TBM 1: Getting to know my home

Team name: _____

Referee I: _____ , **Referee II:** _____

Date and time: _____

Duration: _____   ☐ **Timeout**

Achievements

	yes	no
The robot detects the door with changed state:	☐	☐
Comment: _____		
The robot correctly executes the command given in Phase 2:	☐	☐
Comment: _____		
The robot detects each piece of moved furniture:	☐	☐
Comment: _____		
The robot detects each changed object:	☐	☐
Comment: _____		

Penalized Behaviors

The robot requires multiple repetitions of human gesture/speech: ☐

The robot bumps into the furniture: ☐

The robot stops working: ☐

The robot was helped to manipulate an object: ☐

Disqualifying Behaviors

The robot hits Annie or another person in the environment: ☐

The robot damages the testbed: ☐

Comment: _____

Benchmarking data delivered appropriately: ☐ yes / ☐ no

Team leader signature: _____

Referee signature: _____

TBM 2: Welcoming visitors

Team name: _____

Referee I: _____, **Referee II:** _____

Date and time: _____

Duration: _____   ☐ **Timeout**

Achievements

	yes	no
The robot opens the door when the door bell is rung by Dr. Kimble and correctly identifies him: Comment: _____	☐	☐
The robot opens the door when the door bell is rung by the Deli Man and correctly identifies him: Comment: _____	☐	☐
The robot opens the door when the door bell is rung by the PostMan and correctly identifies him: Comment: _____	☐	☐
The robot opens the door when the door bell is rung by an unknown person and correctly identifies the person as such: Comment: _____	☐	☐
The robot exhibits the expected behavior for interacting with Dr. Kimble Comment: _____	☐	☐
The robot exhibits the expected behavior for interacting with the Deli Man Comment: _____	☐	☐
The robot exhibits the expected behavior for interacting with the PostMan Comment: _____	☐	☐
The robot exhibits the expected behavior for interacting with an unknown person Comment: _____	☐	☐

Penalized Behaviors

The robot fails in making the visitor respect the proper rights: ☐

The robot generates false alarms: ☐

The robot fails in maintaining the original state of the environment: ☐

The robot requires extra repetitions of speech: ☐

The robot bumps into the furniture: ☐

The robot stops working: ☐

Disqualifying Behaviors

The robot hits Annie or one of the visitors: ☐

The robot damages the testbed: ☐

Comment: _____

Benchmarking data delivered appropriately: ☐ yes / ☐ no

Team leader signature: _____

Referee signature: _____

TBM 3: Catering for Granny Annies Comfort

Team name: _____

Referee I: _____, **Referee II:** _____

Date and time: _____

Duration: _____ ☐ **Timeout**

Achievements

	yes	no
The robot enters the room where Granny Annie is waiting:	☐	☐
Comment: _____		
The robot understands Annies command(s):	☐	☐
Comment: _____		
The robot operates correctly the right device(s):	☐	☐
Comment: _____		
The robot finds the right object(s):	☐	☐
Comment: _____		
The robot brings to Annie the right object(s):	☐	☐
Comment: _____		

Penalized Behaviors

The robot bumps into the furniture: ☐

The robot drops an object: ☐

The robot stops working: ☐

Disqualifying Behaviors

The robot hits Annie or another person in the environment: ☐

The robot damages or destroys the objects requested to manipulate: ☐

The robot damages the testbed: ☐

Comment: _____

Benchmarking data delivered appropriately: ☐ yes / ☐ no

Team leader signature: _____

Referee signature: _____

FBM 2: Navigation

Team name: _____

Referee I: _____, **Referee II:** _____

Date and time: _____

Duration: _____   ☐ Timeout

Robot hit obstacles: ☐

Comments: _____
_____

Benchmarking data delivered appropriately: ☐ yes / ☐ no

Team leader signature: _____

Referee signature: _____