



RULES



SKILL DRIVE 29/10/2025

1. Summary

The objective of SKILL DRIVE is to create and/or program a robot that takes an obstacle across a track from a start point to an end point, in a time of 120 seconds, without the obstacle leaving the guide line while doing so.

All teams will solve the challenge live on the day of the event. There will be qualifying rounds, which may vary depending on the number of robots registered in the challenge, and the classifying mode, as well as if the event is virtual or in-person.

Each section of line covered by the obstacle has a value of 10 points, and one point will be assigned for each unused second, if the end point is reached before 120 seconds of the round.

The competition is open to participants of any age. Each registered team can have a maximum of 3 members and a mentor. If all the 3 members are under the age of 18, the mentor must be 18 y/o or older and must act as the adult responsible for the team.

2. Registration

All the information regarding registration can be found in <http://robojam.live/>

3. Rules Clarification

All those circumstances not foreseen in this set of rules, will be up to the judges and/or the tournament staff to solve. They will have the final decision on it and cannot be appealed.

By registering the team and paying the registration fee, the team understands and accepts all the rules presented here.

In case of being disqualified, or not showing up to the event, there will be no reimbursement of any kind for the team.



SKILL DRIVE 29/10/2025

Rules could be modified until the registration due date. However, if there is any need to clarify one of the rules before the event, the teams will be notified
Allied events that use RoboJam challenges may have differences in the application of our challenge rules and competition format, with prior authorization from the organization.

4. Challenge Setup

The team is responsible to get and organize all the elements necessary to participate.

For virtual events, It is strongly recommended to check the internet access and bandwidth ahead of time, along with all the devices (laptop, tablet, Cell phone, etc.) the team will use to stream the challenge.

5. Robot

- a) Any type of platform or kit can be used. The design of the robot is free.
- b) The maximum size of the robot is 20 cm long x 20 cm wide (7.8 x 7.8 inches), without height restriction. Any element that detaches from it, can be consider an extension of the robot. The robot must not exceed these measurements at any time.
- a) The robot must be Radio Controlled. Any type of signal can be used. (Infrared, wifi, bluetooth, etc.). Sensors cannot be used to guide the robot.
- c) The robot must push the object. It must not be held with clamps or any other device that restricts its movement. *The guides used around the object must not be bigger than 3.5 cm (reaching a maximum of half the object's diameter), and no part of the robot may be above the object at any time, to ensure complete visibility.*
- d) It must have a non remote switch to turn the robot on and off .
- e) The use of programming devices (computers, tablets, cell phones, etc.) or remote start devices during official rounds (classification or finals) is not allowed.
- f) We want to clarify, these requirements are mandatory in order for the robot to participate. In case a team starts competing without complying with any of them the round will be considered null and the team can even be disqualified.

