



Republic of the Philippines
Department of Education
REGION XI
SCHOOLS DIVISION OF DIGOS CITY

Office of the Schools Division Superintendent

DIVISION MEMORANDUM

CID-2023- 402

To : Public Schools District Supervisors
School Principals/School Heads/Administrators
Public and Private Schools

Subject : **NATIONAL ROBOTICS COMPETITION (NRC) 2023**

Date : October 3, 2023

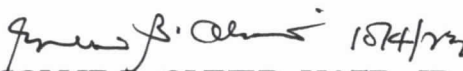
Herewith is a letter from Melvin R. Matulac, Founder, Pinoy Robot Games inviting participation in the National Robotics Competition (NRC) 2023 with its new schedule on November 4 to December 2, 2023.

This Office advises that participation of DepEd teachers and learners in the said activity is on voluntary basis and will be subject to the policy on "No Disruption of Classes" per DepEd Order No. 9, s. 2005 entitled: "Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith" and the no-collection policy as stated in Section 3 of Republic Act No. 5546 also know as An Act Prohibiting the Sale of Tickets and/or the Collection of contributions for Whatever Project or Purpose from Students and Teachers of Public and Private Schools, Colleges and Universities (Banzon Law).

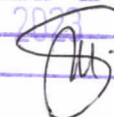
Other details of the said activity are in the enclosures.

For information, and guidance.

For and in the absence of the SDS:


SOLLIE B. OLIVER, MATE, JD
SGOD Chief
Officer-in-Charge

DepEd Schools Division of Digos City
RECORDS SECTION

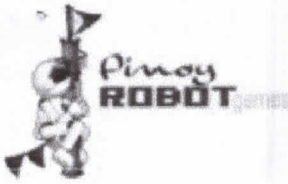
RELEASED
23-109256
DATE OCT 05 2023 TIME: 1:00 PM
BY: 

Enclosed: As stated.

CID/lbj



Roxas Street cor. Lopez Jaena Street, Zone II, Digos City 8002
(082) 553-8396 | (082) 553-8376 | (082) 553-9170 | (082) 553-8375
(082) 553-8396 | (082) 553-8376
www.depeddigoscity.org | digos.city@deped.gov.ph



Sept. 29, 2023

DR. MELANIE P. ESTACIO
Schools Division Superintendent
DepEd Division of Digos City

DepEd Schools Division of Digos City



DATE: 02 OCT 2023

BY:

109256
8:25

Dear. Dr. Estacio:

Greetings from Pinoy Robot Games!

It is with great enthusiasm that we invite your division to this year's National Robotics Competition (NRC) 2023. Start preparing and practicing. The competition will be on November 4 - December 2, 2023. With the cooperation of a few regions and a willing host, we will have limited face-to-face in several locations. For those who cannot make it, join the online events for Innovative Category (Prototype) and Project Ideas. We are spreading the different game events to different regions to ensure social distancing.

Create, Invent and Innovate robots for this year's theme **UN SDG 6** - Clean water and sanitation, and **UN SDG 14** - Life below water. Present them online from distinguished local and international judges. Be this year's best young engineer and scientist!

Don't miss the opportunity to renew the skills of your students in robotics. Let us give our learners the opportunity to excel once more. Let them inspire and wow us once again!

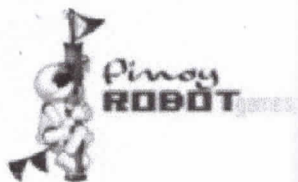
Registration begins on July 15 and ends on October 30. Register on or before October 15, 2023 (early bird) to avail of a large discount. Some of the events will have a limited number of participants so don't be late. Visit <https://padlet.com/pinoyrobotgames/NRC2023> for the **registration details** and **calendar of events**.

Find out more through our website (www.pinoyrobotgames.org).

Thank you and stay safe.

With gratitude,

Melvin R. Matulac
Founder, Pinoy Robot Games
pinoyrobotgames@gmail.com



How to Register?

1. Calendar of Events:

<https://drive.google.com/file/d/1plkcY4w0Fxcn-TSAS3myi7TWFYcLrly9>

- 1.1. Online (Via Zoom or Google Meet)
 - Nov 4-5, 2023
- 1.2. Davao City National HS
 - Nov 9, 2023 (new schedule)
- 1.3. SHS Ateneo de Cebu
 - Nov, 11, 2023 (new schedule)
- 1.4. University of the Cordilleras - Baguio City
 - Nov 25, 2023 (new schedule)
- 1.5. Don Bosco Technical College Mandaluyong
 - Dec 2, 2023 (new schedule)

2. Fill out the registration form below

- 2.1. Open link of the padlet <https://padlet.com/pinoyrobotgames/NRC2023>.
- 2.2. Fill out the reg. Form and select the game that you want to join (face to face or online). Tentative locations are NCR, CEBU, DAVAO, and BAGUIO.
- 2.3. Please visit PRG website for the final dates.
- 2.4. Wait for the confirmation before paying the registration Fee. Confirmation email will be sent within 5-10 weekdays.

3. Any robot brand is ALLOWED.

Games	Early bird Fee Per Team (deadline: Oct. 15, 2023)	Regular Fee Per Team (deadline: Oct. 30, 2023)
Line Tracing - Beginner - Advanced	Php. 1,500.00	Php. 3,000.00
Innovative - Prototyping - Project ideas	Php. 1,500.00	Php. 3,000.00
Sumobot - 1kg Local (RC Auto) - 1.5kg Int'l. (RC Auto)	Php. 1,500.00	Php. 3,000.00

5. Email us your proof of payment at nrc2023@pinoyrobotgames.org

- 5.1. Subject: NRC2023 Payment
- 5.2. Body of the Message: Participant's full name and game/s to join.
- 5.3. Name for the receipt.

6. Game rules and mechanics will be sent after the registration.



Republic of the Philippines
Department of Education
Region XI
SCHOOLS DIVISION OF PANABO CITY

Office of the Schools Division Superintendent

DIVISION MEMORANDUM

CID - 2023 - 0439

To : Chief, Curriculum Implementation Division (CID)
Education Program Supervisors
Public Schools District Supervisors
Public and Private School Heads

Subject : **NATIONAL ROBOTICS COMPETITION (NRC) 2023**

Date : August 7, 2023

Herewith are the Regional Memorandum CLMD-2023-455 dated August 4, 2023 and communications from Melvinn R. Matulac, Founder, Pinoy Robot Games, informing on the National Robotics Competition (NRC) 2023 on October 16-25, 2023.

