



RoboCup@Home

Forms & Score Sheets

Version: 2025 1

Last Build Date: December 3, 2024 Time: 545

2024-11-11

Registration Form



Team name:			
Team leader name:			
Safety first!			
_	. During operation in an e		obot is not allowed to go faster as it may not exceed a walking
immediately if there is a rea	mote possibility of dangeror or Organizational committe	us behavior towards peo ee, an Executive or Tru	owners have to stop the robot ple and/or objects. If a referee, stee of the federation tells the stopped <i>immediately</i> .
immediately by a decision	of the RoboCup@Home Trom future competitions for	Technical Committee. I	from the ongoing competition Furthermore, the team and its an a year by a decision of the
	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		tatement and agree to it	. Furthermore, I agree to obey
$\phantom{aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa$	$Team\ leader$		



Test:	Poster Session	enon
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

T.	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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Test:	Help Me Carry				@Home
Team name:					
Referee name:					
Action		Score	1^{st} \mathbf{try}	2^{nd} try	3^{rd} try
Main~Goal					
Following the per	son to the car	300			
Perceiving the con	crect beg (visualize on screen or say which one)	15			
Picking up the co	rrect bag	100			
Avoiding the crov	vd of people obstructing the path	50			
Avoiding the sma	ll object on the ground	50			

Duration (limit: 5:00 minutes)		 	
Recordings			
Outstanding performance	111	 	
Using alternative start signal	-100	 	
Not attending	-500		
$Special\ Penalties\ {\it \&Bonuses}$			
Rediscovering the operator by direct contact	-200	 	
Rediscovering the operator by asking them to come back	-150	 	
Rediscovering the operator by unnatural interaction	-100	 	
Rediscovering the operator by natural interaction	-50	 	
Deus Ex Machina Penalties			
Dropping the bag	-50	 	
Penalties			
Joining and staying in the queue on the way to the arena	300	 	
Re-reaching the starting location	200	 	
Bonus rewards			
Avoiding the area blocked with retractable barriers	50	 	
Avoiding the hard-to-see object	50	 	
Avoiding the small object on the ground	50	 	
Avoiding the crowd of people obstructing the path	50	 	
0 1			

Remarks:

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



Test:	General Purpose Service Robot				@Hom
Team name:					
Referee name:					
Action		Score	1^{st} try	2^{nd} try	3^{rd} try
Main Goal					
	k associated with each command	3×400			
Bonus Rewards		0100			
_	command given by a non-expert operator	3×100			
Deus Ex Machi		o			
Using a custom of Bypassing speech		3×-50 3×-50			
	nan to perform parts of the task will apply a				
	ecording to similar penalties in other Stage I t				
Special Penaltie					
Not attending	S C Bollweco	-500			
Using alternative	start signal	-100			
Outstanding perfe	_	150			
Recordings					
Duration (limit: 5	6:00 minutes)				
Score per try		1500			
Total Score		1650			
Remarks:					



Test:	Receptionist	
Team name:		
Referee name:		

Action	Score	1^{st} \mathbf{trv}	2^{nd} try	3^{rd} trv
Main Goal				3 1-3
Guide the guest to the other guests (navigate to the guest group)	2×15			
Look in the direction of navigation or at the navigation goal	2×50			
Introduce a new guest to every other guest and the host	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			
Bonus Rewards				
Open the entrance door for a guest	2×100			
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×-75			
Not recognizing people	2×-200			
Special Penalties & Bonuses				
Not attending	-500			
Outstanding performance	90			
Recordings				
Duration (limit: 5:00 minutes)				
Score per try	900			
Total Score	990			

Remarks:

