



# RoboCup@Home

Forms & Score Sheets

Version: 2025 1

Last Build Date: January 20, 2025 Time: 673

2025-01-14

# Registration Form



Team name:			
Team leader name:			
Safety first!			
_	During operation in an e		ot is not allowed to go faster it may not exceed a walking
immediately if there is a rer	note possibility of dangerou or Organizational committe	us behavior towards peoplee, an Executive or Trust	wners have to stop the robot e and/or objects. If a referee, ee of the federation tells the opped <i>immediately</i> .
immediately by a decision	of the RoboCup@Home Trom future competitions for	Technical Committee. Fu	om the ongoing competition rthermore, the team and its a year by a decision of the
	Robot 1	Robot 2	
Size of the robot	100001	100001 2	
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 Rob		eatement and agree to it.	Furthermore, I agree to obey
Date & time	Team leader		



Test:	Poster Session	Gilon
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

Tooms	Overall score
Team	of poster (0-10)
Chief Scientist Office	
EPFL@Home	
eR@sers	
FBOT@Home	
Gentlebots	
Hibikino-Musashi@Home	
KIARO	
LAR@Home	
LASR	
LCASTOR	
LyonTech	
NimbRo@Home	
Pumas	
PUMAS-DSPL	
RoboCanes-VISAGE	
RoboFEI@Home	
RoBorregos rUNSWeep	
Serious Cybernetics Corporation (SCC)	
Sinfonia Uniandes	
SKUBA	
SOBITS	
SocRob@Home	
SUTURO-VaB	
Team of Bielefeld (ToBi)	
Tech United Eindhoven	
Tidyboy-DSPL	
Tidyboy-OPL	
Tinker	
TRAIL	
UT Austin Villa@Home	

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к	e	rr	ıa	r	ks	:

Date & time	Referee	$Team\ leader$



Test:	Help Me Carry	
Team name:		
Referee name:		

Action	Score	$1^{st}$ <b>try</b>	$2^{nd}$ try	$3^{rd}$ try
Main Goal				
Following the person to the car	300			
Perceiving the correct beg (visualize on screen or say which one)	15			
Picking up the correct bag	100			
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			
Bonus rewards				
Re-reaching the starting location	200			
Joining and staying in the queue on the way to the arena	300			
Penalties				
Dropping the bag	-50			
Deus Ex Machina Penalties				
Rediscovering the operator by natural interaction	-50			
Rediscovering the operator by unnatural interaction	-100			
Rediscovering the operator by asking them to come back	-150			
Rediscovering the operator by direct contact	-200			
Special Penalties & Bonuses				
Not attending	-500			
Using alternative start signal	-100			
Outstanding performance	111			
Recordings				
Duration (limit: 5:00 minutes)				
Restart after (sec)				
Score per try	1115			
Total Score	1226			
D. I				

Date & time	Referee	Team leader

Special Penalties & Bonuses

Not attending



Test:	General Purpose Service Robot			Ro	©Home
Team name:					
Referee name:					
Action		Score	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
$\overline{Main~Goal}$					
Executing the tas	k associated with each command	3×400			
Bonus Rewards	3				
Understanding a	command given by a non-expert operator	$3 \times 100$			
Deus Ex Mach	ina Penalties				
Using a custom o	perator	$3 \times -50$			
Bypassing speech	recognition	$3 \times -50$			
Instructing a hur	nan to perform parts of the task will apply a	per- $3 \times -400$			

Using alternative start signal -100Outstanding performance 150 RecordingsDuration (limit: 5:00 minutes) Restart after (sec) 1500 Score per try

-500

centage penalty according to similar penalties in other Stage I tests.

**Total Score** 1650 Remarks:

Date & time Referee $Team\ leader$ 



$\Gamma \mathrm{est}$ :	Receptionist	
Team name:		
Referee name:		