This Office interposes no objection on the aforementioned activity provided that the participation of DepEd personnel to the said activity shall be on voluntary basis, and that personnel must adhere to the policy on DO No. 9, s. 2005 Instituting Measures to Increase Engaged Time-On-Task and Ensuring Compliance Therewith, no-collection policy as stated in Section 3 of Republic Act No. 5546 also known as An Act Prohibiting the Sale of Tickets and/or the Collection of Contributions for Whatever Project or Purpose from Students and Teachers of Public and Private Schools, Colleges and Universities (Ganzon Law) and no government funds be used in the abovementioned activity.

All other details of the said activity are in the enclosures.

For your information and guidance.

JINKY B. FIRMAN PhD, CESO VI

Assistant Schools Division Superintendent
Officer-In-Charge

Office of the Schools Division Superintendent

Enclosed: As stated.
CID/je/aga

RELEASED

AUG 08 2023

RECORDS SECTION-SDO PANABO CITY



Schools Division Office of Panabo City
City Hall Drive, Brgy. JP Laurel, Km 31, Panabo City
Tel. Nos. (084)823 1469, (084) 628 4066
Email: panabocity.division@deped.gov.ph

DepEd MATATAG
Department of Education

"The Forefront of Eradicating Illiteracy"
INNOVATION INTEGRATION INDUSTRY-BASED LEARNING INSPIRATION



Republic of the Philippines
Department of Education
DAVAO REGION

Office of the Regional Director

REGIONAL MEMORANDUM
CLMD-2023-455

To : Schools Division Superintendents

Subject: NATIONAL ROBOTICS COMPETITION (NRC) 2023

Date : August 4, 2023

Here is a letter from Melvin R. Matulac, Founder, Pinoy Robot Games regarding the National Robotics Competition 2023.

This Office advises that participation of DepEd teachers and learners of the said activity is on voluntary basis and will be subject to the policy on "No Disruption of Classes" per DepEd Order No. 9, s. 2005 entitled: "Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith" and the no-collection policy as stated in Section 3 of Republic Act No. 5546 also known as An Act Prohibiting the Sale of Tickets and/or the Collection of Contributions for Whatever Project or Purpose from Students and Teachers of Public and Private Schools, Colleges and Universities (Ganzon Law).

All other details of the said activity are in the enclosures.

Immediate and wide dissemination of this Memorandum is hereby enjoined.

ALLAN G. FARNAZO
Director IV

Enclosed: As stated

ROC2/mlib

DEPARTMENT OF EDUCATION
RECORDS SECTION
RELEASED

By: *[Signature]*
Date: *Aug 7, 2023*
22357

By the Authority of the Regional Director:

[Signature] 8/4/2023
MARILYN B. MADRAZO, EdD.
Chief, PPRO
Officer-in-Charge



Address: F. Torres St., Davao City (8000)
Telephone Nos.: (082) 291-1665; (082) 221-6147

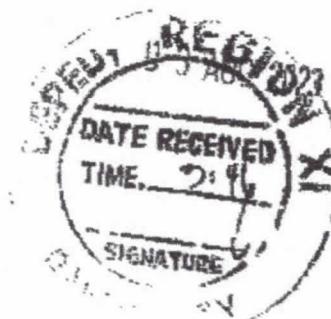
ISO 9001:2015 - Certified



July 14, 2023

To: Schools Division Superintendent
DepEd Region XI

Dear Ma'am/Sir:



Greetings from Pinoy Robot Games!

It is with great enthusiasm that we invite your division to this year's National Robotics Competition (NRC) 2023. Start preparing and practicing. The competition will be on October 16-25, 2023. With the cooperation of a few regions and a willing host, we will have limited face-to-face in several locations. For those who cannot make it, join the online events for Innovative Category (Prototype) and Project Ideas (using Augmented Reality). We are spreading the different game events to different regions to ensure social distancing.

Create, Invent and Innovate robots for this year's theme UN SDG 6 - Clean water and sanitation, and UN SDG 14 - Life below water. Present them online from distinguished local and international judges. Be this year's best young engineer and scientist!

Don't miss the opportunity to renew the skills of your students in robotics. Let us give our learners the opportunity to excel once more. Let them inspire and wow us once again!

Registration begins on July 15 and ends on September 15. Register on or before August 30, 2023 (early bird) to avail of a large discount. Some of the events will have a limited number of participants so don't be late. Visit <https://padlet.com/pinoyrobotgames/NRC2023> for the registration details and calendar of events.

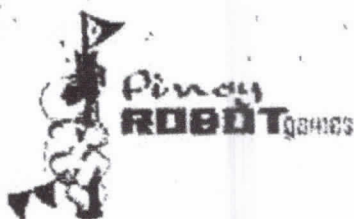
Find out more through our website (www.pinoyrobotgames.org).

Thank you and stay safe.

With gratitude,

Melvin R. Matulac

Founder, Pinoy Robot Games
pinoyrobotgames@gmail.com



How to Register?

1. Fill out the registration form below
 - 1.1. Open link of the padlet <https://padlet.com/pinoyrobotgames/NRC2023>.
 - 1.2. Fill out the reg. Form and select the game that you want to join (face to face or online). Tentative locations are NCR, CEBU, DAVAO, and BAGUIO.
 - 1.3. Please visit PRG website for the final dates.
 - 1.4. Wait for the confirmation before paying the registration Fee. Confirmation email will be sent within 5-10 weekdays.
2. Any robot brand is ALLOWED.

Games	Early bird Fee (deadline: Aug 30, 2023)	Regular Fee (deadline: Sept 15, 2023)
Line Tracing	Php. 1,500.00	Php. 3,000.00
Innovative - Protoyping - Project Ideas	Php. 1,500.00	Php. 3,000.00
Sumobot	Php. 1,500.00	Php. 3,000.00

3. Possibility of face-to-face competition in certain regions will soon be announced on our website.
4. Email us your proof of payment at nrc2023@pinoyrobotgames.org
 - 4.1. Subject: NRC2023 Payment
 - 4.2. Body of the Message: Participant's full name and game/s to join.
 - 4.3. Name for the receipt.
5. Game rules and mechanics will be sent after the registration.



