2016 World Bond Robot Contest
R4M Taiwan Regional
Competition Rules

Advising Board

K-12 Education Administration, Ministry of Education, Taiwan

Organizers

National Taiwan Normal University

Co-Organizers

Taiwan Creativity Development Association

Genius Toy Taiwan Co., Ltd

Support Organizers

Chew's Culture Foundation, HCC Edu. Development and Information Institute, Kaohsiung Creativity Learning Center, Education Bureau of Taichung City, Education Bureau of Taipei City, Education Bureau of Kaohsiung City, Education Bureau of New Taipei City, Education Bureau of Taoyuan City, Education Bureau of Tainan City, Education Bureau of Lienchiang County, Education Bureau of Keelung City, Education Bureau of Hsinchu City, Education Bureau of Hsinchu County, Education Bureau of Miaoli County, Education Bureau of Nantou County, Education Bureau of Changhua County, Education Bureau of Yunlin County, Education Bureau of Chiayi City, Education Bureau of Chiayi County, Education Bureau of Pingtung County, Education Bureau of Hualien County, Education Bureau of Haulien County, Education Bureau of Taitung County, Education Bureau of Penghu County, Education Bureau of Miaoli County, and Education Bureau of Kinmen County

Chief Executors

Jon-Chao Hong, Secretary General of the World Forum for Bond Robot Promotion

Case Officer

Chia-Wei Hsu

Contact

TEL: +886-2-2351-5032, FAX: +886-2-2394-6832, E-Mail: **ccdamech@gmail.com**

Table of Contents

2016 World Bond Robot Contest – R4M World Cup Competition Rules

1. Introduction

The goals of the "2016 World Bond Robot Contest" (the Contest) are to cultivate K1-12 students' understanding of Green Energy technology and to enhance their interests towards creative science. The Contest inspires students to integrate creative ideas into their robots and thus, enhance the students' ingenuity and creativity in mechanical and structural design.

STEM (Science, Technology, Engineering, and Mathematics) is an interdisciplinary educational program promoted by the United States president, Barack Obama, to increase the number of students and teachers who are proficient in the four fields. In addition to the concepts of STEM education, the Contest also places emphasis on the education of Art to further develop students' soft and hard skills, making STEAM (Science, Technology, Engineering, Art, and Mathematics) the five areas of focus for the Contest.

In terms of **Science**, by allowing students to apply the scientific principles that they have acquired during the process of assembling physical objects, students can better understand the scientific knowledge behind each step. For the **Technology** discipline, the Contest not only exposes students to energy technology and transportation technology, it also enables the practical use of information technology. By connecting the different devices to the software, the students learn to put their scientific knowledge into practice. In terms of **Engineering**, students must try and stabilize the structure of their designs in order for the mechanisms to operate smoothly. In regards to the **Art** discipline, through the designing and assembling of the contraptions, the students learn to demonstrate their artistic and creative sensibilities and learn to cultivate a sense of aesthetic appreciation. Finally, for the **Mathematics** discipline, students must be able to utilize various mathematical formulae when designing the proportions and symmetry of their creations. Strong mathematical skills allow students to successfully control and balance the forces exerted by the different objects. This allows the students to put mathematical concepts to practical use.

Furthermore, the World Bond Robot Contest is also beneficial for EC^3 education (Environment, Engineering, Culture, Character and Creativity Development). Thematic assignments of juncture settings allow students to acquire knowledge regarding Environmental Education and Engineering Applications during the designing process. Through the designing of the storytelling junctures, students learn to integrate their own culture to the design, which benefits them in terms of the development of character and creativity. The Contest also asserts positive influence on teacher-student relationships and parent-child relationships. Under the guidance of parents and teachers, students are able to engage in discussions and collaborate in the designing and creation stages of the junctures. Thus, the Contest promotes communication among teachers, parents and students and in turn, realize its educational purposes.

R4M (Robot for Mission) is designed to inspire students to think outside the box and to encourage the development of students' ability to apply scientific knowledge to their creations. Every year, R4M competition introduces a new theme that requires a different strategy for solving problems and for completing the missions. The mission will challenge the Contestants' ability to respond to emergencies and unexpected problems quickly and it will also promote the importance of teamwork. Leading academic and industry leaders are hired as the panel of judges every year. The winning teams are awarded with prizes and certificates.

2. CONTESTANTS AND DIVISIONS

2.1. Contest Divisions: The ***World Bond Robot Contest: R4M World Cup*** consists of three divisions:
Elementary School Division for students from grades 1 to 6,
Junior High School Division for students from grades 7 to 9, and
Senior/Vocational High School Division for students from grades 10 to 12.

2.2. Starting a Team: Each team is required to have 1 to 3 Contestants. The number of teams representing the same school in any division is not restricted.

2.2.1. Absence Policy: If any incident that would result in the absence of a Contestant is to occur, a letter of absence from the principle of the corresponding school or a supervising educator is required. Contestants who are not present on the Contest Day will not receive any award or certificate.

2.2.2. Replacing a Contestant is forbidden. Any team found with unregistered members will be disqualified immediately.

2.3. Supervisor: All teams should have at least 1, but no more than 2 teachers/parents present at the Contest.

3. THE SCHEDULE OF TAIWAN REGINOAL CONTEST

3.1. Live Evaluation Date: July 30, 2016.

3.2. Award Ceremony: The 1st, 2nd, 3rd Prize and Special Awards will be announced by the end of the Live Evaluation day. The Excellence of School Performance Award will be announced on the Contest website within 2 weeks after the Contest. Certificates will be mailed within 2 months after the prizes are announced.

4. REGISTRATION

4.1. Eligibility: To be eligible for the Contest, Contestants must be a full-time student in grades 1 to 12. Each team must consist of 1 to 3 Contestants. Teams are permitted to have members of different ages or members from different schools. Each team is assigned to the three divisions according to the age of the eldest member.

4.2. Advisor: Each team must have at least 1 to 2 advisors.

4.3. Team Name and School Name: An English team name is required. Teams are not permitted to use their school names as the team names. All teams are also required to provide their school names in English.