Action	Score	$1^{st}$ <b>try</b>	$2^{nd}$ try	$3^{rd}$ try
Main Goal				
Guide the guest to the other guests (navigate to the guest group)	$2 \times 15$		-	
Look in the direction of navigation or at the navigation goal	$2 \times 50$		-	
Introduce a new guest to every other guest and the host	$2 \times 50$		-	
Offer a free seat to the new guest	$2 \times 100$			
Look at the person talking	$2 \times 25$			
Look at the person the robot is introducing the guest to	$2 \times 50$			
Bonus Rewards				
Open the entrance door for a guest	$2 \times 100$			
Describe the first guest to the second guest (per corect attribute)	4×30			
Describe the first guest to the second guest (per incorrect attribute)	4×-30			
Penalties				
Wrong guest information was memorized (continue with wrong name	-50			
or drink)				
Persistent inappropriate gaze (away from conversational partner)	-50			
Persistent gaze not in the direction of the navigation while moving.	-10			
Deus Ex Machina				
Alternative HRI	$2\times-75$			
Not recognizing people	$2\times-200$			
$Special\ Penalties\ {\it \&Bonuses}$				
Not attending	-500			
Outstanding performance	90			
Recordings				
Duration (limit: 5:00 minutes)				
Restart after (sec)				
Score per try	900			
Total Score	990			

 ${\bf Remarks:}$ 

Date & time	Referee	Team leader



Test:	Storing Groceries
Team name:	
Referee name:	

Action		Score	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
Main Goal					
Navigating to the table		15			
Perceiving object and categorizing it cor	rectly	$5 \times 15$			
Picking up an object for transportation	to the cabinet	$5 \times 50$			
Perceiving objects in shelf and saying of	on which layer the currently	$5 \times 15$			
handled object should be placed					
Placing an object in the cabinet		$5 \times 15$			
Placing an object next to similar objects	on the cabinet	$5 \times 50$			
Opening a cabinet door		$2 \times 100$			
Pouring cereal into the container		300			
Bonus Rewards					
Picking up an object from the shopping	bag	50			
Picking up a tiny object		70			
Placing a tiny object		30			
Picking up a heavy object		70			
Placing a heavy object		30			
Deus Ex Machina Penalties					
A human handing an object over to the	robot	$5 \times -50$			
A human placing an object in the cabine	et	$5 \times -15$			
A human placing an object in the cabine	et next to similar objects	$5 \times -50$			
A human pointing at a target location		$5 \times -25$			
A human opening the cabinet door		2×-100			
Spilling cereal while pouring		-100			
Leaving cereal in the box		-100			
A human pouring cereal in the bowl		-300			
Special Penalties & Bonuses					
Not attending		-500			
Using alternative start signal		-100			
Outstanding performance		149			
Recordings					
Duration (limit: 7:00 minutes)					
Restart after (sec)					
Score per try		1490			
Score per try		1490			
Total Score		1639			
Remarks:					
Date & time	 Referee		Team le	eader	

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@Hom	e

Test:	Clean the Table
Team name:	
Referee name:	

Action	Score	$1^{st}$ <b>try</b>	$2^{nd}$ try	$3^{rd}$ try
Main Goal				
Navigate to the table to pick up items	15			
Picking tableware (cup, bowl, plate) for transportation to the dishwasher	3×50			
Picking up cutlery (spoon, fork) for transportation to the dishwasher	$2 \times 80$			
Picking up a drink for transportation to the trash bin	$2 \times 50$			
Placing the tableware and cutlery inside the dishwasher	$5 \times 50$			
Placing an item correctly (cleanable, convenient like a human would) in the dishwasher	5×75			
Placing a drink inside the trash bin	$2 \times 50$			
Bonus Rewards				
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			
Wiping the area where the drink was	$2 \times 50$			
Deus Ex Machina Penalties				
Handing tableware over to the robot	$3 \times -50$			
Handing cutlery over to the robot	2×-80			
Handing a drink over to the robot	$2 \times -50$			
Having a human place an object in the dishwasher	$5 \times -50$			
Having a human place a drink inside the trash bin	$2 \times -50$			
A human pointing at the trash bin	$2 \times -25$			
Special Penalties & Bonuses				
Not attending	-500			
Using alternative start signal	-100			
Outstanding performance	215			
Recordings				
Duration (limit: 10:00 minutes)				
Restart after (sec)				
Score per try	2150			
Total Score	2365			

