ANNOUNCEMENT & GENERAL REGULATIONS
ROBOTEX CYPRUS 2024

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1   Introduction

The **Cyprus Computer Society** (**CCS - Cyprus Computer Society**) organizes the **7th ROBOTEX CYPRUS** based on the rules of the **ROBOTEX INTERNATIONAL World Robotics Competition (www.robotex.international)**.

Co-organized by the University of Cyprus, the Youth Board Organisation and the IET - Institute Engineering Technology (Cyprus Network), Robotex Cyprus will celebrate its "7th birthday" as the largest educational robotics festival in Cyprus, as established in 2017.

The event is under the auspices of H.E the President of the Republic Mr. Nikos Christodoulides and has been approved by the Ministry of Education, Sports and Youth. It is also supported by a large number of public and private sector sponsors and supporters, **see the list here**.

The CCS also announces its collaboration with HERO - Hellenic Educational Robotics Organization which gives the right to implement in Robotex Cyprus challenges offered in the MRC - Minoan Robotsports Competition. The MRC is organizaed by HERO on an annual basis in Heraklion, Crete and has become international. Teams that excel in Robotex Cyprus in the MRC related challenges will have the right to participate in the MRC competition in Crete.

2   Aims and Objectives of Robotex Cyprus

The aims of the event are to upgrade the field of educational robotics, to introduce robotics technology into the educational system, to upgrade the STEAM (Science, Technology, Engineering, Engineering, Arts, Mathematics) disciplines and approach to learning/teaching and to promote new forms of learning.

The objectives of the event are to attract students in STEAM fields, the further development of 21st Century Skills such as interdisciplinary analysis and problem solving, communication spirit, teamwork and cooperation between students and teachers/academics and learning basic and advanced coding principles for solving practical problems.

3   Registration

Registrations for participation in the event will be made only through the website **www.robotex.org.cy.** The registration process is now open and will **end on Wednesday 29 May 2024.**

3.1   Participation Fee

In order to cover part of the increasing costs of implementing the event:

- A participation fee of €50 per team is set.

- Payment will only be made through the registration system by credit card.

- The deadline for payment is Wednesday 29 May 2024 and no refunds will be made after this date.

4   Time & Venue

- ROBOTEX CYPRUS will take place on **Saturday 29th and Sunday 30th June 2024**. The exact start and end time will be announced after the completion of the registration process and the preparation of the final program of the event.

- ROBOTEX CYPRUS will be held at the **Sports Centre of the University of Cyprus, University of Cyprus Campus**, **Aglantzia area, Nicosia**.

5   Eligibility for Participation

The Robotex Cyprus event is open to:

- Students and teachers of all public and private schools of all levels of education in Cyprus (Primary, Secondary, Secondary Technical & Vocational).

- Students and teachers of private educational centres, tutorial centres and state training institutes.

- Students from all universities and colleges in Cyprus, public and private.

- Soldiers and adults with an interest in robotic technology.

6   Language of the event

The official language of communication execution of the event is Greek. Teams from private schools where the language of instruction is English are welcome to participate in the event. For their convenience, the rules of the various challenges have also been prepared in English.

7   Categories & Levels of Robotex Cyprus

The "**Category**" of competitions is defined as the educational level of the members of a team. The "**Level**" of the event is defined as the grade of the team members for the school/academic year 2023-2024.

Table 1: Categories & Competition Levels

Primary	Gymnasium	Lyceum	University	Special
1st - 3rd & 4th – 6th Grade	1st – 3rd Grade	4th - 7th Grade	All Years of Study	Adults & Soldiers

8   Platforms

The robotic platforms for which challenges are organized are: LEGO, ARDUINO, ENGINO EDISON, RASPBERRY Pi, ARM and ESP.

9   The Robotex Cyprus Challenges in Summary

A "**Challenge**" is defined as the problem that will be posed to the participating teams to be solved according to specific rules and constraints. The following Challenges will be conducted as part of the event.