4.4. Contestants' Names in English: For teams from Taiwan, Contestants and advisors should provide official *Romanized* names (i.e. spelled with English alphabets) in their registration documents. For teams from overseas, please provide the Contestants' legal names in English as seen on the passport. The award certificates will be printed in English.

4.5. Submission:

4.5.1. Registration Form: Teams who wish to participate in the Contest have to complete the registration form online on the official website (http://www.gogreenmech.org/) (for an example of the form, please refer to **Appendix 1**). The registration page is open for editing at any time before the submission due date.

※ Check-in for Contest: The check-in for the Contest may use QR Code (QR Code will be

shown after registration is completed on the website). Once registration is complete, the information cannot be changed. If you wish any information after the registration period ends, you will need to pay a processing fee of 500 NTD. Please confirm all information before the registration period ends.

4.5.2. Registration Period: Registration is open from **10 June 2016 (8:00 am, Taiwan time (GST+8))** to **24 June 2015 (5:00 pm, Taiwan time (GST+8)).**

4.5.3. Property Rights (Copyright) Authorization Form: To complete the submission, Contestants must agree to authorize the Contest and its organizers the use of the intellectual properties of their creations. All teams must guarantee that their creations are original and they must ensure that their creations do not infringe the intellectual property rights of others. A copy of the **Property Rights (Copyright) Authorization Form** (please refer to **Appendix 4**) must be submitted online to complete the registration.

4.5.4. Team Introduction and Photos: Each team must submit two photos (in JPEG file format) showing all team members and provide a team introduction in English (no more than 300 words) before the submission deadline. Teams that do not submit both the photos and the introduction will not be listed in the Contest Handbook. The Contest Organizers reserve the right to edit the introductions provided if the word limit is exceeded.

4.6. Document Submission Deadline: Please upload the documents above to our official website (http://www.gogreenmech.org/) before **5:00 pm, June 24, 2016 Taiwan time (GST+8)**.

4.7. Registration Fee: Each team must pay a $100 USD registration fee before **5:00 pm, July 18, 2015 Taiwan time (GST+8)**. Please fill out the **Payment Form** (see **Appendix 5**) with the receipt of payment attached and send it to us by email or fax. We will send a confirmation mail to you upon receiving the form. (Fax: 886-2-2394-6832; E-mail: **ccdamech@gmail.com**).
Bank: Bank Of Taiwan
Branch: Fuhsing Branch
Swift Code: BKTWTWTP055
Bank Account Number: 055007003149

4.8. Contest Souvenir T-shirts: Contestants can choose to purchase Contest souvenir T-shirts. If the Contestants choose to purchase souvenir T-shirts, they must purchase as a team. The Contest souvenir T-shirt will cost approximately $200 NTD each.

4.9. Notice:

4.9.1. All registration documents and files should be uploaded to our official website before the due dates listed. Documents or files will not be returned once uploaded. Contestants should keep their own copy if needed.

4.9.2. Please check the Contest website for any updates.

5. Robot for Mission! (R4M)

5.1. The 2016 Mission

Each team is made up of two robots. First the robots push the juncture, then they work together to flip the cubes, and finally shoot the balls into the hoop. This mission tests the robots' mechanism as well as the Contestants' innovativeness and on the spot response capabilities.

5.2. Materials Needed for R4M:

5.2.1. Robot Parts: Teams must bring their own unassembled R4M parts and are also allowed to bring additional materials that meet the Contest guidelines. Please visit the Contest website to see the recommended Learning Lab building blocks: the *Technology Explorer- Programmable Controller Set (#1246)* and the *Technology Explorer- S4A Interactive Bricks Set (#1247).* Contestants are permitted to enhance the wheels of the robots to improve dynamic friction.

5.2.2. Restriction on Robot Parts: Metal materials of any kind are not permitted in the Contest.

5.2.3. Types of Control: Contestants can choose to control the robots with Bluetooth, Arduino, or both.

5.2.4. Needs of Bluetooth Control:

Smartphones and Tablets: Android 4.3(or higher), and iOS 5(or higher).
Bluetooth: must support BLE 4.0
Restrictions on Apple smartphones or iPads: must be iPhone 4S (or models launched after) and the new iPad (or models launched after).

5.2.5. Remote Control Device and Power Source: Contestants must prepare their own power source and remote control devices (e.g. laptop, tablet, or smart phone). The Contest will not provide any power source to Contestants.

5.2.6. Restrictions on Engine: Each robot can use 4 engines at most. Engines can be moved or assembled in any form.

The engine model numbers that may be used are: 7392-W85-B1、7328-W85-A1、7366-W85-C、7400-W85-A、S35/STD-GWSVO008A、SG90 9G or engine model(s) that have similar functionality. If using similar engine model(s), Contestants must inform the Organizers 2 weeks before the Contest day. The Organizers will verify the similar engine model and provide confirmation that it can be used on Contest day.

5.3. Robot Specifications:

5.3.1. Equipment Requirements: Robot A must be equipped with mechanisms that can flip the cubes, pick up the balls and throw the balls.

5.3.2. Height and Width: The body of Robot (without extension) cannot be longer than 30 centimeters, or wider than 20 centimeters. There is no limit on the height. (The extension mechanisms should be operated by electronic control, and cannot be controlled by other forces.)

*There will be measuring boxes on the day of the Contest.

