

Challenge



Last modification: 01.02.2024

1. General Information:

- 1.1. The purpose of the competition is to promote the values of STEM, Robotics, having fun and competing within the framework of fair-play.
- 1.2. The competition is organized by RoboLAB, which operates at the Foundation for Supporting Education at the Aviation Valley Association.

2. Definitions:

- 2.1. Competition - XChallenge 2024 competition.
- 2.2. 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).
- 2.3. Guardian - an adult person taking care of underage members of the Team during the competition. The guardian may be an adult member of the Team. Each underage participant of the Competition must have adult Guardian.
- 2.4. Constructor - the person or persons participating in the competition who created the Robot in question.
- 2.5. Organizer - a person who supervises and influences the course of the Competition, wearing a name badge with the inscription Organizer.
- 2.6. Judge - the person who supervises the competition on the day of the Competition.
- 2.7. 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.
- 2.8. 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.
- 2.9. Participant - a person who takes an active, or passive part in the competition. It can be a Constructor, Judge, Organizer or Spectator.
- 2.10. Control apparatus - a set of devices capable of wireless communication to remotely control the Robot during the Round. The choice of control and communication depends on the preference of the Participant,
- 2.11. Fight - a duel involving two Robots.
- 2.12. Arena - a specially marked out and secured place where robot battles take place.

- 2.13. Combat Zone - a zone designated around the Arena, which must remain partially empty during the fight. Only Competitors who are controlling their Robot in a given fight, Organizers, Judges, Commission Members, as well as media and technical staff designated by the Organizer are allowed in the zone.
- 2.14. Robot - a mechatronic device powered by electricity controlled remotely with the help of appropriate control apparatus by a designated member of the Team, or moving autonomously and to a certain, noticeable degree responding to the environment if a given task requires it.
- 2.15. Identical Robots - Robots, having a similar design and using similar algorithms. The final determination of the identity of the Robots is decided by the Chief Judge.
- 2.16. Commission - a team appointed by the Organizers, which may include Organizers, Sponsors and University Representatives.

3. Specification of the competition:

- 3.1. The competition involves Robots whose goal is to fight the opponent and destroy/immobilize him during all rounds of the final phase. The final phase is preceded by an elimination phase during which up to 32 teams will be selected and given the opportunity to participate in the final phase.
- 3.2. The elimination phase consists of filling in the dedicated text fields on the XChallenge website answering the questions according to Appendix No. 1 and submitting a short video. All recommendations for the videos are included in Appendix No. 5. The organizer reserves the right to organize an online meeting between the Commission and the Team in case of difficulties in selecting the final 32 on the basis of documentation and video. The dates for the elimination phase will be published before registration begins.
- 3.3. The organizer reserves the right to conduct only the final phase of the competition in the event of too few teams registered for the competition.
- 3.4. No two Identical Robots are allowed to compete in the competition.
- 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. 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 undertake to politely answer Participants' questions.
- 3.7. To participate in the Smash Bots competition, one Team can field any number of Main and Auxiliary Robots.
- 3.8. The Smash Bots competition will be held in one weight categories:
 - 3.8.1. Smash Bots Mini

4. Robot and Arena Specifications:

- 4.1. Detailed information on the specifications of the Robot and Arena can be found in the chapter - "Smash Bots 2024 Appendix No. 3 - Robot and Arena Specifications".
- 4.2. More than one robot is allowed to fight within one team, with the proviso that one must be the main one while the others are auxiliary.
- 4.3. All relevant information about the Robot (short description according to Appendix 1) should be submitted, filling in the dedicated text fields on the XChallenge website.

5. Rules of the games:

- 5.1. For detailed information on the rules of the game, please refer to the chapter - "Smash Bots 2024 Appendix 4 - Rules of Combat".
- 5.2. The duration of the fight is 3 minutes.
- 5.3. For details on the adjudication of fights by the commission, see the chapter - "Smash Bots 2024 Appendix No. 2 - Evaluation of the Commission".