Table 2: Challenges of ROBOTEX CYPRUS

Challenge	Description	See Video
DRONES (New)	The objective is to perform a 3-minute drone operation demonstration in a precision mission to be announced on the day of the event.	Video
RALLY (New)	The goal of the robot vehicle is to travel a distance of 10 meters in the shortest possible time. As the sport promotes constructions as close to the real world as possible, the vehicles should replicate as closely as possible realistic rally cars.	Video
ARCHERY (New)	The goal of the robot athlete is to accurately hit the centre of the target, using their mechanisms and common sludge with a maximum diameter of 10cm.	Video
SHOT PUT (New)	The goal of the robot athlete is to throw the ball as far as possible. The sport requires shot put movements, precision, mechanics and proper calculations.	Video
GIRLS FIREFIGHTING	The robots will have to blow out lit candles that are on the track and surrounded by a wall in various shapes. **The challenge is open to girls/women only.**	Video
FOLKRACE	A speed rally race of five robots competing simultaneously on a twisty, uneven track. The aim is for the robots to complete the track as many times as possible and score the highest number of points.	Video
COLOUR PICKING	Cubes of different colours are placed on the track with different degrees of each colour. The goal of the robot is to collect the cubes with the highest sum of points in a given space.	Video

Challenge	Description	See Video
LINE FOLLOWING	The robot moves through the track following the black line as fast as possible.	Video
Enhanced Line Following	The goal is for the robot to move around the track following the black line, continuous or dotted, on which are interspersed various obstacles that the robot must avoid or overcome as quickly as possible. One robot at a time is competing.	Video
MAZE SOLVING	The goal is for the robot to start from a specific corner of the maze and reach the centre in the shortest possible time.	Video
SUMO	The Sumo robot will have to push his opponent out of the fighting area.	Mini Sumo LEGO SUMO 3 kg Lego Sumo
EDUCATIONAL ROBOTICS	The winner will be the manufacturer of the most amazing, original and functional robot and innovative construction in the given theme and in accordance with the regulations and contributing to the solution of a problem. The **OPEN** category allows the use of any combination of equipment types (e.g. indicatively Raspberry Pi and Arduino and Lego together in one build), number of brains, motors, sensors and other materials without restrictions. The topic is also open for selection by the team without restriction.	Engino LEGO

10 Educational Robotics Construction & Exhibition

10.1 Educational Robotics Categories

The age level of the teams and the robot platforms that can take part in Educational Robotics are presented below:

Table 3: Educational Robotics - Platforms, Categories & Levels

Exhibition/Challenge	Robotic Platforms	Primary 1st – 3rd	Primary 4th – 6th	Gymnasium 1st – 3rd	Lyceum 4th – 7th	University	Special
EDUCATIONAL ROBOTICS LEGO	LEGO WeDO & LEGO SPIKE ESSENTIAL	√	√				
EDUCATIONAL ROBOTICS ENGINO	ENGINO MINI & ENGINO PRO	√	√				
EDUCATIONAL ROBOTICS OPEN CATEGORY	All Platforms and/or a combination of them			√			

10.2 Theme of Educational Robotics

This year's theme for Educational Robotics ENGINO and LEGO will be **THE ROBOTS FOR A SOCIETY WITHOUT DISCRIMINATION, which** is about Integration, Inclusion, Accessibility of vulnerable groups of the population and not only and the provision of equal opportunities in all areas. The team's implementations may cover, but not limited to the below, φfor example:

- all aspects of social and economic activity,

- every day, personal, social, professional life,

- education, the labour market and employment etc,

- places such as the outdoor environment, home, office and workplace etc,

- services provided by the state and private organisations to citizens

- etc.

Teams are encouraged to explore the use of robotics technology in combination with Artificial Intelligence in presenting a unique and innovative solution/construction. In this regard, we recall the AI FOR GOOD INITIATIVE which leverages AI for good as well as the 17 UN Sustainable Development Goals (https://sdgs.un.org/goals).

The Educational Robotics Lego and Educational Robotics Engino categories 1st – 3rd Primary and 4th – 6th Primary will be evaluated separately and three prizes will be awarded for each category.