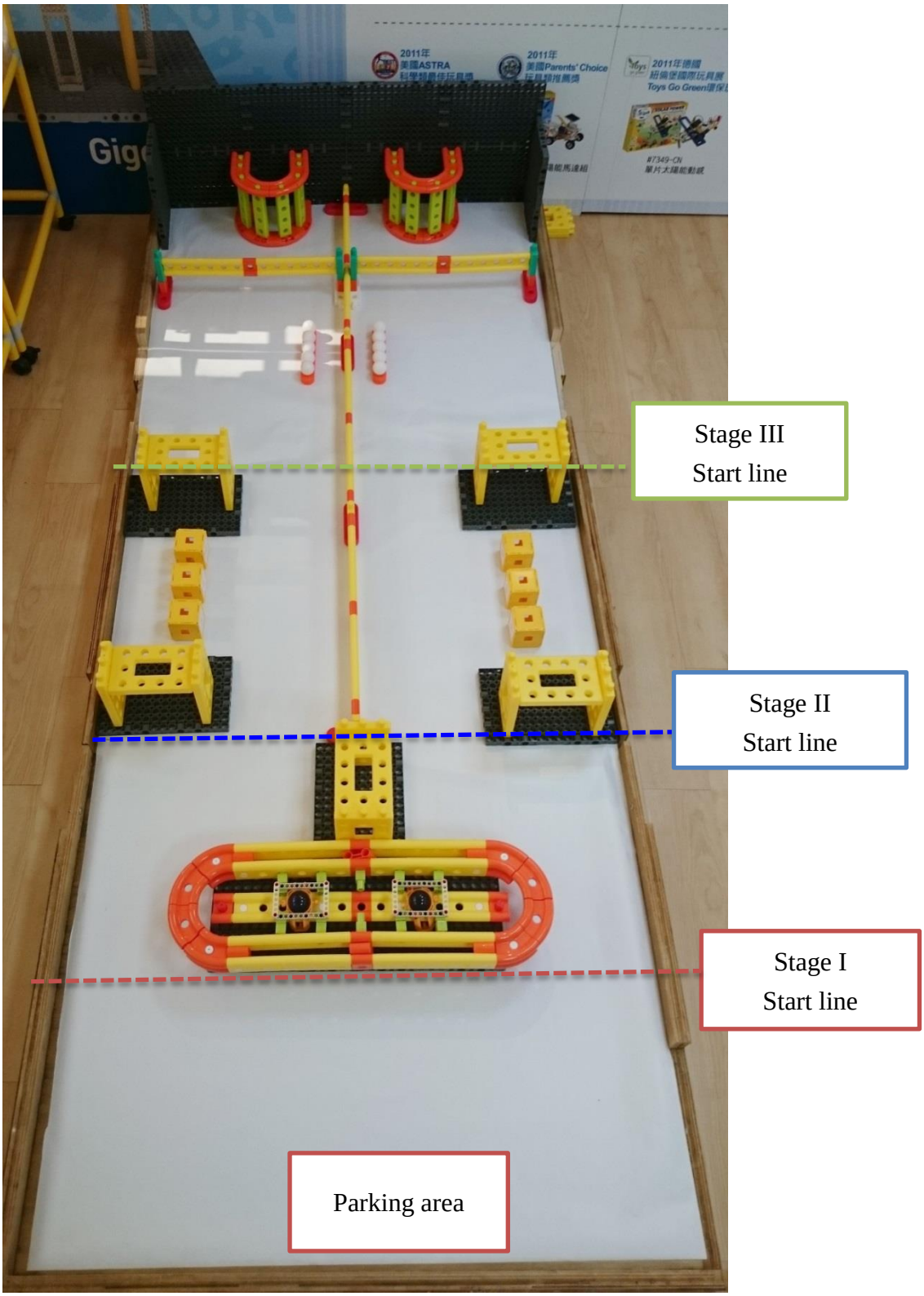
5.3.3. Number of Robots: Each team can prepare three robots at most, and choose two robots to compete in the mission. Any team that does not have two robots will be disqualified.

*The robot that is not chosen to compete in the mission can only be replaced if a robot is not functional. (Please refer to 7.11. Violation).

5.3.4. Mission Assignment: Before the mission starts, contestants are required to inform the judges the mission assignment of two robots: Robot A and Robot B.

5.4. Mission Stages:

5.4.1. Scale of Mission Zones: The mission zone is 300 centimeters in length and 120 centimeters in width. The borders are constructed with boards that are 6 centimeters high. The baskets are 8 centimeters in diameter and 14 centimeters tall.

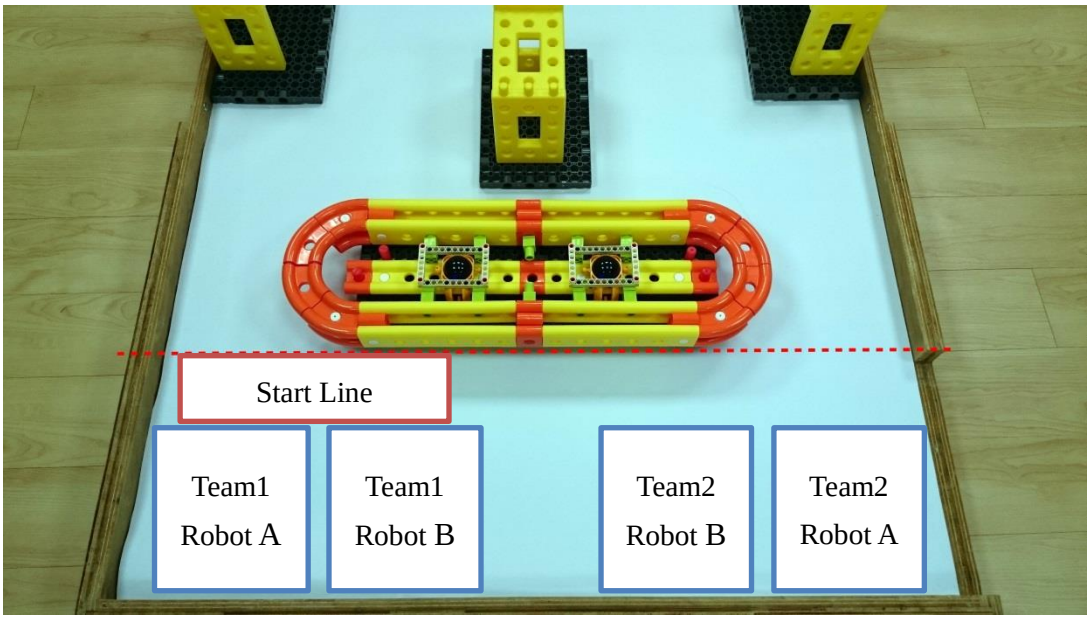


▲ Figure 1

5.4.2. Get Ready

Setup zone: This is the parking area for the robots.

