size, the materials from which they are made, the technique of fixation and the place of display, including in brochures, leaflets, advertising business cards and catalogs regardless of their quantity, circulation, technique of preparation and method of distribution;
  - 2.10.6. use, display, presentation, including to the public, of all or part of the Work, under any circumstances and for any purpose, including, in particular, marketing, promotional, advertising, production, artistic and charitable purposes, especially by means of analog or digital techniques, "live" transmissions, on screens, video screens, plasma/lcd/led screens, projectors, laser beams, to a limited or unlimited number of people;

- 2.10.7. Recording or reproduction, in whole or in part, of the Works in the memory of any computers and transmission within computer networks, in whole or in part;
- 2.10.8. Placing in the memory of computers, all or part of the Works, in order to make them available on the Internet and other networks, as well as on any websites and Internet services, including in particular social networks;
- 2.10.9. Broadcasting by wire or wireless vision, all or part of the Work, by a terrestrial station, via satellite or computer networks;
- 2.10.10. granting exclusive and non-exclusive licenses, whether for a fee or free of charge, without territorial restrictions;
- 2.10.11. exploitation in all fields of exploitation specified in Article 50 of the Law, i.e.:
  - 2.10.11.1. In terms of fixation and reproduction of the Work - production of copies of the Work by a specified technique, including printing, reprography, magnetic recording and digital technique;
  - 2.10.11.2. In terms of trading in the original or copies on which the Work was fixed - marketing, lending or leasing of the original or copies;
  - 2.10.11.3. with respect to distribution of the Work in a manner other than specified - public performance, exhibition, display, reproduction, as well as broadcasting and re-broadcasting, as well as making the Work available to the public in such a way that everyone can have access to it at a place and time of their own choosing.
- 2.11. At any request of the Organizer, each Participant or his/her legal guardian shall be obliged to sign an agreement transferring to the Organizer, free of charge, the property copyrights to the submitted work.

## **6. Rules of the games:**

- 6.1. The winners of the FreeStyle category will be determined by voting, to which the specially appointed Committee, all the contestants and spectators will be entitled. Individual voting shall take place separately, according to the rules outlined below.
- 6.2. The organizer undertakes to appoint a team of judges to ensure the accuracy of the vote.
- 6.3. Each member of the Commission will be able to rate all Robots participating in the category on a scale of 1 to 10 taking into account 4 main aspects:
  - 6.3.1. innovation of the idea,
  - 6.3.2. The degree of technological advancement of the Robot,
  - 6.3.3. implementation on the technical side,
  - 6.3.4. Workmanship aesthetics.
- 6.4. The final result of the commission part of the voting is the arithmetic average of the results of the commission members.
- 6.5. The organizer is not obliged to provide the competitors with the completed forms, but is required to provide the final results.



- 6.6. Participants in the Competition (Competitors and spectators) can rate each Robot on a scale of 1 to 10.
- 6.7. Votes are cast by filling out a special form.
- 6.8. The final result of a given Robot is calculated from the formula:
- 6.8.1.  $Result = 0.75 * Commission\_Result + 0.25 * Average\_Participant\_Result,$

## 7. Litigation, Liability and Disqualification:

- 7.1. Any disputes related to the category described in these rules shall be decided by the Judge of the category.
- 7.2. Any disputes and situations not described in these Regulations shall be decided by the Chief Judge.
- 7.3. Responsibility for all actions of each member of the Team shall be borne by the Team.
- 7.4. In case of non-compliance with the rules of fair-play by one of the members of the Team, the Chief Judge has the right to impose a penalty on the Team in the form of disqualification.
- 7.5. In case of behavior of a member of the Team that violates: moral norms, good manners, human dignity, religious feelings or safety of the Participants, the Chief Judge has the right to impose a penalty on the Team in the form of disqualification.
- 7.6. Disqualification of a Team shall invalidate all results obtained by the Team on the day of the Competition.
- 7.7. The disqualified Team is required to return all prizes won on the day of the Competition.
- 7.8. The decision of the Chief Judge is final.
- 7.9. The organizer reserves the right to amend these regulations.

## 8. Registration for the Competition:

- 8.1. In order to participate in the XChallenge Competitions, it is necessary to create and activate an account on the [xchallenge.pl](https://xchallenge.pl) platform by the date to be announced on [XChallenge social media](#). This will be estimated to be September - October 2024. The next step, after creating an account, is to add to your account all the Robots with which the Participant wants to take part in the Competition. Once the Robots have been added to the account, the other constructors of the Robot can be added to each Robot. The registration process described in this section is necessary for each Constructor, Guardian and each Robot. Any Constructor or Robot that is not registered by this date in the registration process will not be allowed to participate in the XChallenge Competition as a Competitor.
- 8.2. In order to enter a given Competition and its category, it is necessary to confirm one's arrival on the day of the Competition at a specially designated point located near the main entrance. During the confirmation of arrival, the staff will verify the Participant in the system and issue the Participant with an entry package containing, among other things, a special named RFID tag, and verify which of the entered Robots have arrived ready for the Competition by confirming the arrival of each Robot. All Robots that are not confirmed in the system will not have the opportunity to be included in the final ranking, which is equivalent to not being able to win any place in the Competition.

## 9. Consents:

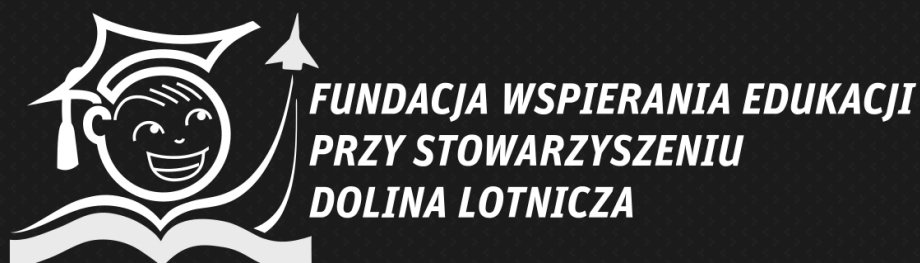
- 9.1. Registration of a Robot in the competition implies consent to the publication of basic information about it, i.e. the name of the Robot, the name of the Team, the name of the University or Institution, photos, videos and the place taken by the Organizers and Partners of the Competition without informing the Constructor or the Team.



**Organizers:**

**ROBOLAB**  
Local STEM Incubator

**RZIT**  
RZESZOWSKA GRUPA IT



**POLSKIE TOWARZYSTWO INFORMATYCZNE  
ODDZIAŁ PODKARPACKI**