July 14, 2023

DR. ALLAN G. FARNAZO, CESO IV
Regional Director
DepEd Region XI

Dear Dr. Farnazo:

Greetings from Pinoy Robot Games!

The National Robotics Competition (NRC) is back! This 2023, we will combine limited face-to-face and online robot challenges! With the cooperation of a few regions and a willing host, we will have limited face-to-face in several locations.

The event this year hopes to attract young Scientist and Engineers to pitch their idea and showcase their inventions in the area of **UN Sustainable Development Goals 6 and 14**:

- UN SDG 6 - Clean water and sanitation
- UN SDG 14 - Life below water

The contest will be held on October 16-25, 2023. Pls see the attached NRC2023 Calendar of Events below.

- https://bit.ly/2023Events_Calendar

We would like to seek an advisory from your office for this event!

Hoping for your kind indulgence.
Thank you and stay safe.

With gratitude,

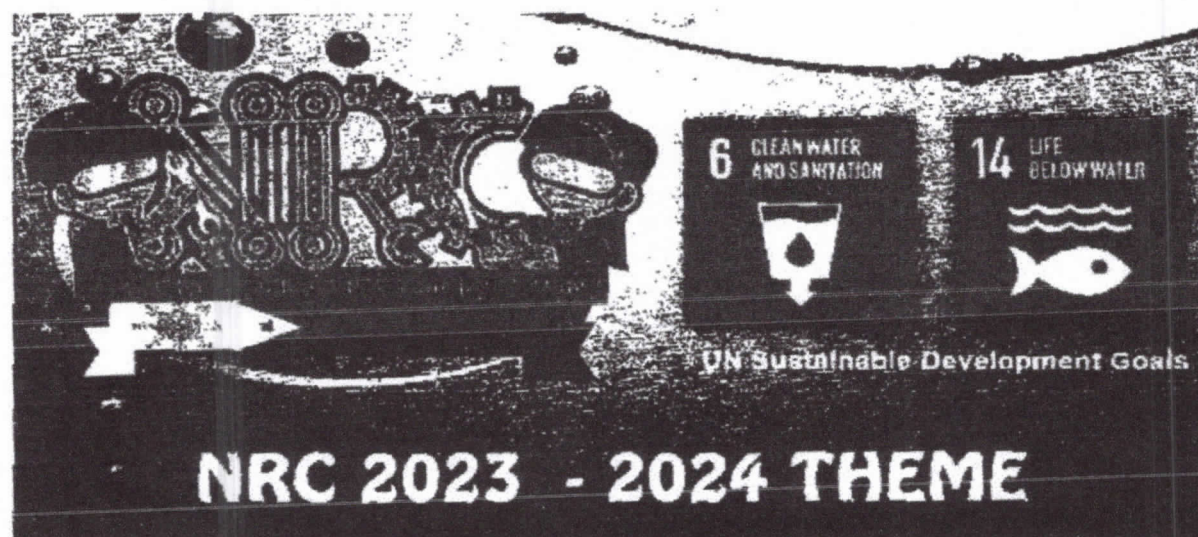
Melvin R. Matulac
Founder, Pinoy Robot Games

Please see the complete attachment:

- NRC2023 Calendar of Events
- Letter of invitation to the divisions
- DepEd Advisory Prerequisite Documents:
 - General Information Sheet,
 - Program, Project, Activity (PPA) profile,
 - SEC Registration
 - Registration Certificate

NATIONAL ROBOTICS COMPETITION 2023

Pinoy Robot Games will conduct the following activities in line with the **National Robotics Competition 2023 (NRC 2023)**:



Target Date	Activity / Games	Venue
July 24-25, 2023	NOLITC District Robot Hackathon	San Carlos City, Negros Occidental
July 27, 2023	NRC 2023 Training & Preliminary - Iloilo City	Western Visayas State University - Iloilo City
Aug 3-4, 2023	NOLITC District Robot Hackathon	Bago City, Negros Occidental
Aug 15, 2023 Sept 15, 2023	NRC 2023 Training & Preliminary - Baguio City	University of the Cordilleras - Baguio City, Benguet
Sept 7-8, 2023	3rd Negros Occidental Battle of Bots	Negros Residences, Bacolod City
Oct 15-25, 2023	National Robotics Competition 2023	University of the Cordilleras - Baguio City, Benguet
		Davao City
		Cebu City
		Metro Manila
Oct 27-28, 2023	World Innovative Technology Challenge	Griffith University, Australia

The events are open to all students and teachers. For more info, please visit our facebook page <https://www.facebook.com/pinoyrobotgames.ph> and website <https://pinoyrobotgames.org>.

#295 Lot 7 Col. Boni Serrano Avenue, Greenview Compound, Bagong Lipunan ng Crame, Quezon City
Tel. 0917-897-2349 | Email: pinoyrobotgames@gmail.com | Website: <https://pinoyrobotgames.org>