Instruction: Before the mission starts, Robot A and B must be placed behind the starting line in the setup zone. Robot A must be placed closest to the border of the mission zone and Robot B must be placed next to Robot A inside the mission zone. (Please refer to Figure 2 for details). The judge will announce commencement of the mission, after which, the contestors can begin. There will be a sensor before the start line, once a robot makes contact with the sensor, the timer will start. After the competition begins, Robot A and Robot B must leave the parking area to move onto Stage I.



▲ Figure 2

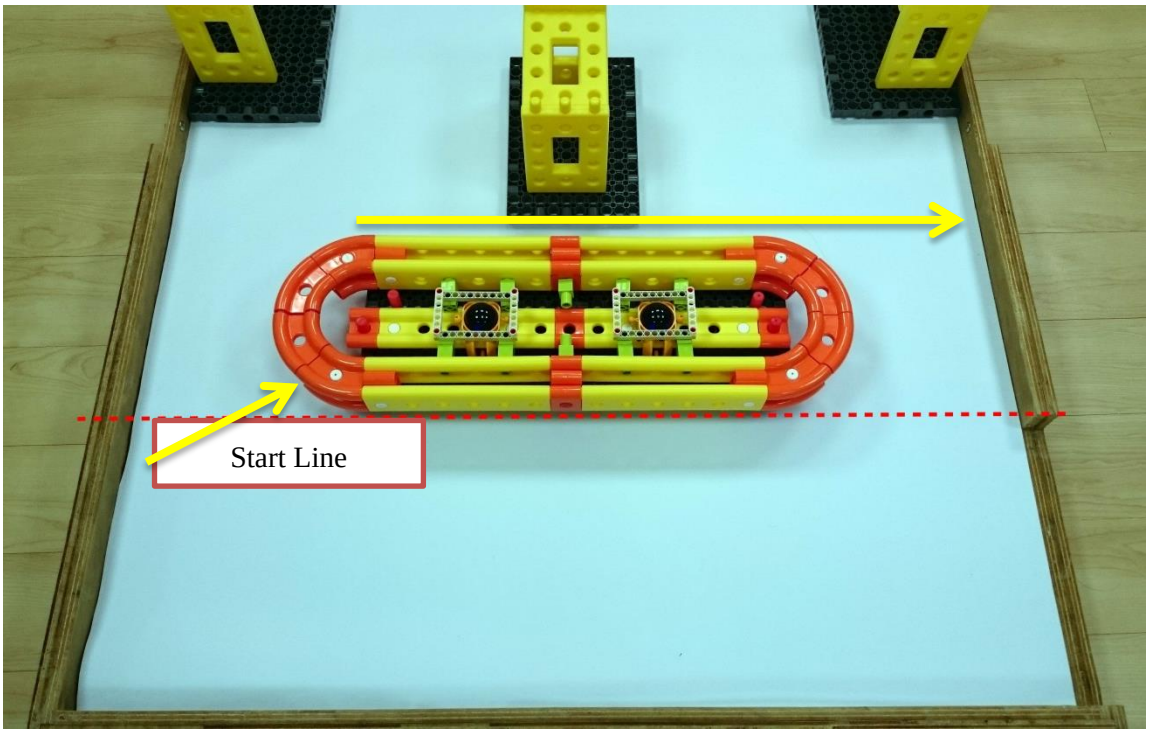
5.4.3. Stage I

Setup: This stage will have a movable juncture that can be pushed. The robot that has more power can push and control the juncture, and in turn block the opponents' robot.

Robot Requirements: Robot A must be able to "push" the movable juncture.

Instruction: Contestants must move the juncture in the quickest way possible and use one robot to push the juncture to interfere or slow down the opponent's progress.

