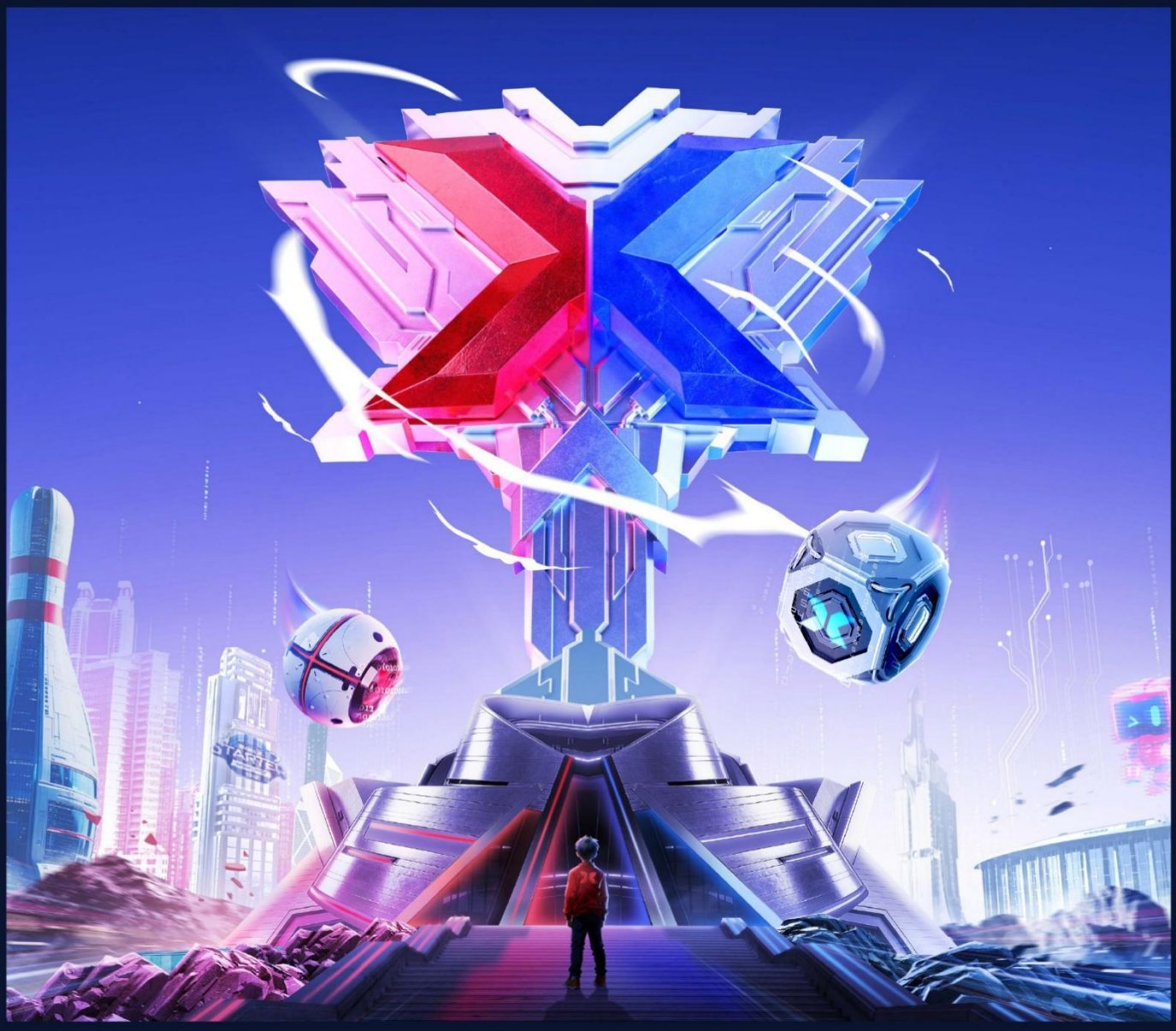
2026

V1.0

MAKEX

ROBOTICS COMPETITION



RULES GUIDE

MakeX Inspire

Creativity · Teamwork · Fun · Sharing

Date	Version	Modifications Record
2025.11	1.0	MakeX Inspire Code Courier Rules Guide First Publish.