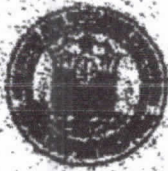
General Information Sheet

1. Name of Company and nature of the Company	
Data Science & Technology Corp (DSTC) is an educational technology solutions provider. It works with international and local STEM (Science, Technology, Engineering, Mathematics) development companies from the USA, Middle East, East Asia, and Southeast Asian countries to come up with the most relevant classroom tools to provide teachers and students a fun and meaningful way of learning and teaching. Pinoy Robot Games is a CSR Business unit of DSTC that organizes teacher training, preparation of teams for international competitions, staging and managing the National Robotics Competition annually (since 2008), assisting regions and divisions in capacity building for Innovation projects and Robotics and Intelligent Machine projects. Robot Games are scaffolding activities to lead learners in developing Innovative & RIM projects.	
2. Office Address and Contact Numbers	
#295 Lot 7, Greenview Compound, Col. Bonny Serrano Ave., (Santolan Rd.) Quezon City 1100 +639399127127 +639178972349	
3. Website	www.pinoyrobotgames.org www.genetic.edu.ph / www.dstc.com.ph
4. Social Media Account	Fb: <u>Pinoy Robot Games</u>
5. Mission	To provide quality IT training and educational opportunities as well as certification for individuals who are suitable and qualified.
6. Vision	To be a leading force in the promotion of Information Technology culture
7. Contact persons and contact details (phone and email)	
Melvin Matulac	+63921 7506368 melvin@pinoyrobotgames.org
Anderson Paunellan Jr.	+63915 4131355 apaunellan@gmail.com
8. Collaborating researchers, professors, industry experts (contact details withheld for data privacy reasons. Available upon request with terms of use)	
Prof Danilo Mercado Prof Nello Aitoveros Prof Jun Jo Chaiwat Limpomchitwilei Takeshi Kanai Anderson Moreira	Professors UPLB Computer Studies UPLB Professor Applied Physics (retired) Griffith University, Goldcoast Australia, Professor Inex Global, Thailand, Engineer Fuji Soft Japan, International Sumobot Chairperson Instituto Maua de Tecnologia, Sao Paulo, Brazil (Professor)

Affiliated International Organizations	International Robot Olympiad, World Robot Games, World Innovation Technology Challenge, FIRA
9. Certificates	DSTC SEC Registration (attached) DTI Business Certificate (attached)
10. Major Events serviced by Pinoy Robot Games in the last 3 years.	
A) Teachers Training on Robotics (on site) • May 2019 - Robotics Training for Preschool Teachers - Quezon City • Aug. 2019 - Davao City (arranged by Aboitiz Foundation) • Dec. 2019 - Division of Sarangani • Sept. 2022 - Division of South Cotabato • Apr. 2023 - Division of Tagum City • May 2023 - Integration of Science Projects with Robotics Metro Manila. It was attended also by online participants from the Divisions of Mati City, Davao de Oro, Davao City, Valencia City, Iligan City, City of Naga, Kidapawan City, Masbate City, and Alaminos City B) Teachers Training on Introduction to Robotics (online - arranged by DepEd divisions and regional offices) • April 2020 - Bayugan City, South Cotabato, Bukidnon, Digos, Palawan, Misamis Occidental, Surigao DN, Malaybalay, Valencia City, Dinagat Island, Bayugan, Bago City • May 2020 - Baguio City, Ilocos Norte, Pangasinan, Alaminos, Aklan, Gen. Santos, Abra, Calapan, Masbate • April 2021 - Angeles City Division • Nov. 2021 - Bacoor City Division, Davao de Oro Division • Feb. 2022 - Divisions of Baguio City, Benguet, Lipa City, Santiago City, Malolos City, Ormoc City, Palawan, Oriental Mindoro • April 2022 - DepEd Region X (Davao Region) • June 2022 - Robotics SIP Consultation/Review	
National Robotics Competition 2018 (Tagaytay City) - 700+ participants National Robotics Competition 2019 (Iloilo City) - 300+ participants Kabataan Inyobator (by Aboitiz) 2019 (Davao City) - 240 participants National Robotics Competition 2020 (Pampanga) - 300+ participants National Robotics Competition 2021 (Online / Virtual) - 238 participants Int'l Robot Sumo Tournament 2021 - 64 participants from different regions & countries NOLITC's Negros Occidental Battle of Bots 2021 - 50+ participants National Robotics Competition 2022 (Online Virtual) - 100+ participants National Robotics Competition 2022 (Mandaluyong City) - 50+ participants National Robotics Competition 2022 (Pangasinan) - 50+ participants NOLITC's Negros Occidental Battle of Bots 2022 - 50+ participants	
International Robot Olympiad (participating annually since 2007) World Innovative Technology Challenge (participating annually since 2017) World Robot Games (participating annually since 2016) All-Japan Robot SUMO (participating annually since 2017)	

Learning Development Plan (Chronological) Training and competitions targeted.

ongoing	Title Robotics Projects Consultation/Review	Venue online
planned	Objective Build capacity of teachers and teams to develop quality robotics/technology projects	Target Participants Teachers
Date July-Aug 2023	Objective Increase fundamental skills in robotics of students in Negros Occidental and Iloilo	Target Participants K12 and College students Teachers
Date Sept 2023	Title NOLITC Battle of BOTS	Venue NOLITC, Bacolod city
planned	Objective Build capacity of teachers and teams to develop quality robotics/technology projects	Target Participants Teachers
Date October 2023	Title National Robotics Competition 2023 (F2F venues under negotiation)	Venue (mixed online f2f) Metro Manila, Cebu, Davao City, Baguio City
planned	Objective Promotion of STEM SKILLS among young people through competitive robotics games. Development of Science Investigatory skills and Project Presentation	Target Participants K12 students Nationwide
Date October 2024 to January '24	Title Various International Robotics Competitions (IRO, WRG, WITC)	Venue (tentative) Thailand, South Korea, Australia
planned	Objective Promotion of STEM SKILLS among young people through competitive robotics games. Development of Science Investigatory skills and Project Presentation	Target Participants
2023-2024	Operationalize Mixed-mode and LMS-based training for DepEd divisions and continue using competition technology to allow multi-site and online variations.	



REPUBLIC OF THE PHILIPPINES
SECURITIES AND EXCHANGE COMMISSION
SEC Bldg., 1201 Legaspi Village
City of Manila 1000



NO. A1991814

**CERTIFICATE OF FILING
OF
AMENDED ARTICLES OF INCORPORATION**

KNOW ALL MEN BY THESE PRESENTS,

THIS IS TO CERTIFY that the amended articles of incorporation of the

DATA SCIENCE AND TECHNOLOGY CORP.
(Doing business under the name and style "Genetic Computer
Institute - Quason City, Inc.")
(Amending Article III thereof.)

Copy submitted, pursuant to Order No. 97, 1988, by a member of the Board of Directors and by the vote of the shareholders existing at a meeting held at least one month after the completion of the audit and confirmed thereafter by the Secretary and a majority of the Board of Directors of the corporation was approved by the Commission on this date pursuant to the provision of Section 14 of the Corporation Code of the Philippines. Dated this 28th day of May 1990, and copies thereof are filed with the Commission.