***Passing through the opponents' path is prohibited.**



▲ Figure 3

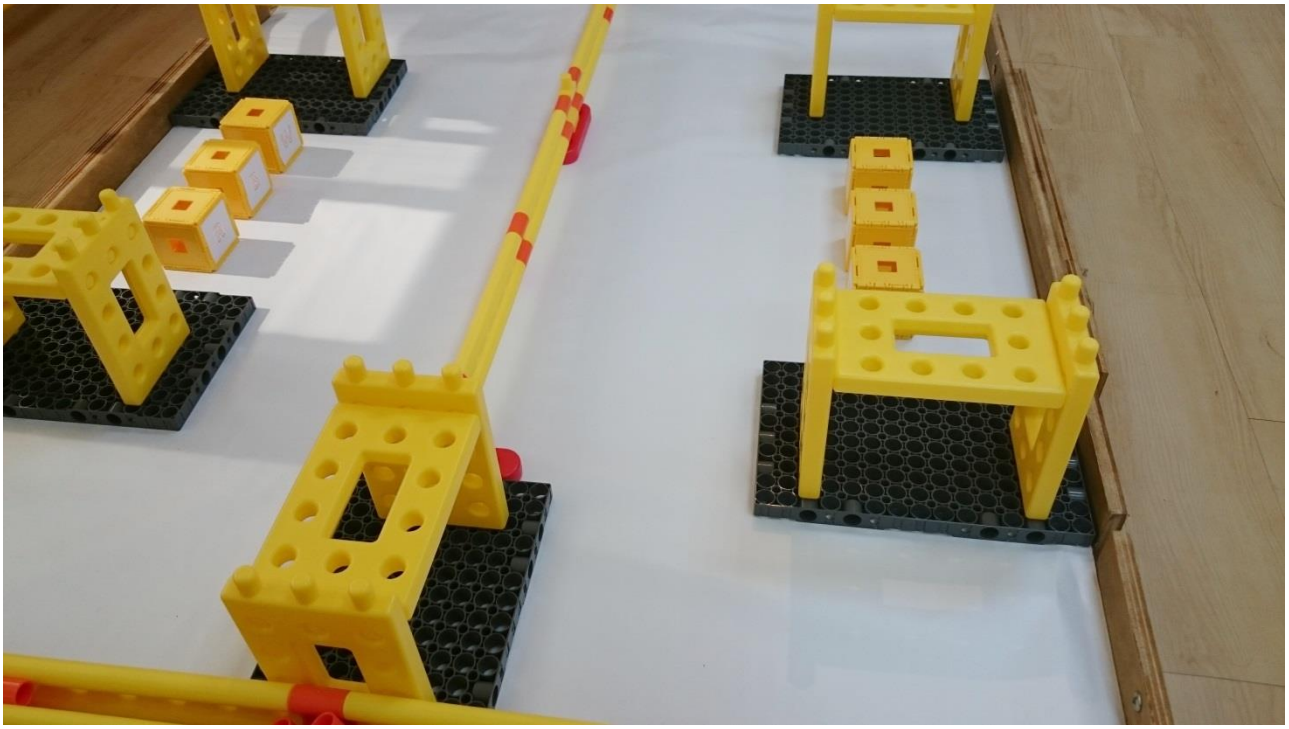
5.4.4. Stage II

Setup: There are several obstacles in the area and there are also three cubes labeled “W,” “B,” “R” respectively. (Each cube is eight cubic centimeters, 214 grams in weight and the labeled letter cannot be seen from the top.)

Robot Requirements: Both Robots need to cooperate with each other to turnover the cubes. *Definition of Cooperation: When turning over the cube, parts of structure of the two robots need to simultaneously touch the cube.

Instruction: After moving past the obstacles, the two members work together to accomplish missions.

1. Elementary school groups: Turn the three cubes with the “W” “B” “R” sides facing the top.
2. Junior high school groups: Turn the three cubes with the “W” “B” “R” sides facing the top, and line the three cubes in the order of WBR (please refer to Figure 4 for details). The three cubes must be placed side by side and interval distance of these cubes must not be wider than 2 centimeters.
3. High school groups: Turn the three cubes with the “W” “B” “R” sides facing the top, and line the three cubes in the order of WBR (please refer to Figure 4 for details) in the designated area. The three cubes must be placed side by side and interval distance of these cubes must not be wider than 2 centimeters.



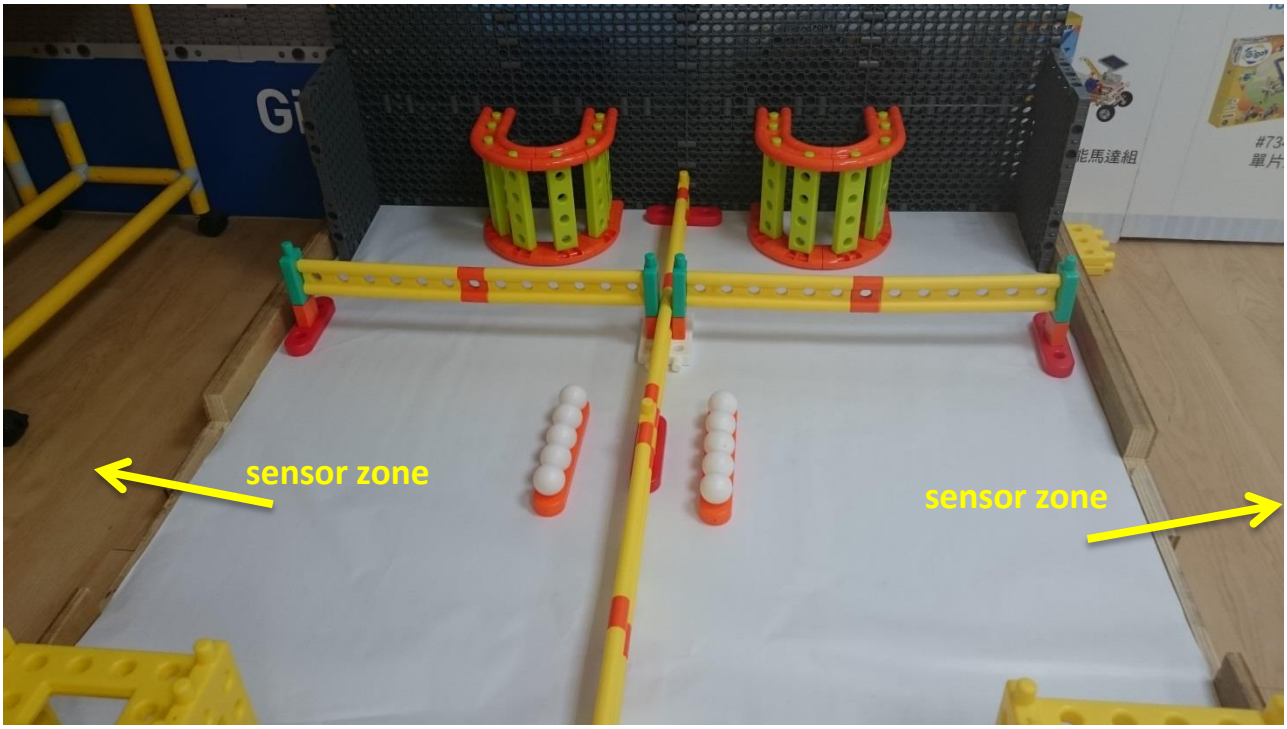
▲ Figure 4

5.4.5. Stage III:

Stage Description: Each team has 5 ping pong balls and must shoot the balls into their own basket. The diameter of basket is 8 centimeters and is 14 centimeters tall.

Robot Requirements: The Robots must be able pick up balls and throw balls.

Instruction: Contestants must operate the Robots to throw the assigned color balls into their basket. After the constants have shot the required number of ping pong balls into the basket, one robot is required to move into the sensor zone and make contact with the sensor. Once the robot successfully makes contact with the sensor, the timer will stop.



▲ Figure 5

6. Evaluation:

6.1. Time: The timer starts when the whistle sounds. The robots must pass the four stages in order. The timer stops only when the fifth ball lands in the basket. During the mission, the time will not stop even if a robot is broken. The less time spent on the mission the higher the ranking the team receives. Each team has 5 minutes to complete all four stages of the mission.

6.2. Score (The number of balls in the basket): If the mission ends because the time is up, the team that has more balls in the basket will receive the higher score. If the ball bounces out from the basket, there is no score.