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



Test:	Serve the Breakfast			Ro	@Home
Team name:					
Referee name:					
f Action		Score	$1^{st} \; \mathbf{trv}$	2^{nd} try	3^{rd} try
Main Goal					
Initial navigation	to pick up area	15			
Perceiving object :	and categorizing it correctly (visualize or say)	4×15			
Picking up breakfa	ast items for transportation to the table	4×50			
Placing breakfast	items on the table	4×50			
Pouring cereal into	o the bowl	300			
Bonus Rewards					
Pouring milk into	the bowl	300			
Placing a spoon no	ext to the bowl	100			
Penalties					
Throwing or dropp	ping an object on the table	4×-30			
Spilling cereal whi		-100			
Spilling milk while	e pouring	-100			
Deus Ex Machie					
Pointing at an obj					
= -	over to the robot				
	an object on the table				
	cereal in the bowl	-300			
$Special\ Penaltie$	$s \ {\it \& Bonuses}$				
Not attending		-500			
Using alternative s		-100			
Outstanding perfo	rmance	117			
Recordings Duration (limit: 5	:00 minutes)				
Score per try		1175			
conc per vig					
Total Score		1292			

 $Team\ leader$



Test:	Storing Groceries			AC	@Home
Team name:					
Referee name:					
Action		Score	1^{st} try	2^{nd} try	3^{rd} try
$\overline{Main~Goal}$		50010	1 013	2 01 3	3 013
Navigating to the	e table	15			
	and categorizing it correctly	5×15			
Picking up an ob	ject for transportation to the cabinet	5×50			
Perceiving object shandled object sh	ts in shelf and saying on which layer the current nould be placed	tly 5×15			
Placing an object	in the cabinet	5×15			
Placing an object	next to similar objects on the cabinet	5×50			
Bonus Reward	s				
Opening the cabi	net door without human help	200			
Picking up a tiny	object	70			
Placing a tiny ob	ject	30			
Picking up a hear	vy object	70			
Placing a heavy of	object	30			
Deus Ex Mach	ina Penalties				
A human handin	g an object over to the robot	5×-50			
A human placing	an object in the cabinet	5×-15			
A human placing	an object in the cabinet next to similar objects	5×-50			
A human pointin	g at a target location	5×-25			
Special Penalti	$es~ {\it \&}~ Bonuses$				
Not attending		-500			
Using alternative	start signal	-100			
Outstanding perf	ormance	114			
Recordings Duration (limit:	5:00 minutes)				
Score per try		1140			
Total Score		1254			
Remarks:					
Date & time	$\overline{Referee}$		Team le	eader	

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



to pick up items b, bowl) for transportation to the dishwash transportation to the dishwasher con, fork) for transportation to the dishwa and cutlery inside the dishwasher ctly (cleanable, convenient like a human v	asher 2×80 5×50	1 st try	2 nd try	3 rd try
b, bowl) for transportation to the dishwash transportation to the dishwasher bon, fork) for transportation to the dishwash and cutlery inside the dishwasher	ther 2×40 50 asher 2×80 5×50	1 st try	2 nd try	3 rd try
b, bowl) for transportation to the dishwash transportation to the dishwasher bon, fork) for transportation to the dishwash and cutlery inside the dishwasher	ther 2×40 50 asher 2×80 5×50	1 st try	2 nd try	3 rd try
b, bowl) for transportation to the dishwash transportation to the dishwasher bon, fork) for transportation to the dishwash and cutlery inside the dishwasher	her 2×40 50 asher 2×80 5×50			
b, bowl) for transportation to the dishwash transportation to the dishwasher bon, fork) for transportation to the dishwash and cutlery inside the dishwasher	her 2×40 50 asher 2×80 5×50			
transportation to the dishwasher con, fork) for transportation to the dishwa and cutlery inside the dishwasher	asher 2×80 5×50			
oon, fork) for transportation to the dishwand cutlery inside the dishwasher	asher 2×80 5×50			
and cutlery inside the dishwasher	5×50			
tly (cleanable, convenient like a human v	11\ = = 0			
	vould) 5×50			
sher rack	100			
sher rack	100			
er door	200			
	200			
sher tab for transportation to the dishwas	her 100			
tab inside the dishwasher's hatch intend	ed for 200			
Penalties				
er to the robot	2×-40			
the robot	-50			
o the robot	2×-80			
an object in the dishwasher	5×-50			
Bonuses				
	-500			
signal	-100			
nce	170			
minutes)				
	1705			
	1875			
t t	sher rack er door r door sher tab for transportation to the dishwas	sher rack 100 er door 200 r door 200 sher tab for transportation to the dishwasher 100 r tab inside the dishwasher's hatch intended for 200 Penalties er to the robot 2×-40 the robot 2×-80 er an object in the dishwasher 5×-50 er an object in the dishwasher 5×-50 er signal -100 cince 170 minutes)	sher rack er door r door r door sher tab for transportation to the dishwasher r tab inside the dishwasher's hatch intended for Penalties er to the robot the robot an object in the dishwasher Bonuses -500 t signal -100 -170 -1705 -1705	sher rack