[illegible]

IT FURTHER WITNESSES I have furnished for the land and assessed the sum of \$100.00 to be added to the taxes of the City of New York, New York, for the year of 1900. Two thousand three.

www.sec.gov.ph

User Name: 02jparez

BERNARD H. SALES
Officer in Charge

Company Registration and Licensing Department

117-21

Introduction

Dear Robot Enthusiast, Hobbyist, Young Scientist and Engineers,

Greetings!

The time for the National Robotics Competition 2023 is upon us.

Start preparing your robots. Practice and join.

Be this year's medalist and finalists.

Most of all, learn, invent, and have fun!

Let the games begin!

Melvin R. Matulac

Founder, Pinoy Robot Games

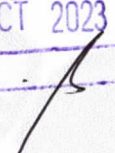
<https://pinoyrobotgames.org>

<https://www.facebook.com/pinoyrobotgames.ph>

DepEd Schools Division of Digos
RECORD SECTION

DATE: 02 OCT 2023

TIME: 8:25

BY: 

List of Games

Game	Robot per team	Max. Players per team	Age Category
1.5kg Int'l Sumobot - Auto/RC	1 robot	2 players	Open to all
1kg Local Sumobot - Auto/RC	1 robot	2 players	K12 students
Line Tracing Beginner	1 robot	2 players	K12 students
Line Tracing Advanced	1 robot	2 players	K12 students
Innovative - Online/F2F	1 robot	2 players	K12 students
Project Ideas - Online/F2F	not needed	2 players	K12 students

How to Register?

1. Select the dates and venue where you want to join

Date / Venue	Games
Online / Virtual - Nov 3 & 4, 2023	Innovative (Prototyping & Project Ideas)
Davao City National High School Poblacion District, Davao City - Nov 9, 2023	1kg Sumobot Local (Auto and RC) Line Tracing Beginner and Advanced Innovative (Prototyping & Project Ideas)
Sacred Heart School - Ateneo de Cebu Mandaue City, Cebu - Nov, 11, 2023	1kg Sumobot Local (Auto and RC) Line Tracing Beginner and Advanced Innovative (Prototyping & Project Ideas)
University of the Cordilleras Baguio City, Benguet - Nov 25, 2023	1kg Sumobot Local (Auto and RC) Line Tracing Beginner
Don Bosco Technical College Mandaluyong City - Dec 2, 2023	1kg Sumobot Local (Auto and RC) 1.5kg Sumobot Int'l (Auto and RC) Line Tracing Beginner and Advanced Innovative (Prototyping & Project Ideas)

2. Fill out the form and select the game that you want to join.
Registration Form: <https://bit.ly/nrc2023regform>
3. Wait for the confirmation before paying the registration Fee. Confirmation email will be sent after 1-3 weekdays.

Face-to-Face Games	Early bird Fee (per team) (paid on or before: Oct 15)	Regular Fee (per team) (deadline: Oct 30)
1.5kg Int'l Sumobot - Auto/RC	1,500.00	3,000.00
1kg Local Sumobot - Auto/RC	1,500.00	3,000.00
Line Tracing Beginner	1,500.00	3,000.00
Line Tracing Advanced	1,500.00	3,000.00
Innovative: Prototype	1,500.00	3,000.00
Innovative: Project Ideas	1,500.00	3,000.00

4. Email us your proof of payment at nrc2023@pinoyrobotgames.org
 - 3.1 Subject: NRC2023-Payment
 - 3.2 Body of the Message: Participant's full name and game/s to join.
 - 3.3 Name for the receipt.
5. Please visit <https://padlet.com/pinoyrobotgames/nrc2023> for more details.

General Mechanics

1. To all registered participants, please check the game rules 2 weeks before the contest date for possible updates.
2. To join the game, participants must fill out the registration form together with their name, teammate, coach, and the game they want to join.
3. Only the registered participants are allowed inside the game areas.
4. Coaches and other spectators must stay at the audience area.
5. Coaches are not allowed to help the participants at the game area during the competition.
6. Before the match is over, the team leader or coach of the participating team can present objections to the Board of Judges (BOJ), if there are any doubts in the exercise of these rules. Objections can be presented to the BOJs before the match is over. No objections shall be declared against the judges' decisions.
7. Sumobot Game format: Round robin will be used during the elimination. Knockout will be used during the semi-finals and finals (subject to change depending on the number of participants).
8. Sportsmanship
 - 8.1. Sportsmanly conduct is expected from players.
 - 8.2. Any misconduct, foul language or intentional action to harm the opponent or the robot shall be dealt with by the table officials with the recommendation of the referee.
 - 8.3. Penalties can range from a match or be banned for the day.

Game Rules

1. **1kg Sumobot**
 - 1.1. **1kg Local Sumobot (Autonomous / RC)**
 - 1.2. **1.5kg International Sumobot (Autonomous / RC)**
2. **Line Tracing**
 - 2.1. **Line Tracing - Beginner**
 - 2.2. **Line Tracing - Advanced**
3. **Innovative**
 - 3.1. **Prototyping**
 - 3.2. **Project Ideas**

SUMOBOT GAME



Name of Event:	SUMOBOT
Robot per team:	1 Sumobot
No. of Player/s	Max of 2 players per team
Robot control:	Autonomous / Remotely Controlled
Game format:	To be announced
Event summary:	Two robots compete in a head-to-head match following the basic system of traditional human sumo matches. The objective of the game is for the robot to push the opponent out of the Sumo ring.

1. Robot dimension and specifications

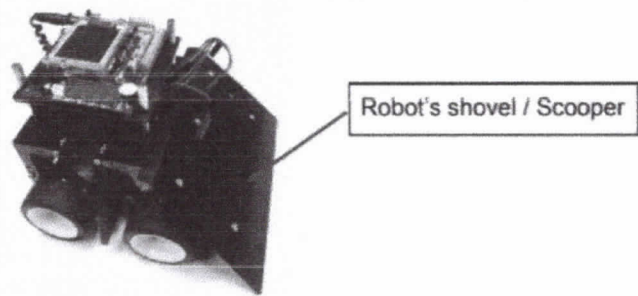
- 1.1. Any microcontrollers, type or brand of wheeled robot is allowed.
- 1.2. Robots can be pre-built or built-on-site.
- 1.3. A robot must fit within a square tube of the appropriate dimensions for the given class. The size of the robot depends on the weight categories.
- 1.4. There is no height restriction.