*Before the whistle sounds if the ball is already be shot and lands into the basket, then it is counted as a successful shot.

6.3. Task Completion: When the mission ends because the time is up, the Task Completion Status (Table 1) will be recorded. The more tasks completed the higher the ranking the team receives.

6.4. Weight: The heavier the combined weight of the two robots, the lower the ranking the team receives. If a robot is replaced during the mission, the combined weight is calculated by taking the average weight between the new robot and the replaced robot and then added to the weight of the other robot.

6.5. Ranking: Ranking is first and foremost determined by total time. If the total time is the same between two teams, then the ranking is determined by the task completion status. Only when the task completion status is the same will the combined weight of the two robots be compared.

Table 1.

Task	Description
Get Ready	
1-0	Robot A and B have been placed in setup zone. (See Figure 2 for details).
Stage I Wrestlers	
2-1	One of the robots has passed the juncture completely.
2-2	Both robots have passed the juncture completely.
Stage II Turnover	
3-1	Either one of robots touch the cubes. (Elementary school group, junior high school group and high school group).
3-2	Turn one cube with letter facing the top. (Elementary school group, junior high school group and high school group).
3-3	Turn any of the two of cubes with the letters facing the top. (Elementary school group, junior high school group and high school group).
3-4	Turn all of cubes to with the letters facing the top. (Elementary school group, junior high school group and high school group).
3-5	Place the cubes with the letters facing the top in the order of "WBR" (horizontally or vertically). The direction of characters is the same and the interval distance is no more than 2 centimeters. (Junior high school group and high school group).
3-6	Place the cubes with the letters facing the top in the order of "WBR" (horizontally or vertically) in the designated area. (High school group).
Stage III	
4-1	One of the robots has arrived in basketball court.
4-2	Both robots have arrived in basketball court.
4-3	Any ball thrown by robots touches the basket or board.
4-4	Successfully throw in 3, 4, or 5 balls. (Elementary school group, junior high school group and high school group).
4-5	One robot must move into the sensor zone and successfully make contact with the sensor.
Note 1: The order of Task Completion Status is 1-0, 1-1, 1-2, 2-1, 2-2, 3-1,3-2,…, 3-6, 4-1, 4-4. **Note 2: "Leave Completely" and "Pass Completely" means all wheels do not touch that zone.** **Note 3: The task completion status is determined by the last robot.** **Example: When mission ends, Robot B has arrived in the basketball court, so the task completion status is 4-1. However, Robot A has not arrived in basketball court, so the task completion status should be 3-6.**	

6.6. Time Limit: Each team has 5 minutes to complete the mission. When the time is up, the mission ends.

6.7. Starting Positions: Before starting the mission, Both Robot A and B must be placed behind the starting line of the setup zone. Before the whistle sounds, robots are not allowed to leave the preparation zone.

6.8. Time: Once the judge announces commencement of the mission, the contestants can start. There will be a sensor before the start line, once a robot makes contact with the sensor, the timer will start.

6.9. Damaging the Mission Platform: A penalty of 10 seconds will be added to the team's total time each time if a R4M Robot damages the mission platform.

6.10. Penalty: Penalty will be added to the team's total time for each damage done to the platform. It is not restricted by the 360-second mission time limit. For example, if the team's total time is 300 seconds, two violations will make their total time 320 seconds.

6.11. Mechanical Failure: The Contestants may choose to fix their robots when experiencing mechanical failure. However, the timer does not stop running when the robots are being fixed. In addition, once fixed, the robots must be returned to the starting line of the current stage before reattempting the stage

*__You must let the judges know if you want to restart the stage. When judge approves, the robots must be taken and moved by judges.__

6.12. External Intervention: During the mission, both Robots must be controlled only through Bluetooth, Arduino, or both. The Contestants are not allowed to move the robots by any other measure. For example, pulling the robot by the cable wires is strictly prohibited. Any violations will result in disqualification.

6.13. Miscellaneous Rules:

6.13.1. Hazardous Materials such as fire, corrosive chemicals, dangerous electrical parts, live animals are banned from the competition. Overuse of light and sound effects that results in the discomfort of judges and other Contestants is also strictly prohibited. Violations of this rule will result in disqualification.

6.13.2. Access Restrictions: Teachers, advisors and parents are not allowed in the Contest area. They are also prohibited from delivering objects or messages to the Contestants. Violations of this rule will result in disqualification.

6.13.3. Protests/Objections against Evaluations: To be eligible to object to judges' evaluations, the advisors, teachers, or parents must attend the Teachers' Conference on the Competition day. Teams whose advisors, teachers, or parents do not attend the Teachers' Conference are not allowed to protest against the evaluations made by the judges. If Contestants, advisors, teachers, or parents protest against or object to the judges' decisions without reasonable grounds and disrupt the Contest agenda, the team will face disqualification. Contestants, advisors, teachers, and parents should respect the judges' decisions. If any questions or objections regarding the team's score arise during the competition, the team should voice their concerns to the chief judge immediately. The chief judge will investigate the cause for such concerns and make a final decision. After the process, each team is required to sign a Result Confirmation Form. Once the form is signed, further objections regarding the same issue will not be acknowledged. After the Contest is over, the Contest Organizer will not consider any further protest or objections regarding the scores received.

6.14. Semi-final: The top four teams have to compete in single elimination match based on how fast they accomplish the mission.

7. Regulations:

7.1. Personal Belongings Checking: After check-in, contestants should immediately enter the contest

zone, the staff will check tool boxes, personal bags, tools and also check for hazardous materials. If contestants have any forbidden materials, the team will be disqualified.

7.2. Assembly Time: There are two hours of assembly time (this includes testing time).

7.3. Materials and Parts: Chains are the only parts that can be assembled in advance. All other parts of the robots should be built onsite within the allotted time. Violations of this rule will result in disqualification.

7.4. Prohibited Material: The robots' components should not include metals of any kind.

7.5. Contest Schedule: Teams must assemble the R4M robots during the allocated two-hour assembly time. After the assembly is complete, the Contestants will move onto the mission stages.