The theme in the **Open Category (OPEN)**, as the title of the category implies, is open and decided by the team itself. The topic chosen can be related to and cover any aspect of economic and social activity. It is noted that the evaluation in the Open Category is single and uniform covering all Levels and the three best constructions will be awarded.

10.3 Video Recording of Educational Robotics Teams

According to the rules, teams participating in Educational Robotics in the three categories ENGINO, LEGO and OPEN will have to upload a video of their work for evaluation purposes by the Evaluation Committees. In this context, each team should communicate the link to the video of their construction to the Committees by filling in the video registration form.

11 Challenges of Robotex Cyprus

11.1 Sports Robotics Challenges

The Cyprus Computer Society has initiated a cooperation with the Hellenic Educational Robotics Organization (https://www.he-ro.gr/) which organizes annually in Heraklion, Crete, the International Minoan Robotsports Competition (https://www.he-ro.gr/minoan-robotsports-competition).

Within the framework of this cooperation, sports robotics competitions will be organized at Robotex Cyprus. From 2024 onwards, the Rally, Drones, Archery and Shot Put competitions will be implemented. On the website of HERO you can find the rules of these competitions in Greek and English.

Table 4 lists all the challenges, the age level of the teams and the robot platforms available in Robotex Cyprus.

Table 4: Challenges by Robot Platform, Category & Level

Challenge	Platforms	Primary 4th – 6th	Gymnasium 1st – 3th	Lyceum 4th – 7th	University	Special
DRONES***	DJI Tello, LittleBee, Makeblock Airblock, 3D Printed Mini Drone, DIY Drone	√	√	√	√	√
RALLY***	ARDUINO, RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT	√	√	√	√	√
LEGO RALLY***	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√
ARCHERY***	ARDUINO, RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT	√	√	√	√	√
LEGO ARCHERY***	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√
SHOT PUT***	LEGO EV3, LEGO SPIKE PRIME ARDUINO, RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT	√	√	√	√	√
LEGO SHOT PUT***	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√

Challenge	Platforms	Primary 4th – 6th	Gymnasium 1st – 3th	Lyceum 4th – 7th	University	Special
GIRLS FIREFIGHTING	ARDUINO, RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT	√	√	√	√	√
LEGO GIRLS FIREFIGHTING	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√
COLOUR PICKING	ARDUINO, RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT	√	√	√	√	√
ENGINO COLOR PICKING	ENGINO PRODUINO	√	√	√	√	√
LEGO COLOR PICKING	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√
SELF-DEVELOPED ROBOT line following	ARDUINO, RASPBERRY Pi, ARM, ESP	√	√	√	√	√
line following	ARDUINO, RASPBERRY Pi, ARM, ESP	√	√	√	√	√
LEGO Line Following	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√
ENGINO Line Following	ENGINO PRO & GINO BOT, ENGINO PRODUINO	√	√	√	√	√
EDISON Line Following	EDISON	√	√	√	√	√
ENHANCED LINE FOLLOWING	ARDUINO, RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT	√	√	√	√	√
ENGINO Enhanced Line Following	ENGINO PRO & GINO BOT, ENGINO PRODUINO	√	√	√	√	√
LEGO Enhanced Line Following	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√

Challenge	Platforms	Primary 4th – 6th	Gymnasium 1st – 3th	Lyceum 4th – 7th	University	Special
MINI SUMO**	ARDUINO, RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT	√	√	√	√	√
ENGINO SUMO**	ENGINO PRO & GINO BOT, ENGINO PRODUINO	√	√	√	√	√
LEGO SUMO**	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√
LEGO SUMO 3KG**	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√
FOLKRACE	ARDUINO, RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT	√	√	√	√	√
LEGO FOLKRACE	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√
MAZE SOLVING	ARDUINO, RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT	√	√	√	√	√
LEGO MAZE SOLVING	LEGO EV3, LEGO SPIKE PRIME	√	√	√	√	√

ENGLISH**

The rules of these competitions are given in English only as they appear on the Robotex International website.