Sumobot Category	Control	Max. Weight	Max. Dimension
1kg Local	Auto / RC	1000g	20x20cm (LxW)
1.5kg International	Auto / RC	1500g	20x20cm (LxW)

- 1.5. Robots are allowed to expand. after the game begins (after the referee's signal). Robots must not physically separate into pieces, and must remain a single centralized robot.
 - 1.5.1. For 1kg Sumobot Local - robot are allowed to expand after the 5 seconds delay
- 1.6. Robots shall protect their sensors & electronics from any outside interferences.
- 1.7. **1.5kg International Sumobot (Auto)** are **required** to use IR receivers. This will be used to start and stop the robot wirelessly using the remote controller (or similar to this). This is **optional** for **1kg Local Sumobot**.
- 1.8. For the RC Sumobots (local and int'l), robots must be controlled by any form of wireless controller (Bluetooth, 2.4 GHz, smartphone, etc.). Judges/referees are not responsible for any outside wireless interferences. Physical intervention, directly or indirectly is not allowed.
- 1.9. RC robots may be semi autonomous (may use sensors).

2. Robot Restrictions

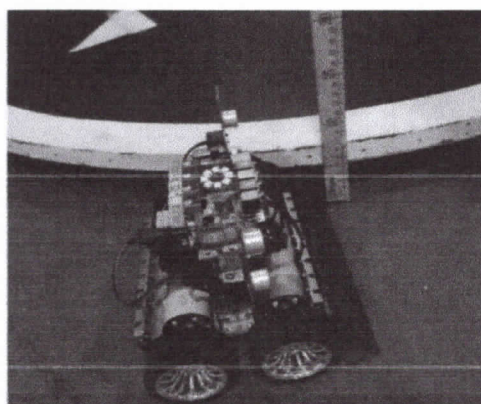
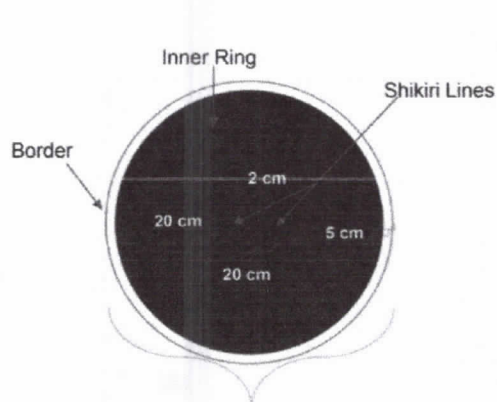
- 2.1. Jamming devices, such as IR LEDs intended to saturate the opponents IR sensors, are not allowed.
- 2.2. Reflective materials to disrupt IR distance sensors or IR line tracking sensors are not allowed.
- 2.3. Robots shall not throw liquid or powder or other substances at the opponent.
- 2.4. Robots shall not use any flammable devices as a weapon.
- 2.5. Robots shall NOT secure itself on the ring by using sticky substances, suction cups, diaphragm, compress air system, magnets, glue or other such materials.
 - 2.5.1. For 1.5kg Sumo, magnets are allowed.
- 2.6. Robots shall not use projectile weapons or saw-blades.
- 2.7. Robots shall NOT cause any danger or damage to the arena & surroundings in any way whatsoever.
- 2.8. Parts that could break or damage the ring are not allowed. All edges, including but not limited to the front scoop, must not be sharp enough to scratch or damage the ring. Game officials may require edges that they deem too sharp to be covered with a piece of tape.
- 2.9. The scooper (or wedge) must be dull black in color (for autonomous).



3. Sumo Ring

- 3.1. 1kg. Sumobot Local is made up of a circular wooden plank.
- 3.2. 1.5kg. Sumobot International is made of metal.
- 3.3. The surface of the Sumo ring is smooth and NOT rubberized.
- 3.4. The surface of the Sumo ring is painted black (inner ring) and white (border).
- 3.5. Shikiri lines consist of two painted parallel lines that are not visible to the sensors. It will be placed at the center of the ring.
- 3.6. Sumo rings may be elevated by 5cm.
- 3.7. Local Sumo ring diameter: 120cm or 154cm depending on the availability per region.

Category	Ring Diameter	Border width	Shikiri Size	Shikiri Separation
Local	120cm or 154cm	5cm	2 x 20cm	20cm
International	120cm	5cm	2 x 20cm	20cm



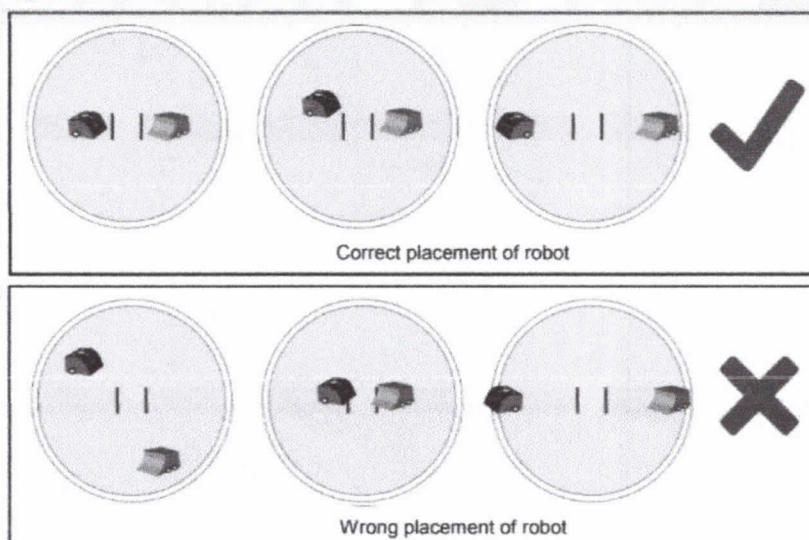
4. Game Proper

4.1. Robot Quarantine

- 4.1.1. Before the game starts, robots must be submitted for quarantine: checking of weights, size, and robot inspection.
- 4.1.2. Robots must be programmed and must have batteries before submitting for quarantine.
- 4.1.3. After the quarantine, students can no longer make modifications to the program and parts of the robot.