6. Litigation, liability, and disqualification:

- 6.1. Any disputes related to the competitions described in these rules and its appendices shall be decided by the Judge of the respective category.
- 6.2. Any disputes and situations not described in these Regulations and its appendices shall be decided by the Chief Judge.
- 6.3. The competitor has the right to appeal the Judge's decision based on evidence until the start of the next Round. This may be the basis for changing the result.
- 6.4. Responsibility for all actions of each member of the Team is borne by the Team.
- 6.5. 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.
- 6.6. 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.
- 6.7. Disqualification of a Team shall invalidate all results obtained by the Team on the day of the Competition.
- 6.8. The disqualified Team is required to return all prizes won on the day of the Competition.
- 6.9. The decision of the Chief Judge is final.
- 6.10. The organizer reserves the right to amend these regulations and their appendices.
- 6.11. In the case of insufficient number of submitted Robots, the Organizer reserves the right not to conduct Smash Bots competition, the final decision on possible cancellation of Smash Bots competition will be announced no later than two weeks before the day of the Competition.
- 6.12. Late arrival of the Team to the scheduled fight will result in the late Team not being allowed to fight, which is tantamount to surrendering the fight by walkover.

7. Registration for the Competition:

- 7.1. In order to participate in the XChallenge Competitions, it is necessary to create and activate an account on the 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.
- 7.2. 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.

8. Consents:

- 8.1. 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 School, photos, videos and the place taken by the Organizers and Partners of the Competition without informing the Constructor or the Team.

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Appendix 1
Documentation of the Robot and Team

1. Team name:

Enter below what Name your Team has:

2. Team Description:

Below Enter a brief description of your Team - who you are, how the idea of creating a Team was born, what you do, who is part of your Team, who is your guardian / captain, where you are from (what locality), etc. (min. 50 words).

3. How did you find out about the competition?

Enter below where you found information about XChallenge

4. Information on Robot Part I:

Below Write what your Robot is made of, what drive you used, what power supply your Robot has, and what control apparatus you use. (min. 50 words).

5. Information about Robot Part II:

Enter below what kind of armament your robot has (you should describe the robot's armament in detail), what your strategy is, and how your robot is protected from enemy attacks (minimum 200 words).

6. Additional Information:

Enter additional information below that you want to provide to the Organizers and do not fit in the other spaces.

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Appendix 2
Principles of evaluation of the Commission

1. General Information:

- 1.1. The rules covered by this document apply only in a situation where it is necessary to evaluate the committee. Such a situation may occur when during the fight it is not possible to determine the winner (for example, both robots are moving and the fight time has ended) or at the request of the Category Judge / Chief Judge in case of doubts about the correct conduct of the fight.
- 1.2. The judging panel will evaluate each robot separately in three categories:
 - 1.2.1. Damage;
 - 1.2.2. Controllability;
 - 1.2.3. Aggression.
- 1.3. Each committee member awards the following number of points in each category:
 - 1.3.1. Damages – 6 pts.
 - 1.3.2. Steerability – 4 pts.
 - 1.3.3. Aggression – 4 pts.
- 1.4. Note, however, that the amounts shown apply to both robots to which the assessment applies. This means that the sum of points awarded to both robots in a given category is equal to the above number of points in the category.

2. Damage:

- 2.1. In this category, the committee evaluates the damage a robot has inflicted. The robot that inflicted more serious damage should receive a higher number of points. The method of evaluation is shown in the table below:

(Robot I) – (Robot II)		Robot I			
		Minimum	Medium	Large	Huge
Robot II	Minimum	*	4 – 2	5 – 1	6 – 0
	Medium	2 – 4	*	4 – 2	5 – 1
	Large	1 – 5	2 – 4	*	4 – 2
	Huge	0 – 6	1 – 5	2 – 4	*

*when it is impossible to determine which robot inflicted the more serious damage, 3 points should be awarded to each robot.

3. Controllability:

- 3.1. In this category, the committee evaluates how the robot is controlled. The robot that shows better controllability (its movements are not haphazard, it moves in a planned manner and according to the commands given by the team) should receive a higher number of points. The method of evaluation is shown in the table below:

(Robot I) - (Robot II)		Robot I		
		Minimum	Good	Flawless
Robot II	Minimum	*	3 - 1	4 - 0
	Good	1 - 3	*	3 - 1
	Flawless	0 - 4	1 - 3	*

*if it is impossible to determine which robot showed better maneuverability, 2 points should be awarded to each robot.