Regulations***

The rules for these challenges are given in Greek and English on the Minoan Robotsports Competition - Global Olympiad website (https://www.he-ro.gr/minoan-robotsports- competition). The reference in the rules that "Each team may consist of two (2) - three (3) persons." does not apply and the relevant provision of Robotex Cyprus that each team consists of 2-5 persons applies.

12   Terms & Conditions of Participation – Event Regulations

12.1   General

- The detailed regulations for the ROBOTEX CYPRUS challenges are available in Greek and English.
- You can see the terms and conditions in the **rules for participation**.
- It is noted that the references in paragraphs 12.2-12.4 below are supplementary to the content of the regulations of each challenge.

12.2   Participation of Organisations and Groups

- Each team can participate in up to SIX - 6 challenges in total.
- In each competition separately, each organization can participate with up to TWO - 2 teams per age category.
    - For example, in the LINE FOLLOWING competition, the " Agency ROBOCOP" will be able to participate with only two teams of the category "Gymnasium" and with up to two teams for each of the other categories of the competition.
    - The Educational Robotics competitions are excluded from the above regulations and a relevant check will be carried out during the registration by the coaches.

12.3   Regulations for Robots

- Each team will have to bring their robot assembled.
- Each robot can only participate once in each challenge. That is, the same robot cannot be used by two or more teams in the same challenge.
- Each robot will be given a unique identification number.
- The robots will undergo a technical check as foreseen in the regulations of each challenge. See **the regulations here**.
- The use of robots in the event is the sole responsibility of the teams and the organisations they represent.
- The Organisers will not make any special arrangements in the event schedule for teams that have only one robot and wish to take part in more than one challenge.

12.4   Expulsion from the Robotex Cyprus Event

- The Team Coach assumes responsibility for entering the correct details of the members of his/her teams in the registration information system of the event:
    - In the case that false information is entered regarding the age category of any team member, the team will be expelled from the event.
    - The above provision also applies in the event that a team member provides a falsified or false proof of identity.

13   Participating Organizations & Teams

13.1 Organizations

- Organizations represented by teams participate in Robotex Cyprus event. The registration system has been upgraded to cover this issue as well.
- Organisations with more than one branch e.g. private schools or private school chains with a presence in two or more cities or private schools operating separate training institutes/schools are registered as different organisations.
- The Coach belongs to an Organisation.

13.2   Team creation

- Teams, not individuals, participate and are evaluated in the event.

- The number of team members for each challenge is determined separately in the rules of each challenge. See **the rules here.**

- The team is made up of people belonging to the same category and level, according to Table 1. For example, the members of a team competing in the "Primary" category at Level "4 - 6^{nn} Class" must necessarily be in any of the classes/grades 4th , 5th or 6th .

- Only one (1) person, who normally belongs to category X, is allowed to participate in a team of the next higher category X+1 in the same challenge.

    - For example, a person in the "Gymnasium" category may participate in a group in the "Lyceum" category for the Line Following challenge, but the opposite is not true.

    - It is noted that a person in the category 1st-3rd Primary can participate in a team of the next category 4th-6th grade ONLY FOR THE EDUCATIONAL ROBOTICS CHALLENGE.

- Each team will decide its name by which it will be referred to by the Robotex Cyprus Organisers. Coaches are requested to avoid using names that include the name of the Organisation followed simply by a number, e.g. ROBOCLUB 4 (or ROBOCLUB V). The suggested team name is ROBOCLUB WIZARDS or ROBOCLUB WIZARDS 4 or ROBOCLUB WIZARDS V.

13.3 Team Coaches

- Each team will have a Coach who will be responsible for the team(s):

    - creation of an account for access to the information system of the event.

    - registration of an 'assistant coach' in the information system.

    - creating groups in the system.

    - registration of the data of the players of the teams.

    - registration of teams to the challenges of the event.

    - contact the organisers.

     ○ carrying out the procedures as described in the paragraphs.