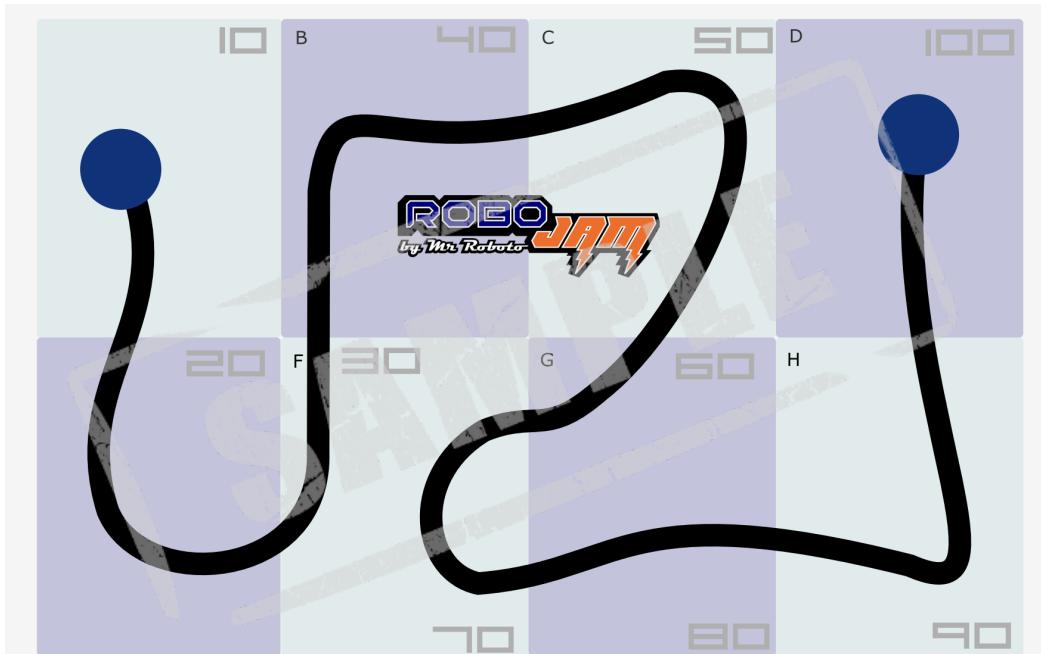


6. Competition

- a) In virtual events, the team is required to attend the captains' meeting scheduled one hour before the competition, in order to approve the tracks and the robot. Failure to connect to the meeting prior to the start of the challenge may result in a penalty.
- b) In Virtual events, All teams will have at least one qualifying round. In in-person events, all teams will have the opportunity to carry out 3 qualifying rounds, which they must do in a maximum time of 2 hours. If they fail to do them, they lose that opportunity, and only the rounds completed are counted
- c) Rounds will have a maximum of 2 minutes.
- d) The robot must carry an object without leaving a guide line from a start point to an end point in the given time (120 seconds).
- e) The obstacle is considered inside, as long as one part is touching the guide line.
- f) At no time can participants touch the object or the robot once the round begins. If you do so, the round is over.
- g) The robot must be located behind the object, which will be in the initial position indicated by the judges before starting. Your round begins at the judges' command. The time ends when the object arrives following the guide line to the end point through all sections or when 120 seconds have elapsed. If you finish the course before the time expires, each remaining second is an additional point. If the object leaves the track, your round ends, but the points you had up to that point are added, without a time bonus.
- h) 10 points will be given for each section of line traveled in a quadrant. In some quadrants there are 2 line sections, in others only one. There are a total of 10 sections.
- i) In virtual events, the best 10 teams (10 highest scores) in the first round will qualify to the second round. The best 5 teams (5 highest scores) in the second round will qualify for the final round. If there are 10 or fewer participating teams, the teams will do the 3 rounds and the best score from the 3 rounds will be taken.
- j) In in-person events, the best score from the qualifying rounds carried out by the team, will be chosen. In the event of a tie for the last qualifying position, the rounds of the teams involved will be averaged to determine who passes. The best 8 teams will go to direct elimination by brackets {1-8, 3-6} & {2-7,4-5}, until the podium winners are reached. If there are less than 8 teams registered, the 4 teams with the best points will go directly to the semifinals.

- k) In virtual events, in the event of a tie in the final round, a single additional tiebreaker round will be held between the teams in question. For in-person events, this will be done for eventual ties in final rounds. The judges and/or the organizer will determine under what conditions it will be done, right at that moment.
- l) If a team is called and does not show up, they will be given until the end of the round to show up and make their attempt. Otherwise the round will be declared void. In face-to-face events, if the team in final instances is not yet ready, it will continue with the next key (giving a minimum time of 2 minutes for the team to organize), and it will be called again at the end. If you are not ready when called in the second instance, the round is given to the other team

7. Pista



Each Line section in a quadrant is worth 10 points. There are a total of 10 sections.

- a) The track is made up of 8 letter size sheets, which delimit 8 quadrants, which must be assembled to compete. -See attached file HINT- In face-to-face tournaments it can be printed on canvas or other material, in a similar size, if required by the organizer.



SKILL DRIVE 29/10/2025

- b) The thickness of the line is approximately 2 cm. You can use black insulating tape, or any other element to demarcate those spaces that are missing when gluing the track sheets.
- c) In virtual tournaments, a Glass with a diameter of 7 cm, in its widest part (with a tolerance of +- 2mm), will be used as an object to guide, which will be face down, and will be located on the track, as indicated by the judges in the circle that represents the beginning. In face-to-face tournaments the object can vary in shape and size, maintaining 7 cm, in its widest part (with a tolerance of +- 2mm.)
- d) The objects MUST be a color that contrasts with the track (you can use paint, colored tape, etc.), to facilitate visibility. White or transparent are not allowed.

8. Penalties

Teams may receive a time penalty for not complying with any of these regulations. The points penalties are -50 points for each foul.

The judges and / or the staff can disqualify any team, at any time, for any fault that in their opinion is serious and is against the respect, ethics and education that is sought in the event. This includes, but is not limited to, any of the following situations:

- a) Fraud in the information shared with the organization or in the competition
- b) Dishonesty in the challenge, deliberately breaking the rules.
- c) Disrespect to judges or participants, during the competition or in the comments during the live streaming.

9. Claims

- a) The captains can file a claim in front of the judges, in case of having any disagreement.
- b) The final decision on any claim is at the discretion of the judges and / or the organizer, who are considered the last instance in the resolution of this situation and their decision is final, cannot be appealed.



SKILL DRIVE 29/10/2025

10. Prizes

The first 3 places will be awarded with credentials for a ROBOJAM event. All other teams can request participation certificates.

Other additional prizes, such as cash prizes or sponsor gifts, will be assigned and communicated by the organizer at his own discretion, after the registration due date, but before the competition date.

- [Any question, please send us a message to](#)

- Info.RoboJam@gmail.com

- RoboJam is a registered trademark in Mexico, under IMPI registration 2671192. Its use by third parties must be explicitly authorized in writing by prior agreement.
- The RoboJam challenge regulations are a written work, protected by copyright, therefore any modification, distribution or use by third parties must be explicitly authorized in writing by prior agreement. -



SKILL DRIVE 29/10/2025

ANEXO TAMAÑO