4. Aggression:

- 4.1. In this category, the committee evaluates the aggression of the robot. A robot that shows more aggression (its damage is serious, it is offensive, it does not run away but attacks, has a menacing appearance, etc.) should receive a higher number of points. The method of evaluation is shown in the table below:

(Robot I) - (Robot II)		Robot I		
		Minimum	Large	Huge
Robot II	Minimum	*	3 - 1	4 - 0
	Large	1 - 3	*	3 - 1
	Huge	0 - 4	1 - 3	*

*if it is impossible to determine which robot showed more aggression, 2 points should be awarded to each robot.

5. Verdict:

- 5.1. The final verdict depends on the total points the robots have earned in each of the three categories. The robot with more points wins the battle.
- 5.2. In the case of an equal number of points of both robots, a vote of the committee members is conducted. Each member of the committee chooses one of the robots and gives his vote to it. The robot with more votes wins.

6. Contentious issues:

- 6.1. The commission's evaluation is impartial and final. It is not possible to appeal against the verdict given by the commission.

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Appendix 3
Robot and Arena Specifications

1. Smash Bots Robot Specifications:

1.1. Dimensions and Weight of the robot:

- 1.1.1. The robot at the start must fit within the dimensions of 40cm wide, 40cm long and 40cm high. After the start of the battle, the dimensions of the robot may change (the robot may spread its arms, etc.).
- 1.1.2. In the case of the Team's use of additional smaller robots for the battle, the maximum dimensions remain unchanged, however, the maximum dimensions in this case apply to the zone in which all robots of the Team are located during the start. This means that all robots must fit into a zone with dimensions of 40cm wide, 40cm long and 40cm high. Analogous to the case of a single robot, after the start of the battle, the dimensions of the robots may change.
- 1.1.3. The maximum weight of the robot or robots (in case the team uses additional smaller robots) is 454g for the Smash Bots Mini weight category. The maximum robot weight applies to robots fully prepared for battles (with weapons installed, etc.).
- 1.1.4. Exceeding the maximum dimensions or maximum weight of the robot or robots will result in the robot not being allowed to fight, without the possibility to appeal the decision.
- 1.1.5. The dimensions and weight of the Robot will be verified by the Judge at the Arena.
- 1.1.6. There are no restrictions on modifications to the Robot's design and software. This means that both the design and software of the Robot can be modified during the Competition, however, it should be noted that the Robot after modifications must also meet all requirements for design limitations (e.g., size limitations, weight limitations).

1.2. Robot power supply:

- 1.2.1. The organizer does not impose restrictions on the method of powering the robot or the type of power sources used, however, it is recommended to place power sources well shielded inside the case, in the most damage-resistant place.

1.3. Robot control:

- 1.3.1. The robot must be controlled remotely. The choice of control and communication depends on the Team's preference. If the Team uses additional auxiliary robots, it is possible and even recommended to use several control devices.

1.4. Robot armament:

- 1.4.1. The robot must have offensive armament that will not significantly damage the arena. Types of armaments that will not be allowed in the competition are: net, or mechanisms that allow entangling the opponent, mechanisms that use liquids as ammunition, mechanisms for self-destruction (e.g. by explosion) of the robot, flamethrowers, electromagnetic wave emitters, stun guns and other devices designed to "destroy" the opponent's electronics. It is also prohibited to interfere with the opponent's control apparatus.
- 1.4.2. Acceptable armaments of the robot are, for example, cutting saws, launchers, rotating shafts, plows etc.

1.4.3. If you have any doubts as to whether a particular armament can be used during the competition, we recommend that you contact the organizers: xchallenge@dolinawiedzy.pl

2. Arena Smash Bots Specifications:

2.1. Dimensions:

2.1.1. The total dimensions of the Arena are 250cm long by 250cm wide and 200cm high. The dimensions of the inner battlefield are a minimum of 225cm long by 225cm wide. The tolerance of the arena dimensions is $\pm 2\%$.

