

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 round will take place on the first day of Robotex International in the designated area. From each age category, the three best teams will qualify for the final. In addition, the organizer will draw one extra team to the final from among those who placed fourth in their category during the preliminary round.
 - The final competition will take place on the main stage during the afternoon of the first day of the Robotex International festival. The top 10 teams (3×3 qualifiers + one additional team selected by drawing lots from among the fourth places in the groups) will present their business ideas in front of the entire festival audience, and their ideas will be evaluated by a panel of guest judges.
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 official language of communication and presentation for the competition is English. With the judge's permission, the mentor may assist the team with translation during the questions and answers session.
9. 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
10. Visual aids (such as slides, prototypes, etc.) may be used during the presentation, if they do not extend the allotted time.

4 The Registration and Organization

11. 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.
12. There is only one chance to pitch in both the preliminary and the final competition.
13. All questions and problems arising during the competition are solved by the judges.
14. Protests and appeals can be submitted by the team member who was first registered.
15. 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.

16. All judges' decisions made after the final competition are final and cannot be contested once the results have been announced.

5 Revisions

2.4 The final competition will take place on the main stage during the afternoon of the first day of the Robotex International festival. The top 10 teams (3×3 qualifiers + one additional team selected by drawing lots from among the fourth places in the groups) will present their business ideas in front of the entire festival audience, and their ideas will be evaluated by a panel of guest judges.

3.8 The official language of communication and presentation for the competition is English. With the judge's permission, the mentor may assist the team with translation during the questions and answers session.

3.10 Visual aids (such as slides, prototypes, etc.) may be used during the presentation, if they do not extend the allotted time.

4.16 All judges' decisions made after the final competition are final and cannot be contested once the results have been announced.

