TBM 1:

Team name: _____

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

Date and time: _____

Duration: _____ ☐ **Timeout**

Achievements

	yes	no
Example entry:	☐	☐

Comment: _____

Penalized Behaviors

Example entry: ☐ ☐ ☐ ☐ ☐

Disqualifying Behaviors

Example entry: ☐

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 reaches the door when the door bell is rung by Dr. Kimble and correctly identifies him: Comment: _____	☐	☐
The robot reaches the door when the door bell is rung by the Deli Man and correctly identifies him: Comment: _____	☐	☐
The robot reaches the door when the door bell is rung by the PostMan and correctly identifies him: Comment: _____	☐	☐
The robot reaches 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 test bed: ☐

Benchmarking data delivered appropriately: ☐ yes / ☐ no

Team leader signature: _____

Referee signature: _____

TBM 3:

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 Annie's command(s):	□	□
Comment: _____		
The robot operates correctly the right device(s):	□	□
Comment: _____		
The robot finds the right object:	□	□
Comment: _____		
The robot delivers the object to Granny Annie:	□	□
Comment: _____		

Penalized Behaviors

The robot bumps into the furniture: □ □ □ □ □

The robot stop working: □ □ □ □ □

The robot cannot pick the object: □ □ □ □ □

The robot drops the object: □ □ □ □ □

Disqualifying Behaviors

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

The robot damages or destroys the object requested to manipulate: □

The robot damages the test bed: □

Benchmarking data delivered appropriately: □ yes / □ no

Team leader signature: _____

Referee signature: _____

FBM 2: Object Manipulation

Team name: _____

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

Date and time: _____

- The duration is based on the referee stop watch.

- Timeout is checked when the robot does not perform any manipulation within specified test duration.

- GT is the ground truth which is the information provided by the referee box.

Run 1 Duration: _____   ☐ Timeout

	1	2	3	4	5	6	7	8	9	10
Status	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
GT	——	——	——	——	——	——	——	——	——	——
Robot	——	——	——	——	——	——	——	——	——	——

Comments: _____

_____

Run 2 Duration: _____   ☐ Timeout

	1	2	3	4	5	6	7	8	9	10
Status	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
GT	——	——	——	——	——	——	——	——	——	——
Robot	——	——	——	——	——	——	——	——	——	——

Comments: _____

_____

Run 3 Duration: _____   ☐ Timeout

	1	2	3	4	5	6	7	8	9	10
Status	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
GT	——	——	——	——	——	——	——	——	——	——
Robot	——	——	——	——	——	——	——	——	——	——

Comments: _____

_____

Benchmarking data delivered appropriately: ☐ yes / ☐ no

Team leader signature: _____

Referee signature: _____