7.6. Test Run: Mission Platforms will be open for practice during the assembly time. Please listen carefully to the instructions as each team will have its own designated time slot for the test run.

7.7. Order: Teams will be called to complete the mission in a random order.

7.8. Handing in robots: Once the contestants complete their mission, they must place the robots in the designated area and collect the robots after the Contest.

7.9. Engine testing: Prize winning teams must accept engine testing conducted by the organizers. After engine testing, if the engines do not conform to the requirements of the Contest, the team will be disqualified and the prize will be awarded to the team with the next highest score.

7.10. Contest Site Restrictions:

7.10.1. Power Source: The Contest Organizers will not provide any power source at the contest site. Teams should prepare their own power source. To help maintain a greener planet and to reduce our ecological footprint, the Contest Organizers kindly encourage the use of rechargeable portable power sources over disposable batteries. Teams are also required to make sure the power source is safe. The teams that cause others harm will be disqualified from the Contest and are required to take responsibility for any damages incurred.
Note: Advisors, please train students to use the power sources safely prior to the Contest.

7.10.2. No running at the Contest Site: Contestants caught running onsite may be disqualified.

7.10.3. Chairs are not provided at the Contest. The Contestants must bring their own chairs if required.

7.10.4. Communication Restrictions: During the Contest, Contestants are not allowed to communicate with non-contestants including advisors, teachers, or parents in any way. Tablets and mobile phones can be brought into the Contest Site. However, any team found communicating with non-Contestants will be disqualified.

7.10.5. Instructions: Advisors, teachers and parents are not permitted to give any form of instructions during the Contest. Any communication (e.g. verbal, non-verbal, using gestures etc.) with non-Contestants is strictly prohibited. Violations of this rule will result in disqualification.

7.10.6. Teams Disturbing Others in any way during the contest may be disqualified.

7.10.7. Property Rights: Any Contestants or teams found to have intentionally damaged, stolen or conducted any fraudulent activity against another team's properties will be disqualified from the Contest immediately.

7.10.8. Instructional Materials are allowed in the Contest, for example: paper copies of the electrical manual.

8. Awards

8.1. Why We Give Out Awards: The Contest Organizers would like to encourage contestants to show excellent teamwork, and design their robots with precision.

8.2. The Prizes are shown in **Table 2**. The Contest Organizers hold the right to alter the prizes under any conditions (including adding or reducing of prizes) according to the number of teams entered in the Contest and the Contest result. The Contest Organizer will provide a list of prize winners to the relevant government department(s) (e.g. Ministry of Education), for issuance of any potential government document.

Table 2. Top 3 Prize

Rank	**Prize** (awarded to competing teams)	**Number of Winners**	***Award Point***
Champion (1st Place)	Award Certificate, Award prize of 8000 NTD-dollars and 2000 NTD-dollars worth of Genius Toys	1 team for each division	7 points
Runner-up (2nd Place)	A Award Certificate, Award prize of 5000 NTD-dollars and 2000 NTD-dollars worth of Genius Toys	2 team for each division	6 points
3rd Place	Award Certificate, Award prize of 3000 NTD-dollars and 2000 NTD-dollars worth of Genius Toys	3 team for each division	5 points
Gold	Award Certificate	Top 10% of each division (excluding 1st Place, 2nd Place and 3rd Place)	4 points
Silver	Award Certificate	Top 11~30% of each division (excluding 1st Place, 2nd Place and 3rd Place)	3 points
Bronze	Award Certificate	Top 31~60% of each division (excluding 1st Place, 2nd Place and 3rd Place)	2 points
Honorable	Award Certificate	To be announced	1 point
Excellence of School Performance Award	**Prize (awarded to schools)** Award Certificate	The schools that earn the most Awarded Points in each division. 1 Schools per county/city will be rewarded this award. If less than 3 teams represent a certain county/city, the county/city will not be eligible for this award.	

8.3. Personal Information of Award Winners: All information should be submitted online on the Contest official website (http://www.gogreenmech.org/).

8.3.1. Contestants: All the information (for example, contestant names and school names) listed on the certificate will be the same as the information provided in the **Registration Form**

(Appendix 1). After the submission due date, a 500 NTD fee will need to be paid for each correction requested.

8.3.2. Advisor: All the information (for example, contestant names and school names) listed on the certificate will be the same as the information provided in the **Registration Form (Appendix 1)**. After the submission due date, a 500 NTD fee will need to be paid for each correction requested.

8.3.3. The Award Recipients' Information including the name, bank account information, and mailing address of the recipient of the prize should be filled in on the **Award Recipient Information Form** (**Appendix 2**). For the Residents of Taiwan, a PDF file including the photocopy of both sides of the recipients' ID card and bank passbook cover should be provided. Non-residents of Taiwan should provide a PDF file including a photocopy of the cover and identity page of their passport. After the submission due date, a 500 NTD fee will need to be paid for each correction requested.

Note: The Contest Organizers are not to be held responsible for failed delivery of prizes due to incomplete information.

8.4. Award Ceremony: There will be an award ceremony at the end of the Contest day and the winners will be announced then. Each winning team is required to have at least one team member present at the award ceremony to receive the prize. If any winning team fails to have at least one team member present at the award ceremony, the team is assumed to have forfeited the rights to claim the prize.

8.5. Miscellaneous Rules:

8.5.1. Video Recording: To minimize protests against and objections to the judges' decisions, all winning teams are required to cooperate with the Contest Organizer to record a video (to be kept as record) showing the team's robots in action. The Contest Organizer will contact the winning teams about the video recording within one week of the Contest.

8.5.2. Winners' Duty: Winning teams are required to work with the Contest Organizer and bring their robots to an appointed place at an appointed time for live demonstration. The Contest Organizer reserves the right to revoke the title and prize of the winning teams that do not comply with the rule. (Details will be announced within 1 week of the Contest)

8.5.3. Foreign Teams' Duty: Teams from abroad are also required to work with the Contest Organizer in making videos of the winning robots.