ate & time	$\overline{Referee}$	$Team\ leader$



				RC	boCup @Home
Test:	Enhanced General Purpose Service Robot				
Team name:					
Referee name:					
${f Action}$		Score	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
,	be repeated unlimited times)				
	state an encountered problem	$3 \times 150$			
Solve a problem		$3 \times 650$			
Penalties					
Find repeated pro		-100			
	problem category for the 2nd time	-300 <b>5</b> 00			
·	problem category for the 3rd (or more) time	-500			
Deus Ex Machi		0 450			
Asking for locatio		$3 \times -150$			
	an to perform parts of the task will apply a				
percentage penan. Stage II tests.	y according to similar penalties in other	$3 \times -650$			
	o & Doming	3×-030			
Special Penaltie Not attending	es & bonuses	-500			
Using alternative	start signal	-300 -100			
Outstanding perfe	_	240			
$egin{aligned} Recordings \end{aligned}$	rinance	240			
Duration (limit: 1	0.00 minutes)				
Restart after (sec)	•				
_					
Score per try		2400			
Total Score		2640			
Referee Informates	ation: Note each problem (category, item, loc	ation) and ma	ark if the	y are stat	ed by the
Remarks:					
$Date \ \& \ time$	Referee		Team le	eader	



Test:	Restaurant	@Но
Team name:		
Referee name:		

Action	Score	$1^{st}$ try	$2^{nd}$ try	$3^{rd}$ try
Regular Rewards		· · ·	<u> </u>	
Detect calling or waving customer	$2 \times 100$			
Reach a customer's table without prior guidance/training	$2 \times 100$			
Take an order.	$2 \times 300$			
Serve an order.	$2 \times 300$			
Bonus Rewards				
Use an unattached tray to transport	$2 \times 200$			
Regular Penalties				
Not making eye-contact when taking an order	$2 \times -80$			
Not reaching the bar (barman has to move from behind the bar to interact	2×-80			
with the robot)				
Deus ex Machina Penalties				
Being guided to a table	$2 \times -200$			
Asking the Barman to handover object to the robot	$4 \times -50$			
Guest needing to take the object from a tray or the robot's hand	4×-50			
Being told/pointed where is a table/Kitchen-bar	2×-100			
Special Penalties & Bonuses				
Not attending	-500			
Using alternative start signal	-100			
Outstanding performance	200			
Recordings				
Duration (limit: 15:00 minutes)				
Restart after (sec)				
Score per try	2000			
Total Score	2200			

$\overline{Date~\mathcal{C}~time}$	$\overline{Referee}$	$\phantom{aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa$



Test:	Stickler for Rules			AC	@Home
Team name:					
Referee name:					
Action		Score	$1^{st}$ $\mathbf{try}$	$2^{nd}$ try	$3^{rd}$ try
Regular Reward		<b>\</b>			
	reaking a house rule (indicating the rule by voice	* * * * * * * * * * * * * * * * * * * *			
take.	ct, politely clarify to the guest what action he sho				
	guest is following the rule.	$4 \times 200$			
Bonus Rewards Making eye-conta broken.	act, politely clarify to the guest what rule is be	eing 4×100			
Regular Penalta Talking to a gues	ies t about a rule they are not breaking	4×-100			
Deus ex Machi	na Penalties				
	the robot towards a guest who is breaking a rul				
	e robot which rule is being broken	4×-100			
Special Penaltic	$es~ {\it \&}~ Bonuses$	500			
Not attending Using alternative	start signal	-500 -100			
Outstanding perfe	_	-100 200			
Recordings	of interior	200			
Duration (limit: 1	10:00 minutes)				
Restart after (sec	•				
Score per try		2000			
Total Score		2200			
Remarks:					
$\frac{}{\mathit{Date}\&\mathit{time}}$	Referee		Team le	eader	

#### Score Shoot



score si	ieet	RoboCup
Test:	Final Demonstration — Jury Evaluation	Whome
Team name:		
Referee name:		
Instructions:		
	h all demonstrations carefully.  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

Date & time	Referee	Team leader
RoboCup@H	ome Forms & Score Sheets / Draft version for Rob	oCup 2025 (Revision 2025-01-14.1)

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



Test:		Final Demonstration	on — Executive Committee		@Home
Team na	ame:				
Referee					
Instruct	ions:				
<ol> <li>At t</li> <li>Afte</li> <li>You</li> <li>Ent</li> </ol>	the end cer demon to may use er your y	stration and questice the space below "Four name ("referee	carefully.  you may ask questions.  ons, please fill in the evaluation Remarks:" to take notes for youname") on top of the sheet.  e" slot at the bottom.		
Criteria:	•				
<ul><li>Scie</li><li>Con</li><li>Rele</li></ul>	entific con ntribution evance fo	ntribution n to @Home or @Home / Novelty n and performance in			
Evaluati	on shee	t			
Team	solution	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 demonstration (0-10)
Fifth					
Fourth					
Third					
Second First					
Remarks	s:				

 $Team\ leader$ 

Referee