2.2. Design:

2.2.1. Arena's structure is made of metal profiles.

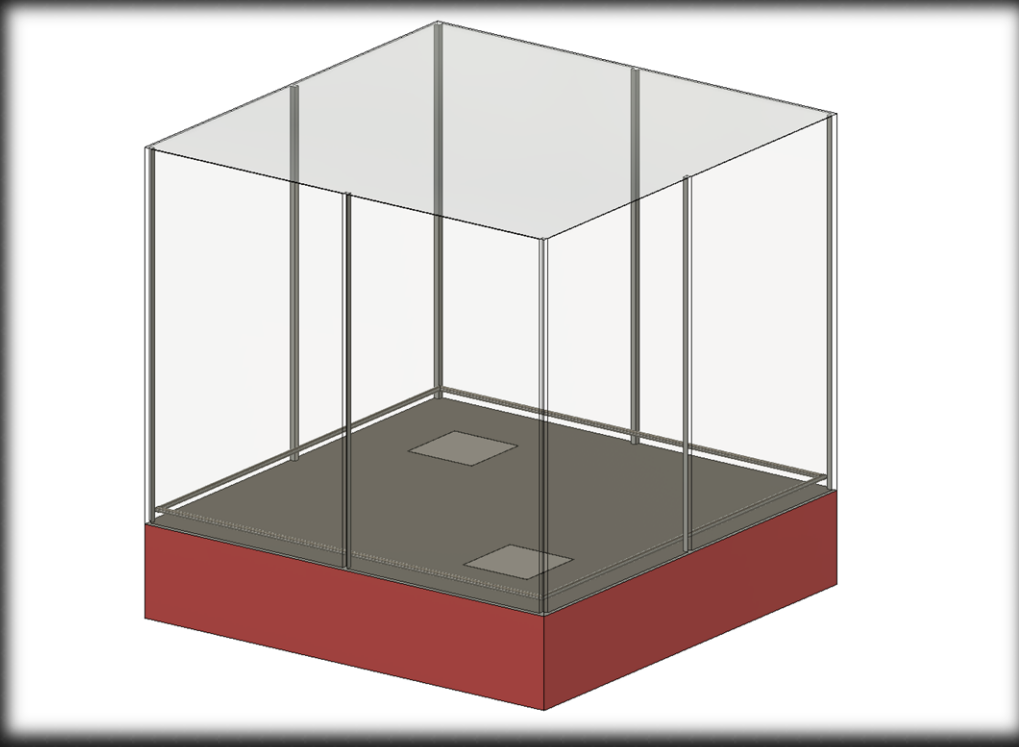
2.2.2. The walls and ceiling are made of solid polycarbonate with a thickness of min. 5mm.

2.2.3. The substrate material will be given soon.

2.2.4. Inside the Arena, there is a cushion to protect the walls from direct contact with the robot's armament.

2.2.5. The arena will have armaments (mobile hammer, mobile cutting saw, mobile pin, etc.) placed against the walls of the arena or placed in the floor, which can be launched by the Teams during the battle at appropriate time intervals.

3.3. Visualization:



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*The above visualization is for preview purposes only, the actual appearance of the arena may differ from that shown in the visualization.

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Appendix 4
Smash Bots Arena Fight Rules

1. Startup

1.1. Starting positions:

Two special starting zones have been designated in the arena. They are located in two opposite corners of the arena. The dimensions of these zones are 40cm long by 40cm wide. Before the start of the fight Teams are required to place their robot or robots in the zone designated by the Judge, during the Start of the fight Robots must be within the starting zone.

1.2. Launch Signal:

Once the Robots are set up in the starting areas, the entrance to the Arena is closed and secured. Then the Judge waits for both Teams to report their readiness. The Team's readiness is signaled by pressing a special button located at the Arena. Then, on the sound signal, the battle begins.

2. Fight

2.1. Duration:

The fight lasts 180s and begins with an audible start signal. The expiration of the time allotted for the fight and at the same time the end of the fight is also signaled by an audible signal.

2.2. Emergencies:

In emergency situations (for example, damage to the arena, damage to the power source of the Robot), the Judge has the right to stop the fight before the time expires.