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1. Introduction

1.1 About MakeX

MakeX is an international robotics competition platform designed for young people worldwide. Originating from China, it is centered on STEAM and engages youth through various forms such as robotics competitions, STEAM carnivals, innovation showcases, and international exchange events. These activities allow participants to experience the joy of creation in practice and inspire their passion for technology.

The MakeX Robotics Competition upholds the spirit of Creativity, Teamwork, Fun, and Sharing, combining challenge and enjoyment. It encourages young people to embrace Science (S), Technology (T), Engineering (E), Arts (A), and Mathematics (M), and to apply this knowledge to real-life situations — exploring boldly and solving problems with creativity and teamwork.

1.2 MakeX Spirit

Creativity: We advocate curiosity and innovation, encouraging all contestants to create unique high-tech works with their talent and challenge themselves for continuous progress!

Teamwork: We advocate solidarity and friendship, encouraging all contestants to develop a sense of responsibility and an enterprising spirit, and sincerely working with their partners for win-win development!

Fun: We encourage contestants to build a positive, healthy mindset in the competition. Enjoy the journey and grow in the process.

Sharing: We encourage contestants to have an open mind as a maker and share their knowledge, responsibility, and joy with everyone, including their teammates and competitors.

MakeX spirit is the cultural cornerstone of the MakeX Robotics Competition. We hope to provide a platform for all contestants, mentors and industry experts to exchange ideas, study and grow up, and help young people acquire new skills during creation, learn to respect others in teamwork, gain an enjoyable life experience in the competition, take delight in sharing with the society their knowledge and responsibility, and work hard to achieve their grand aspiration of changing the world and creating the future!

1.3 About MakeX Inspire

MakeX Inspire is a single-mission competition program for teenagers aged 6 - 12.

The competition is structured with a single mission format, which significantly lowers the threshold for participating in the competition. The concept of no restrictions on how a mission can be completed has enhanced the fun and participation experience of the competition, which also fully exercises the critical thinking and strategic planning abilities of contestants.

2. Competition Application

2.1 Participation Requirements

Participants: Contestants shall participate in teams; the number of contestants is 1 for each team, with 1 mentor.

Age: Contestants must be teenagers or children between the ages of 6-12 (born between January 2nd, 2013 and December 31, 2020), and the mentor must be at least 18 years old.

Identification Symbols: Each team must have a team logo, team name, and team slogan. Teams are encouraged to use uniforms, flags, posters, badges, pit area decorations, etc., to show the team culture.

2.2 Registration and Application

Contestants and mentors who meet participation requirements can register on the designated competition web page on the MakeX official website (www.makex.cc/en). Each team should register with one registration form.

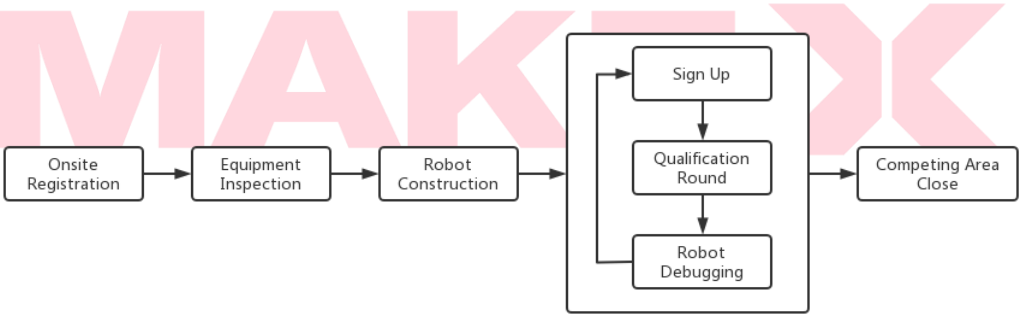
If the participating team wants to change their members before the competition, which leads to inconsistency with the registration information, they should inform the MakeX Robotics Competition Committee in advance to finish re-registration.

For more details about the registration and application, please refer to the **MakeX Registration & Competition Application Guide**

3. Competition Procedure

Participating teams shall pay close attention to related notices and the Competition Guide published before each competition. If the rules have some updates in the competition guide, the latest rules will be adopted for the competition. MakeX Competition Committee reserves the right and final interpretation to amend competition rules and systems based on the actual situation of different competitions.

The schedule for each competition is determined by the actual situation, and generally includes the following procedures.