4.2. Placement of the robot

- 4.2.1. At the start of the game, two players will be instructed to place their robot on the Sumo ring. The decision of who will place the robot first will be decided via a toss coin for the first round. See robot placement guide below.



- 4.2.2. One player places his/her robot first, then the second player places his/her robot while the first player watches. Adjusting the position of the robot after the placement is NOT allowed.
- 4.2.3. For the autonomous sumobot, both players are advised to leave the sumo ring after the robot starts to move. This is for the robot not to detect them (at least 1 meter away).

- 4.2.4. For the succeeding rounds, the winner of the previous round places the robot first. In the event of a draw, the order of placement in the previous round is followed.
- 4.3. Start of the match
 - 4.3.1. At the start of the game, both robots will be placed on the sumo ring.
 - 4.3.2. After the signal of the referee (whistle),
 - 4.3.2.1. RC - both players must control the robot immediately
 - 4.3.2.2. 1kg Auto Local - both players must start the robot. Robot must move immediately after the 5 seconds delay.
 - 4.3.2.3. Auto International - both players must start the robot by pressing the start button on the remote. Both robots must move immediately (5-second **NOT** needed).
 - 4.3.3. Once the match has started, no modifications (such as changing of batteries, and programming, and repair) shall be made to the robot.
 - 4.3.4. There will be 3 rounds for each match. Players will be given 1 minute for each round.
- 4.4. Scoring
 - 4.4.1. A Yuhkoh point is a reward given to the winner of a round.
 - 4.4.2. When the other robot falls off outside the ring, the robot that remained in the ring wins the point. This is valid even if NO CONTACT is made between the robots.
 - 4.4.3. No progress in movement. When a robot flips, does not move, spins around in the same location for **FIVE (5) seconds**, the other robot wins the Yuhkoh point.
 - 4.4.4. When ALL the wheels of the robot are not touching the ring's surface, the other robot wins the point. (Rule 4.4.3 will apply).
 - 4.4.5. For 1kg Auto Sumobot, when a robot moves before the 5 second delay requirement, the other robot gets the Yuhkoh point.
 - 4.4.5.1. For the remaining rounds, the referee advises the player to press the start button in a delayed manner so it will move after the 5 second "start call". In such conditions, the robot without a 5 seconds delay can only place the robot immediately behind the shikiri line with its back touching the Shikiri line.
 - 4.4.6. When a part of the robot falls off or separates from the body while in the ring, the other robot wins the point. {exception for spacers, nuts and screws}.
 - 4.4.7. When the player touches any part of the playing field or any robot in the game directly or indirectly during a round, the other robot wins the Yuhkoh point.
 - 4.4.8. If the 3rd round ends and no winner is found, a 4th round will be played. Both robots must be placed on the ring with its BACK touching the Shikiri line.. When all rounds are completed and NO WINNER is found, the robot with the lighter weight gets the winning point.

4.5. False Start

- 4.5.1. False start is applicable for Sumobot Local Auto only.
- 4.5.2. A false start is called when at the start of the round, the player fails to turn ON the robot.
- 4.5.3. During a false start, the player must take the robot immediately and inform the referee "FALSE START".
- 4.5.4. After 5 seconds, a false start can no longer be called.
- 4.5.5. The player CANNOT call two consecutive "FALSE START". On the second false start, the Yuhkoh point goes to the opponent.

4.6. Draw

A game is considered a draw:

- 4.6.1. When 60 seconds have lapsed into the round.
- 4.6.2. When the referee cannot decide on which robot fell first.
- 4.6.3. When both robots are in a deadlock position for **FIVE (5) seconds**, a draw is called. A deadlock is when both robots make contact without progress in the position.

5. Timeout

- 5.1. A player can only request 1 time-out for the whole match. Participants must signal a time-out to the referee at the end of a round.
- 5.2. During a time-out, the player who requested a timeout can service the robot while the robot of the other player must stay on the ring.
- 5.3. The robot can be repaired. Changing of batteries, adding parts and programming the robot are **NOT** allowed.
- 5.4. The players **MUST** place the robot on the ring before the end of the 1-minute time-out. The referee signals the end of a time-out.
- 5.5. Player that continues to hold the robot beyond 1-minute time-out and after the referee signal will lose the round.

6. Objection

- 6.1. Only players can state an objection to the call of a referee. COACHES CANNOT INTERFERE.
- 6.2. The player in the field calls the attention of the referee and say "I OBJECT!".
- 6.3. A table official/judge is called to the field in front of the two players and the referee.
- 6.4. The objection is stated to the referee and the judge witnessed by the other player.
- 6.5. The judge makes a FINAL DECISION within 60 seconds.

LINE TRACING GAME



Name of Event:	LINE TRACING
Robot per team:	1 robot
No. of Player/s	Max of 2 players per team
Robot Control:	Fully Autonomous
Event Summary:	Robot navigation is a modern day problem. Providing lines to follow allows a robot to reach its destination. But challenges and obstacles will put the robot design and its sensors to its limit. Participants are required to build an autonomous, self-contained line tracing robot that is able to follow a line at the fastest time possible from the start to the end line.

1. Robot specifications

- 1.1. Any microcontrollers, type or brand of wheeled robot is allowed.
- 1.2. Robots can be pre-built or built on-site.
- 1.3. No restriction on the number and types of sensors.
- 1.4. Robots should have independent power supply. Only batteries are allowed.
- 1.5. Maximum size of the robots:
 - 1.5.1. 20 x 20cm.
 - 1.5.2. No height and weight limit.

2. Robot restrictions

- 2.1. Expanding robots are NOT allowed.
- 2.2. External remote control of any sort wireless or wired is PROHIBITED.
- 2.3. Robots shall not damage the race track in any way, deliberate or not.
- 2.4. Robots will need to protect their sensors and if necessary from any outside interferences.