2.3. Robot clinch:

If a clinch of Robots occurs, lasting at least 10s, the Judge suspends time and the Competitors disable the drive and armament of their Robots. The Judge or maintenance staff then opens the arena and allows the Contestants to separate the two Robots and place them in their starting positions. After putting the Robots away, the Contestants leave the arena, the Judge or technical staff closes the arena and then the fight resumes. In the case of multiple occurrences of the clinch, on the third occurrence the fight is stopped and terminated and the winner is decided by the Commission.

2.4. Blocking at the cushion:

In a situation where a Robot blocks an opponent at the cushion, and the opponent's Robot is unable to move then the Robot blocking the opponent, within a maximum of 10s must step down and allow the opponent to move away from the cushion to continue the fight.

2.5. Knockout:

The termination of the battle before the expiration of the time allotted for the battle also occurs when a Knockout occurs. A Knockout means the absence of significant movement of the Robot for 10s after damage to the Robot, severely limiting its ability to move, or after a failure of the Robot. In such a case, the Judge, after determining the occurrence of a Robot movement limitation situation, starts a 10s countdown. If during these 10s the Robot does not make a coordinated, significant movement, the end of the fight is signaled by an audible signal.

3. Verdict

3.1. In the case of Knockout:

In the event of the occurrence of a Knockout, the verdict is announced by the referee without consulting the committee. The Team that knocked out its opponent wins.

3.2. After Time:

If the fight ends after the time expires, the verdict is announced by the Judge, who declares the winner based on the evaluation of the commission. The rules of evaluation of the commission are specified in a separate chapter - Appendix No. 2 - Evaluation of the Commission.

3.3. Other situations:

If the fight ends before the time expires without the occurrence of the Knockout (fortuitous situations and termination of the fight by the referee), the verdict is announced by the referee, who declares the winner based on the evaluation of the commission. The rules of evaluation of the commission are specified in a separate chapter - Appendix No. 2 - Evaluation of the Commission.

4. Organizational information about the games:

During the final phase, the competition will be held in 4 rounds. Round I will include a maximum of 16 fights and 32 Robots, the second round will include a maximum of 8 fights and 16 robots, Round third will include 4 fights and 8 robots, Round fourth will include 2 fights and 4 robots, while Round fifth - the final round - will include 2 fights (for first and third place) and 4 robots. At the start of each round, all robots participating in a given round must remain placed in a specially designated place located near the arena. All robots must remain in this place until the end of a given turn. No repairs to the Robot are allowed during the turn. During the turn, the Robot can only be taken from the designated place to the arena for the duration of the battle. Arriving late to the start of the turn and not placing the robot in the designated place before the start of the turn will result in the robot in question not being allowed to fight within the given turn, which is tantamount to surrendering the fight by walkover. The Team has 120 seconds to place the Robot in the starting place.

5. Method of play:

Fights will be held on a ladder starting with 32 robots. This means that a robot that loses the first fight may drop out of the further competition altogether.

The organizers reserve the right to give the Golden and Wild Card to the Teams in case the robots do not show up for the final phase. The Golden Card will be given out in case there is an odd number of robots during the 1st round, then during the draw a Golden Card will be placed in one box entitling the robot to go to the 2nd round without a fight. Wild Cards will be distributed by the Commission in the event that during the 1st round the number of Robots is less than 31, then the number of Wild Cards will be distributed so that the total number of Robots in the 2nd round is 16. Wild Card also entitles the Robot to participate in the 2nd round, it is awarded to the Robots selected by the Commission from the Robots lost after the end of the 1st round.

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Appendix 5
Elimination Video Requirements

1. What the video should contain:

- 1.1. The video should include the following:
 - 1.1.1. Introduction of the Team - its name and all its members. In the presentation of the Team, it is welcome to present the division of work and responsibilities within the Team.
 - 1.1.2. Presentation of the Robot - its conceptual appearance, the assumptions it is to fulfill, what elements it is to consist of, what propulsion system is to be used, what armament it is to use, etc.
 - 1.1.3. Presenting the strategy - how the Team plans to defeat the opponent, how the Team wants to win the recognition of the committee, etc.
 - 1.1.4. Presentation of the work schedule - how the Team plans to build the robot, how much time to devote, how many meetings, what stages, what division of responsibilities, where the construction funds are planned to come from, etc.
- 1.2. The video can also provide optional visualization of the robot (technical drawings, renders, etc.).