Onsite Registration

When a team arrives at the venue, mentors and contestants should show ID cards or other valid certificates (e.g., passports) for onsite registration and to get the competition pack. Mentors must inform team members about the fire exit, match schedule, arena, pits area, etc. On-site registration and robot inspection will be closed once the match schedule is announced.

Equipment Inspection

Teams are required to bring the necessary parts to construct their robots. The organizer won't provide any parts or equipment. The teams must bring their own equipment. Except for motors, servos, Bluetooth controller, batteries, wheels and tyres, all other equipment or mechanical parts must be scattered and can't be assembled in advance. Teams are not allowed to use commercial structures with mature designs. All parts shall not be welded, riveted, glued or other ways to form parts, structural parts for independent rectangular (including crankshaft-shaped), cylindrical (including gear-shaped, cone-shaped), square, ribbon-shaped, shaped body, etc. Teams that fail to pass the equipment inspection are not allowed to participate in the competition.

Robot Construction

Teams should finish their robot construction in the construction area (each team will have their own seat). Expect the referees, judges, staff, and any third-party personnel, like mentors or parents, not to be allowed to enter the related areas in the venue. Teams can sign up for the competition according to their process of robot construction and get ready for the competition. The use of any form of robot assembly instructions is strictly prohibited during robot construction. Any violation will result in a warning and confiscation of the instructions, with the robot deemed ineligible for further use. Serious violations will lead to disqualification from the entire competition.

Competition Sign Up

Before entering the competing area, a team shall sign up at the entrance of the competing area and queue for the competition and is not allowed to go back to the construction area after signing up. If the team needs to compete in the next qualification round, they will have to sign up again.

Qualification Round

In the regular competition, each team will participate in 2 rounds of the match. The number of qualifications matches for teams to participate in may vary between different competitions, which is decided by the practical situation.

After the qualification round, teams will be ranked according to the following rules:

(1) Ranked according to the team's highest score among all the qualification matches, teams with higher scores rank higher.

(2) If the scores are the same, teams with shorter completion times rank higher.

(3) If the above conditions are the same, teams that rank the same will have an additional match until the winner is decided.

Robot Debugging

After each round of the match, the teams are allowed to go back to the construction area for robot debugging.

Competing Area Close

When the competing area is closed, teams are not allowed to sign up

for the competition anymore. Teams shall pay close attention to the time of competition sign-up and the competing area closes that announcement before the competition. The team didn't sign up for the competition when the competing area would be treated as giving up the qualification round.

4. Competition Details

The theme of the 2026 season MakeX Inspire is "Code Courier".

With artificial intelligence and information security as its core concepts, this project simulates robots acting as "encrypted couriers" in a high-tech information network.

"Code Courier" is not only a competition, but also a microcosm of future society: driven by artificial intelligence, robots assist humans in achieving more efficient and secure information delivery.

During the competition, students use technologies such as color sensors and visual recognition to distinguish different types of information, apply algorithms to make intelligent decisions for path planning and task prioritization, and integrate mechanical structures to complete tasks, including automated sorting, precise placement, and secure information transmission.

4.1 Introduction

MakeX Inspire is a single-mission competition program; each

competition shall be completed by one team.

The singles match lasted for 150 seconds. After each match, the referee calculates the scoring according to the status of props at the scoring time.

Fig 4.1 Competition Arena Isometric View

4.2 Arena

The MakeX Inspire arena consists of a map and a frame. The external side of the frame is 1200 mm*1200 mm. The internal side of the frame is 1170 mm*1170 mm. The map included the Base Station Area, Delivery Area, Central Hub Area, and Outer Hub Area.

Areas in Detail:

Base Station Area/Delivery Area

The competition arena features five designated areas, each measuring 250mm × 250mm. Before the match, each team must select one area as

their base station area. The remaining four areas will automatically become delivery areas, serving as target areas for missions.

The base station area is designated for robot starting positions; the delivery areas are used for sorting or placing mission props.