3. Playing Field

- 3.1. Size of the playing field will be 2m x 4m.
- 3.2. Printed on the back side tarpaulin (NON GLOSSY part)
- 3.3. Black lines
 - 3.3.1. Approximately 25mm to 30mm in width.
 - 3.3.2. Beginner - consist of straight and broken lines.
 - 3.3.3. Advanced - with intersections and obstacles
- 3.4. Official playing field will become available on the day of the contest

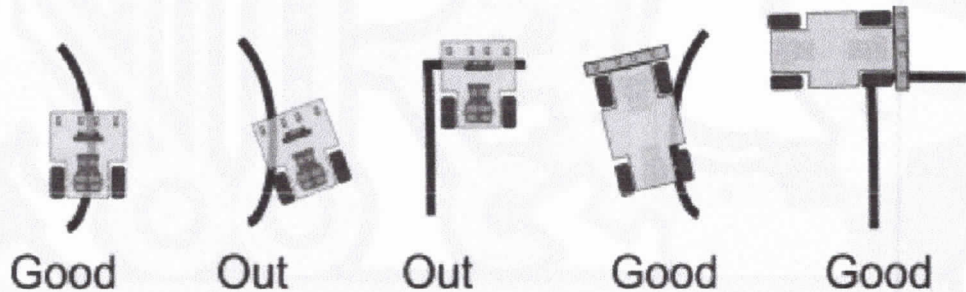
4. Robot Preparation

- 4.1. All participants must be at the designated venue when the game begins.
- 4.2. Only one robot per team is allowed for the entire game.
- 4.3. Participants will be given **60 minutes** practice and preparation time. During this time, participants are allowed to **calibrate** and **test** the robot on the official playing field.
- 4.4. The first run begins immediately after the first **60 minutes** practice run.
- 4.5. The second run begins immediately after.

5. Game Proper

5.1. Start of the Game

- 5.1.1. The player must place the whole body of the robot **BEHIND** the Starting line.
- 5.1.2. After the signal of the referee, the player presses the **START** button of the robot. The referee starts the timer.
- 5.1.3. The robot must move immediately and start tracing the line.
- 5.1.4. The game ends if **ALL** wheels of the robot move out of the centerline.



5.2. Scoring

- 5.2.1. Score will be based on the time the robot reaches the Finish line.
- 5.2.2. The timer stops and records when **any part of the robot** reaches the Finish line.
- 5.2.3. Each player will be given two (2) runs. The best run among the 2 runs will be their **FINAL** score.
- 5.2.4. In the case of a **TIE**, the robot with the faster 2nd run wins.

5.3. End of the Game

- 5.3.1. When the robot reached the Finish line.
- 5.3.2. When all wheels of the robot go outside the line.

INNOVATIVE & PROJECT IDEAS

Name of Event:	INNOVATIVE AND PROJECT IDEAS
Theme:	UNSDG 6 and 14
Robot per team:	1 robot
Robot Size and weight:	For the Innovative (Prototype) , there is no size limit to the robot design but participants need to provide their own equipment to facilitate the presentation.
	For the Project Ideas , no physical robot is needed. Use 3D animations or drawings to present your ideas.
No. of Player/s	Max of 2 players per team
Event Summary:	The innovative category allows each team to innovate, design and build their robots according to the theme. Teams are to demonstrate their robots and express what the theme means to them. They will be scored based on the given criteria for judging.

1. Theme Description

- 1.1. United Nations Sustainable Development Goals: <https://sdgs.un.org/goals>
- 1.2. UNSDG #6 and or #14

2. Criteria for Project Evaluation

- 2.1. Criteria 1: Defining the problem and the solution (30%)
 - 2.1.1. Clearly identify the problem and its significance to the community.
 - 2.1.2. Present existing solutions and approaches to the problem.
 - 2.1.3. Participants present their solution in relation to other solutions.
- 2.2. Criteria 2: Testing the Robot / Device (30%)
 - 2.2.1. Design of the test plan (20%)
 - 2.2.1.1. Detail out what to test, how to test, and expected results.
 - 2.2.1.2. How will you test to conclude that your project works?
 - 2.2.2. Robot Demonstration (10%)
 - 2.2.2.1. Did the robot/device function properly? Sometimes, technical problems arise and failure occurs during the actual contest. It will be up to the judge to decide on how to grade it.

- 2.2.2.2. Having a sufficient number of test results and test videos to back up the testing can help.
- 2.2.2.3. For Project ideas, participants are required to use **3D animations or drawings** to demonstrate their project.
- 2.3. Criteria 3: Presentation (**20%**)
 - 2.3.1. Video Presentation (10%)
 - 2.3.1.1. Participants must send a YouTube video presentation (max of 5 minutes) containing Criteria 1 and 2.
 - 2.3.1.2. The video must focus on presenting the evidence of testing the device.
 - 2.3.1.3. The deadline of submission: **one (1) week before the competition.**
 - 2.3.1.4. Submit the Unlisted YouTube video to this link:
<https://forms.gle/Gg7c3RonFFUiY3jD8>.
 - 2.3.2. Actual Presentation (10%)
 - 2.3.2.1. Focus on the demonstration of the robot on the day of the contest. How was the conduct of the presentation? on time? organized? good visuals?
- 2.4. Criteria 4: Question and Answer (**20%**)
 - 2.4.1. Judges provide 2 questions for each of the teams after they have seen the video. Participants will Answer these questions and write their answers on paper on the day of the contest. How well they answer will be subjective to the judges asking the question. It is important to answer with precision. Answers that require "follow-up questions" will have a lower score.

Note: Originality is not a criterion. What will be evaluated is the **DIRECT work of the students only*

3. Presentation during the event

- 3.1. Judges will submit scores for Criteria 1 and Criteria 2. Each judge will submit one question for each team. Questions will be collated. The group of judges will select only two questions per team.
- 3.2. The schedule of the presentation is given to participants.
- 3.3. At the start of the presentation, the moderator will give the participants the two questions of the judges. The participants are given two minutes to prepare an answer for each question. They will then choose who will say and explain the answer to the judges. Participants should answer in less than 60 seconds and in English.
- 3.4. After answering the two questions, they will answer any follow-up question from the judge (maximum of two follow-up questions). Answer it also in less than 60 seconds.
- 3.5. To Online participants, answers can be done through chatbox or verbal.
- 3.6. Participants begin their project demonstration to show all the function works. Limit the presentation to 3 minutes. **FOCUS ON DEMO ONLY.** Judge has the option to ask which to demonstrate at the start.