8.5.4. Certificate delivery: The certificates for the winning teams will be mailed within 1 month after the Contest. Teams that do not receive the certificates in time should contact the Contest Organizer. A 500 NTD fee will need to be paid for every certificate reprinted due to the contestants' mistakes.

8.5.5. Outward Remittance Fee: The money transfer fee will be deducted from the cash prize.

8.5.6. Tax: According to the Ministry of Finance's gift tax regulations of Taiwan, winners that are non-residents of Taiwan will have 20% tax deducted from their award bonus. However, if the 20% bonus deduction amounts to less than 2000 NTD, the prize will be exempted from tax deduction.

Legal Information:

9.1. Insurance: The Contest Organizers will only provide insurance for the Contestants on the Competition Day. The insurance will only cover the situations that occur during the Contest. Contestants, teachers, advisors and parents are to fill out personal information correctly during registration. Those who provide the Contest Organizers with false or incorrect personal information will not be receive insurance coverage.

9.2. Patents, Intellectual Property Rights, and Creation Property Rights:

9.2.1. Intellectual Property Rights: To complete the registration, contestants must agree to authorize the intellectual property rights of their creations in the Contest to the Contest Organizers in the registration process by clicking the agreement box in the registration system. Teams must ensure that their creations do not infringe the intellectual property rights of others.

9.2.2. Authorization Form: The teams with designs that use ideas or items that are not originally theirs are required to attach an intellectual property rights authorization form when they submit their applications (please refer to **Appendix 4**).

9.2.3. Terms and Conditions: Due to promotion related needs, the Contest Organizers hold the rights to alter, film, publish, create, exhibit, manufacture, and disclose images of all of the winning robots. The winners cannot object to the use of their creations in these ways. If the Contest Organizers need to alter the winning creation's design, the winning teams should work with the Contest Organizers by providing relevant pictures and data or information.

Appendix 1. Registration Form: (All Registration Should Be Completed Online)

Contest	**2016 World Bond Robot Contest**				
Contest Group:	R4M	Division:		Team Name:	

Personal Information of Contestants				
Team Member 1	Full Name:		Gender:	
	Date of Birth:		Shirt Size:	
	School:		Grade:	
	ID Number:		Email:	
	Legal Guardian:		Phone Number:	
Team Member 2	Full Name:		Gender:	
	Date of Birth:		Shirt Size:	
	School:		Grade:	
	ID Number:		Email:	
	Legal Guardian:		Phone Number:	
Team Member 3	Full Name:		Gender:	
	Date of Birth:		Shirt Size:	
	School:		Grade:	
	ID Number:		Email:	
	Legal Guardian:		Phone Number:	

Personal Information of Advisors (All Boxes Must Be Filled)		
	Advisor 1	Advisor 2
Full Name:		
ID Number:		
Organization:		
Phone Number:		
Mobile Phone:		
Email:		

Appendix 2. Award Recipient Representative Information Form:

Recipient's Name:	
Recipient's ID/Passport Number:	
Mailing Address for Certificate (All certificates of the same team will be sent to this address) :	
Bank Account for Cash Prize Transfer (Full amount of the prize will be transferred to this account):	Account Name: Bank: Branch: Account Number: Swift Code:
Upload Photocopy of ID/Passport (in PDF format):	
Upload Photocopy of Bank Passbook (if there is one; in PDF format):	

Appendix 3. Property Rights (Copyright) Authorization Form for Creators of Award-Winning Robots:

Property Rights Authorization Form for Award-winning Creations

I. Statement of Original Creation:

My team and I created the design of our creations. We have the ability to assemble the robots, and we also assembled them by ourselves.

II. Intellectual Property Rights Affidavit:

(1) My team and I grant the rights of our winning robots to the Contest Organizers and other related organizations; the duration of the rights is permanent and extends to every part of the world. The creations are authorized to the Contest Organizers and other related organizations so that they can promote the Bond Robot Contest and other related events. The creations can be reproduced, edited, altered, and cited in other materials, publicly displayed in exhibitions, publicly displayed, publicly broadcasted by radio transmission, publicly shown by video, publicly transmitted, reformatted, disseminated in any way, and the robot itself can be utilized by the organizers. If the authorized organizers need to do anything to alter the creation's design or reproducing them, the authorizer shall cooperate with the Contest Organizers in providing relevant pictures and data.

(2) The authorizer agrees that the winning creations can be used for the websites of the Contest Organizers, other business-related and academic-related organizations that have assisted the organizers. The creations can be viewed or exhibited by various types of media sources, and be broadcasted by radio for the public, be publicly shown by video, be publicly transmitted, and be propagated in any other different methods.

☐ I have read, understood and agreed with the above statements.

☐ I do not agree. (Note: Submission cannot be completed without accepting these statements)

Appendix 4. Payment Form

2016 World Bond Robot Contest: R4M World Cup

Payment Form

Order	School	Team Name
1		
2		
3		
4		
5		
6		
7		
	Total	_____ Teams

Please Paste the Receipt Here

A. Total Number of Teams: _____. Total Amount: _____ USD

B. Every team must pay a 100 USD registration fee to the Contest Organizers before **5:00 pm, June 18, 2016 Taiwan time (GST+8)**.

C. Please transfer the fee by bank and attach the receipt in this box →

Bank: Bank Of Taiwan
Branch: Fuhsing Branch
Swift Code: BKTWTWTP055
Bank Account Number: 055007003149

D. After filling out the information and attaching the receipt please send a fax copy of the form to **886-2-2394-6832** or email a photocopy of the completed form to **ccdamech@gmail.com**. If you do not receive a confirmation call or e-mail within 24 hours, please call **886-2-2351-5032** or email us.
Office Hours: 9am~12pm and 1:30pm~6pm (GST+8), Monday to Friday

E. **Contact Information**
Contact Person: _____ Organization: _____
Phone Number: _____ Mobile Number: _____
E-mail: _____

F. **Bank Account Information:**
Account Name: _____
Bank Name: _____
Bank Branch Name: _____
Account Number: _____

G. **Personal Information for Bank Account Owner**
Passport Number:_____ Organization:_____
Job title:_____ Address: _____