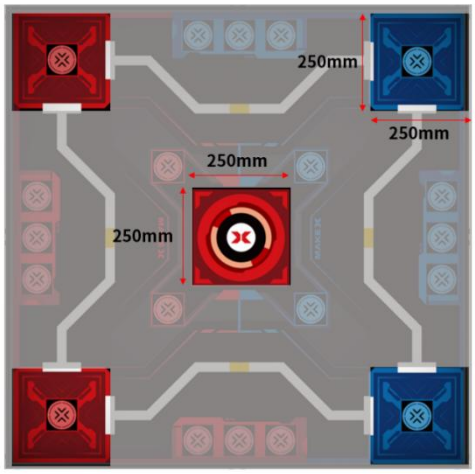


Fig 4.2-1 Base Station Area/Delivery Area

Central Hub Area

Four square areas measuring 70mm × 70mm are located in the central area of the arena.

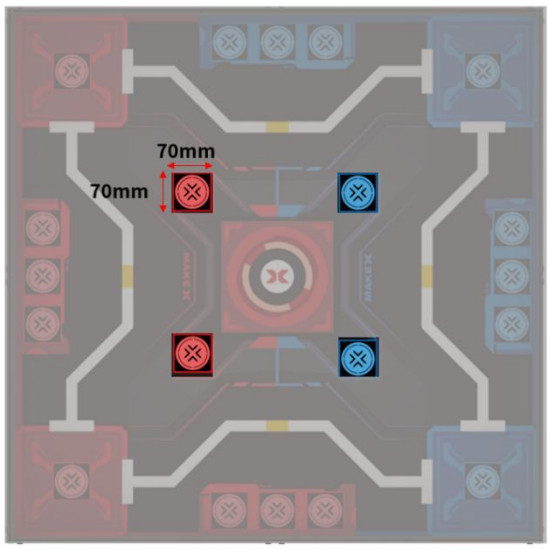


Fig 4.2-2 Central Hub Area

Surrounding Hub Area

The surrounding hub areas are rectangular areas located along the four sides of the arena, totalling four in number. Each surrounding hub area contains three 70mm × 70mm square areas.

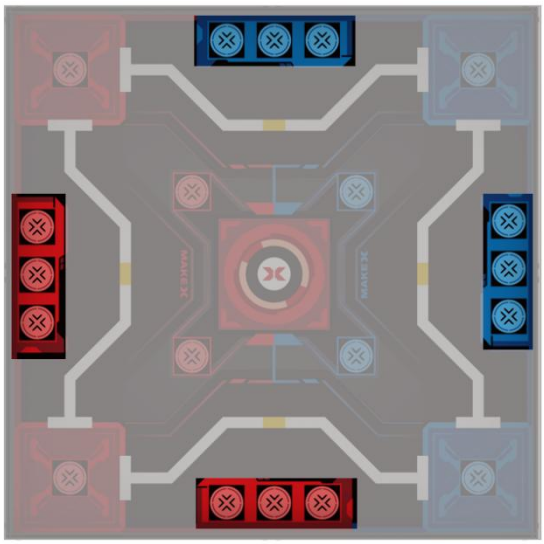


Fig 4.2-3 Surrounding hub areas

4.3 List of Props

Name: Secure Ring

Introduction: The ring with an outer diameter of 70 mm (±2 mm) and an inner diameter of 40 mm.

Color and Material: Red, yellow, blue and green; EVA

Fig 4.3-1 Secure Ring

Name: Signal Tower

Introduction: The base diameter is 70mm, the pillar body diameter is

30mm, and the overall height is 100mm.

Color and Material: Red, yellow, blue and green; EVA

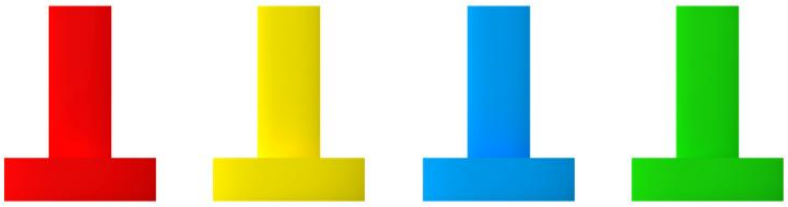


Fig 4.3-2 Signal Tower

Name: Signal Ball

Introduction: A sphere with a diameter of 70 mm (±2 mm).