2. Technical requirements:

- 1.1. The video should be uploaded to the YouTube platform (be sure to grant appropriate access permissions), and then the link to the video should be posted on the 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.

3. Copyright:

- 3.1. 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:
 - 3.1.1. 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;
 - 3.1.2. Recording and reproduction in the memory of computers or transmission via computer networks (including, in particular, using the Internet), placement or use in databases;
 - 3.1.3. public dissemination on the Internet, in particular by posting on the World Wide Web, including social media;

- 3.1.4. exploitation in all fields of exploitation specified in Article 50 of the Law of February 4, 1994 on Copyright and Related Rights, ie:
- 3.1.4.1. 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;
 - 3.1.4.2. In terms of circulation of the original or copies on which the work was fixed - marketing, lending or renting of the original or copies;
 - 3.1.4.3. 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 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.
- 3.2. The license is granted without the right to remuneration in each of the aforementioned fields of exploitation.
- 3.3. The granting of the license is effective in the territory of all countries of the world.
- 3.4. If the Organizer intends to dispose of the author's economic rights in fields of exploitation not listed in the Regulations, the Organizer will have the priority right to acquire the author's economic rights in such fields.
- 3.5. 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.
- 3.6. Upon granting of the license, the Organizer shall be entitled to use borrowings from the Work(s), by placing its/their excerpts or placing 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.
- 3.7. 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.
- 3.8. 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.

- 3.9. 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.
- 3.10. As soon as the 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 elaborations. 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:
- 3.10.1. 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;
 - 3.10.2. Recording and reproduction in the memory of computers or transmission via computer networks (including, in particular, using the Internet), placement or use in databases;
 - 3.10.3. public dissemination on the Internet, in particular by posting on the World Wide Web;
 - 3.10.4. Fixation, reproduction, copying, of all or part of the Work, by means of any technology, at all scales, in two- and three-dimensional versions;
 - 3.10.5. 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;
 - 3.10.6. 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;
 - 3.10.7. 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;
 - 3.10.8. 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;
 - 3.10.9. Broadcasting by wire or wireless vision, all or part of the Work, by a terrestrial station, via satellite or computer networks;
 - 3.10.10. granting exclusive and non-exclusive licenses, whether for a fee or free of charge, without territorial restrictions;

3.10.11. exploitation in all fields of exploitation specified in Article 50 of the Law, i.e.:

3.10.11.1. 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;

3.10.11.2. In terms of trading in the original or copies on which the Work was fixed - marketing, lending or leasing of the original or copies;

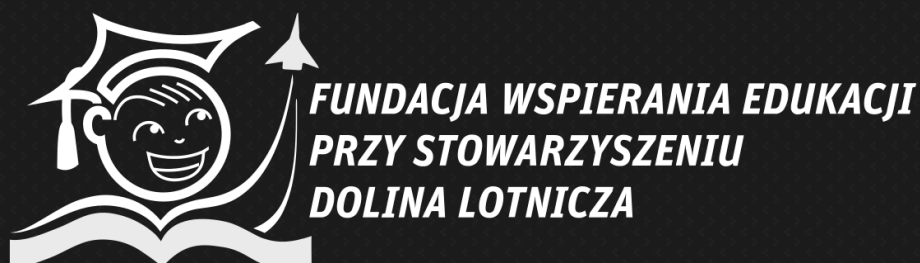
3.10.11.3. with respect to distribution of the Work in a manner other than specified - public performance, exhibition, display, reproduction, as well as broadcasting and re-broadcasting, as well as making the Work available to the public in such a way that everyone can have access to it at a place and time of their own choosing.

3.11. 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.

Organizers:

ROBOLAB
Local STEM Incubator

RZIT
RZESZOWSKA GRUPA IT



**POLSKIE TOWARZYSTWO INFORMATYCZNE
ODDZIAŁ PODKARPACKI**