       ▪ 15. FORMS REQUIRED ON THE DAYS OF THE EVENT (NEW RULES)

       ▪ 16. ACCREDITATION OF COACHES/LEADERS, TEAMS & TEAM MEMBERS

- The Coach

  ○ He/she treats with courtesy and courtesy to the members of his/her teams, the members and coaches of other teams, the public attending the event and the members of the Organizing and Scientific Committee.

  ○ Demonstrates a spirit of fair play and cooperation with other coaches.

  ○ The Chairmen of the Organizing and Scientific Committees reserve the discretion to expel a Coach from the venue who violates the above good practices.

  ○ He/she is not allowed to be present at the venue (floor) of the competition.

  ○ He/she can watch from the stands without interfering in the evaluation process of his/her team.

  ○ Can cooperate with more than one Organizations. In this case he/she will have to create separate accounts in the system (one for each organization).

13.4 The Assistant Coach

The role of Assistant Coach has been created to serve Organizations with a large number of teams and a small number of staff.

- For the Assistant Coach, a personal card will be issued and will be received by the Coach.
- The Assistant Coach:

  ○ is registered by the Coach in the information system where, however, no teams are registered under his/her name.

  ○ follows the instructions of the coach and supports him/her in his/her work.

- The provisions of paragraph 13.3 shall also apply to the Assistant Coach.

13.5 Teams' Training

- To prepare the teams, the Organisers publish sample tracks that coaches can print out and use for training their teams.

14 Regulations for the Evaluation of Challenges

14.1 Judges & Evaluation Committee

- The Organizers will appoint the Evaluation Committee and the challenge judges.

- The judges are proposed by the Ministry of Education, Sports and Youth, public and private universities, ETEK and the organisations supporting the event. See paragraph "**23**. **Call for expression of interest for Judges & Volunteers".**

14.2 Evaluation of Challenges

- During the evaluation process of a challenge, the team leader takes over the execution of the challenge on behalf of the team without any interference from the other team members.

- The rules of each challenge set out in detail the procedure to be followed and the procedure for declaring the winning team. See **the rules here**.

- It is expected that team members will receive training and guidance from their Coach and are required to know:

  o The role of the individual equipment used to assemble their robot.

  o To design, develop and test in the programming language code related to the challenge in which they participate.

  o The role of part of the code and its contribution to the implementation of the final solution.

- After the completion of a challenge, the Scientific Committee may, at its discretion and selectively, invite members of a team to demonstrate and/or explain part of the code and/or the role of specific equipment in the solution they have presented.

  o The procedure is carried out without the presence of a Coach and may be videotaped.

  o Any failure by the team to answer the Committee's questions may result in the team being disqualified.

15 FORMS REQUIRED ON THE DAYS OF THE EVENT (NEW RULES)

For the smooth running of the event, the close cooperation of the coaches with the Organizing Committee is expected. Below are the forms which should be available on the days of the event and which require some preparation on their part.

15.1 Team Member Declaration Form & Team Participation

The form must be completed and signed by the Coach, one for each team. The form includes:

- The details of the members of the group
- The details of the organization and the coach
- The category of the group and the competitions in which it participates.
- Instructions for completion, printing and delivery on the day of the event.

The form is available as follows:

- English - **Team Member Declaration & Team Participation** Statement (PDF format).
- English - **Team Member Declaration & Team Participation** Statement (MS WORD format).
- English - **Team's Members Details & Participation in Challenges** (PDF format).
- English - **Team's Members Details & Participation in Challenges** (MS WORD format).

The forms are presented by the coach to the Registration Secretariat for the accreditation procedure as described below in Section "16. ACCREDITATION OF COACHES, TEAMS & TEAM MEMBERS".

15.2 QR Codes Form - Confirmation of Team Participation

From the Registration Information System, the Coach will:

- download from the point COACH CHECK IN PASS

The file contains one or more QR CODES depending on the number of teams participating in challenges during the day (morning and afternoon separately) as shown below:

Coach: PETROS PETROU
2024-07-01 - Noon

Coach: PETROS PETROU
2024-07-02 - Afternoon

The Coach will:

- Save the QR CODES to his/her mobile phone or print the page.

