

robotex

International

ENTREPRENEURSHIP RULES

COORDINATOR FOR THIS COMPETITION

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1 Introduction

The aim of the competition is to simulate the entrepreneurial mindset and skills of competitors. The competition is in the form of a business pitch competition.

2 The Competition

1. The competition is held in three age categories. The categories are:
 - Students up to the ages of 10;
 - Age 11-15 (included);
 - Age 16 and above.
2. If the judge is suspicious whether a team in the younger age category has created the business idea themselves (for example if the judge suspects that a teacher/parent has made the idea), the judge may ask the team to give additional explanations about their idea. If it turns out the team is competing with an idea that has been provided by another person, the judge may disqualify the team.
3. It is allowed to have up to five (5) members in a team.
4. The competition is sectioned into 2 parts: the preliminary and the final competition.
 - The preliminary competition will be held on the first day of the Robotex International festival on a designated smaller stage. Only the top 9 teams will pass on from the preliminary competition to the final – 3 teams from each age group. 1 extra team will pass to the final competition via crowd vote. Crowd voting can be done online via smartphone or computer and will be open only during the duration of the first day of the festival. To ensure non-fraudulent votes, crowd favorite voting is restricted to Estonia only, as the festival will be held in Estonia. The crowd favorite pass to the final competition is given to the team with the most votes who has not yet passed to the final competition via judge grading.
 - The final competition will be held on the final day of the festival on the main stage. The top 10 teams (3*3 teams + crowd favorite) will pitch on the main stage for the entirety of the Robotex International festival and will be judged by a celebrity guest panel of reviewers.
5. The winners for each age group are declared by a judge panel vote.

3 The Format and Topics

6. Each team has a total of 3 minutes to pitch their idea in both the preliminary and final competition. The pitch may be followed by judge questions of up to 2 minutes, totaling the time 5 minutes per team.
7. The timer for 3 minutes of pitching begins by judge's order. If a team exceeds the 3-minute pitching time limit, **the pitch is stopped regardless of whether the team has finished** their pitch.
8. The topics that the teams can pitch on are listed below. Please note that winners are based on age group, not pitching topic. If the business idea does not fall into any of the categories below, the judges will automatically deem it less important:
 - Robotics
 - Green or Blue Entrepreneurship
 - Health Technology
 - Software Engineering
 - Space Technology

4 The Registration and Organization

9. The team pitching order is organized by the Robotex organizers before the festival. The pitching order will be sent to registered teams before the festival and displayed at the festival grounds at the preliminary pitching area. If a team does not appear at their designated pitching time, they are automatically disqualified.
10. There is only one chance to pitch in both the preliminary and the final competition.
11. All questions and problems arising during the competition are solved by the judges.
12. Protests and appeals can be submitted by the team member who was first registered.
13. The final decision regarding any appeals is made by the judge and/or the organizers. All complaints must be reported to the judge right after the ending of the preliminary match. Complaints filed later will not be accepted. The final decision regarding any disputes or inconsistencies is always made by the judge.

5 Revisions

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