 $Team\ leader$



Test:	Enhanced General Purpose Service Ro	hot		AC	@Home
	Elinanced General 1 dipose service 1to	bot			
Team name:					
Referee name:					
Action		Score	1^{st} \mathbf{try}	2^{nd} try	3^{rd} try
Main Goal					
Find and clearly	state an encountered problem	3×150			
Solve a problem		3×650			
Deus Ex Mach	ina Penalties				
Asking for location	-	3×-150			
	man to perform parts of the task will a				
	according to similar penalties in other St	age II tests.			
Special Penalti	es & Bonuses	700			
Not attending	-tt -:1	-500			
Using alternative	_	-100 010			
Outstanding perf	ormance	240			
Recordings Duration (limit:	10:00 minutes)				
Score per try		2400			
Total Score		2640			
Remarks:					



Test:	Restaurant	@Hom
Team name:		
Referee name:		

Action	\mathbf{Score}	1^{st} try	2^{nd} try	3^{rd} try
Regular Rewards				
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			
Bonus Rewards				
Use an unattached tray to transport	2×200			
Regular Penalties				
Not making eye-contact when taking an order	2×-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×-200			
Asking the Barman to handover object to the robot	4×-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)				
Score per try	2000			
Total Score	2200			

Remarks:

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

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



Test:	Stickler for Rules			Ro	@Home
Team name:					
Referee name:					
Action		Score	1^{st} try	2^{nd} try	3^{rd} try
Making eye-conta	ds reaking a house rule (indicating the rule by voice) ct, politely clarify to the guest what action he shoul				
take. Confirm that the <i>Bonus Rewards</i>	guest is following the rule.	4×200			
Making eye-conta broken.	ct, politely clarify to the guest what rule is bein	g 4×100			
Regular Penalta Talking to a guest Deus ex Machi	t about a rule they are not breaking	4×-100			
A human directs	the robot towards a guest who is breaking a rule e robot which rule is being broken	4×-50 4×-100			
Special Penaltic Not attending		-500			
Using alternative Outstanding perfo	_	-100 200			
Recordings Duration (limit: 1	10:00 minutes)				
Score per try		2000			
Total Score Remarks:		2200			

 $Team\ leader$



Test:	Final Demonstration — Jury Evaluation	RoboCup @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				

^{*} Story telling is to be rewarded

Remarks:

Date & time	$\overline{Referee}$	$\phantom{aaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa$
PohoCun@Ho	uma Forms & Score Sheets / Draft version for Rob	oCup 2025 (Povision 2024 11 11 1)

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



Test:		Final Demonstration	on — Executive Committee		@Home
Team na	ame:				
Referee	name:				
Instruct	ions:				
		n all demonstrations			
			you may ask questions.		
		_	ons, please fill in the evaluation		
	_	_	Remarks:" to take notes for y name") on top of the sheet.	oursen.	
		•	e" slot at the bottom.		
0		G i i i i i			
Criteria	:				
• Scie	entific coi	ntribution			
• Cor	ntribution	n to @Home			
		or @Home / Novelty			
• Pre	sentation	and performance in	the finals		
Evaluati	ion shee	t			
		Efficacy of	Elegance of	Innovation/contribution	Difficulty/Success of
Team	solution	n to main objective	solution to main objective	of additional tasks	overall demonstratio
		(0-10)	(0-10)	(0-10)	(0-10)
Fifth					
Fourth					
Third					
Second First					
FIISt					
D 1					
Remark	S:				

 $Team\ leader$