- On the days of the event bring with him/her the QR CODES for the competitions of each day separately.

15.3 QR Codes Form - Confirmation of Participation of Team Members

By a similar to the above procedure, the Coach will download the file from PLAYERS CHECK IN PASSES

The file includes a page with QR CODES for each team member individually according to their participation in the challenges during the day (morning and afternoon separately) as shown indicatively below:

The Coach will:

- Save the QR CODES on his/her mobile phone.

- Share to the mobile phone of each team member his/her individual page or print out the QR Codes pages and distribute them to each team member individually.

16   ACCREDITATION OF COACHES, TEAMS & TEAM MEMBERS

On the day of the event the coaches and members of the teams will go through an accreditation process for participation in the event.

16.1   Accreditation of Coaches & Teams

To process their accreditation Coaches and Assistant Coaches and Assistant Coaches will come to the Registration Secretariat without the members of their teams and submit the forms described in the paragraphs:

- **15.2 QR Codes Form - Confirmation of Team Participation**

- **15.3 Team Member Declaration Form & Team Participation**

- Deliver to the Secretariat the Team Member Declaration Form & Team Participation Form.

- Inform the Secretariat about the participation (or not) of their teams in the challenges they have registered for.

- The responsible staff at the Secretariat will scan the QR Codes and inform the IT system of the presence (or not) of the teams.

- Teams that do not eventually take part in the event will be removed from the Groups created by the organisers for the purpose of running the challenges. This is of utmost importance in order to avoid situations where the challenge judges are looking for the teams, announcements are made over the loudspeakers, confusion is created and delays are caused in the conduct of the challenges and the time of completion of the event.

Upon completion of the accreditation process, the coach will receive the "participation cards" for themselves and their assistants.

16.2   Accreditation of Team Members

The event's IT system is programmed to initially assume that no team member will take part in any challenge. The accreditation process will inform the system of the participation of each individual member in the challenges for which they have registered.

For each individual challenge in which ALL team members participate, they must come to the Registration Office for their accreditation, bringing with them:

- Proof of identity such as an identity card, passport or birth certificate with a recent photo stapled to it.

- His/her individual page with the QR CODES received from his/her coach.

The Secretariat will scan the QR Code for the respective challenge, confirm the member's identity and inform the IT system of his/her participation in the challenge. It is understood that a team member who does not present himself/herself for accreditation will remain in the system as a non- participant/participant in the challenge and will not receive a certificate of participation in the challenge for which he/she is not present/participating.

17   Declaration of Winning Teams

The procedure for the conduct of each challenge and the declaration of the winning team is set out separately in the challenge rules file. See the **rules here**.

18   Certificates of Participation

Certificates of participation will be given to all members of the teams that took part in the event, coaches and assistant coaches. **The certificates will be available through the computer system in digital format after the completion of the event** and will be downloadable by the Coaches for distribution to the members of their teams that participated in the event.

19   Award Ceremony

The Organizing Committee will decide the time and venue of the award ceremony of the winning teams of ROBOTEX CYPRUS and will inform the interested parties in time.

At the ceremony, success medals will be awarded to the members of the teams that will:

• take part in the final round (best of the best) of each challenge.

• achieve the first three places in the Educational Robotics Engino competition and LEGO in both categories.

• achieve the first three places in the Educational Robotics competition of the OPEN category.

20 Sending Winners to Global Competitions

20.1 ROBOTEX INTERNATIONAL

The ROBOTEX INTERNATIONAL World Competition (www.robotex.international) is held in Tallinn, Estonia in November/December each year. Eligible to participate in the delegation taking part in ROBOTEX INTERNATIONAL will be:

- The teams that will take part in the final round (best of the best) of each challenge.
- The top three teams in the Educational Robotics competitions (Engino, LEGO and OPEN) for all levels.

It is noted that the organization of any competition/challenge in ROBOTEX CYPRUS does not automatically imply the organization of a corresponding competition in ROBOTEX INTERNATIONAL.

The cost of travel to Estonia (airfare, transportation, accommodation, food), the cost of entry to the venue and the cost of participation in the competitions will be covered by the team members.

20.2 MINOAN ROBOTSPORTS COMPETITION - GLOBAL OLYMPIAD (MRC)

The MRC World Competition (https://www.he-ro.gr/minoan-robotsports-competition) is held in Heraklion, Crete every April. Eligible to participate in the delegation that will take part in the MINOAN ROBOTSPORT COMPETITION will be:

- The teams that will take part in the final round (best of the best) of the MINOAN competitions implemented at Robotex Cyprus (Rally, Drones, Archery, Shot Put).

- The teams that will take part in the final round (best of the best) of Robotex Cyprus competitions that are also implemented in the MINOAN ROBOTSPORTS COMPETITION.

The cost of travel to Crete (airfare, transportation, accommodation, food), the cost of entry to the venue and the cost of participation in the competitions will be covered by the members of the team.

20.3 Sponsored by IDEK - Foundation for Research & Development Innovation

For the representation of Cyprus in international competitions, IDEK provides sponsorships to the winning teams. See here the call for applications and see here the details and criteria for successful application. As mentioned on page 6 for the **Representation of Cyprus in International Competitions (Category C)**:

- The sponsorship is given to the team, and includes: the students and the coach.

- The application for a sponsorship is submitted by the team manager.

- They must be winners of the relevant national competition and at the time of application the national competition must have been completed.

IMPORTANT: As the available budget is limited and because applications are considered on a first-come-first-served basis, the winning teams in any of the competitions should apply for sponsorship immediately after the conclusion of Robotex Cyprus.

21 Travel Planning at ROBOTEX INTERNATIONAL & ROBOTEX INTERNATIONAL MRC

The CCS will coordinate the organization of the trip to Estonia and Crete for the participation of the winning teams of ROBOTEX CYPRUS in ROBOTEX INTERNATIONAL and MINOAN ROBOTSPORTS COMPETITION.

In particular, CCS will inform the coaches of the teams about the available flights and hotels that offer special rates for the participants of the two events.

The parents/guardians of the members of the teams and in coordination with the coaches of the teams will be responsible for booking airline tickets and hotel rooms.

Each team member will be responsible, where appropriate, for:

• issue an exit permit, where this is required for males with military obligations.

• ensure personal travel insurance.

Regardless of the number of team members, and in case some members are unable to participate, teams participating in the ROBOTEX INTERNATIONAL and MRC mission will be able to participate with at least one member.

22 Useful Software

From the links below you can download the software for the various platforms that will be useful for experimentation and training.

• https://education.lego.com/en-us/downloads/mindstorms-ev3/software/

• https://education.lego.com/en-us/products/lego-education-spike-essential-set/45345#spike%E2%84%A2-essential

• https://education.lego.com/en-us/downloads/retiredproducts/wedo-2/software/

• https://www.arduino.cc/en/Main/Software

• https://www.meetedison.com

• http://www.enginorobotics.com/windows-erp/ (choose ERP PRO with BLUETOOTH) as well as the user manual and exercises from http://www.enginorobotics.com/updates/ERP_PRO_1-3_booklet_Bluetooth_version.pdf

• https://www.raspberrypi.org/

• http://esp32.net/

• https://developer.arm.com/

23 Call for Expression of Interest for Judges & Volunteers

The Cyprus Computer Society invites people with experience in robotics who are interested in taking on the role of judge and/or organizational volunteer during the event to contact robotex@ccs.org.cy.

24 Contact

For further information please contact the Cyprus Informatics Association, Mrs. Christina Papamiliadou, tel. 22340542 and 22460680 and at the e-mail address **c_papamiltiadou@ccs.org.cy** and **robotex@ccs.org.cy** .

Robotex Cyprus Website: www.robotex.org.cy

Social networks: Follow updates at **#RobotexCy** and **#RobotexCy2024**

- FB: www.facebook.com/RobotexCyprus

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