Color and Material: Red, yellow, blue and green; EVA

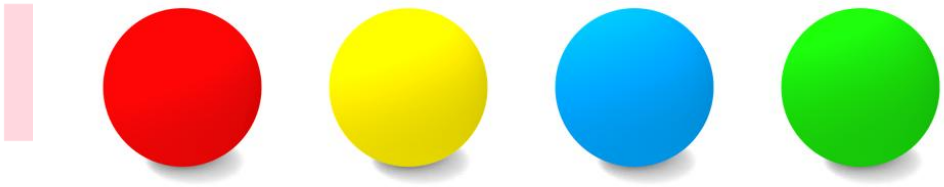


Fig 4.3-3 Signal Ball

Name: Data Cube

Introduction: A cube with a side length of 70 mm (±2 mm)

Color and Material: Red, yellow, blue and green; EVA

Fig 4.3-4 Date Cube

*Note: All arenas and props have reasonable deviation or error. The

contestant can request a replacement if props are available.

4.4 Missions Introduction and Scoring State Judgement

In each match, each team must complete one mission. There are no restrictions on how the mission is accomplished; participating teams may use automated or manual procedures to complete the mission.

Mission background: Driven by artificial intelligence, robots will assist humans in achieving more efficient and secure communication and information transmission.

Mission Description: Robots shall deliver secure rings to the corresponding colored signal tower area or onto the signal tower.

Mission Prop: 4 red, 4 yellow, 4 blue, and 4 green secure rings; 1 red, 1 yellow, 1 blue, and 1 green signal tower.

Starting Condition: the team shall select one 250mm x 250mm area as their base station area; the remaining 4 areas automatically become delivery areas. The red, yellow, blue, and green signal towers are placed in the central circular zones of their respective delivery areas. Teams decide the specific color assignment for each signal tower before the match (the diagram below shows one possible arrangement). There are four sets of secure rings, arranged in the color sequence of red, yellow, blue, and green, from top to bottom. All secure rings are uniformly placed within the four circular zones of the central hub area.

Fig 4.4-1 Starting State of M01

Mission Score: Deliver the corresponding colored secure rings to the designated delivery areas containing the matching colored signal towers for 10 points per ring; Place the corresponding colored secure rings onto the matching colored signal towers for 50 points per ring.

Scoring Judging: During the scoring time after each match:

a. The vertical projection of the signal tower is completely within the initial delivery area and in an upright state, without direct contact with the robot;

b. The color of the ring matches that of the signal tower in the delivery area; the ring has no direct contact with the robot.

c. The vertical projection of the ring is completely within the corresponding color delivery area;

d. The secure ring is completely inserted onto the corresponding colored signal tower.

Secure rings satisfying conditions a, b, and c simultaneously: 10 points per ring. Secure rings satisfying conditions a, b, and d simultaneously: 50 points per ring.

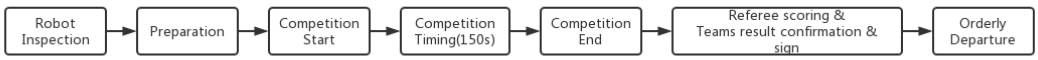
Fig 4.4-2 Scoring condition

Scoring Instructions: The final score of the competition is determined by the final stationary position of the scoring props after the match concludes. Following the match, referees calculate mission points. During the competition, referees monitor the progress in real time, recording warnings and violations.

Maximum score per match: 50 × 4 × 4 = 800 points.

4.5 Single Match Flow

The single match lasts for 150 seconds. The match flow is as follows:



Robot Inspection

Before each match, teams shall have their robot inspected. Referees

will inspect the robot according to the technical requirements. The robot that passes the inspection will be able to continue to the competition. If the inspection fails, the result of the single match will be zero, and the team will have to go back to the construction area to re-adjust.

Preparation

Before the single match, teams should arrive at the competing area ahead of schedule and prepare under the guidance of the referee:

(1) Power on the robot and place it completely in the starting area. If the team need to use the Bluetooth controller, power it on and place it outside the arena.

(2) Check the standard of the arena and props placement.

(3) Waiting for the referee's order.

Competition Start

The competition begins after the referee’ s five-second countdown.

(1) Robot completes the mission. During the competition, teams are not allowed to restart or modify their robot.

(2) If the team applies to the referee to end the match before the match time, the referee gives the instruction of “match over” and stops the timing, and the match will end ahead of schedule; or when the 150 seconds run out, the referee will take the initiative to issue the command of “end of the match”.

Except for safety issues, the contestants shall not apply to the referee

for suspension of the match.

Referee's Scoring and Contestant's Result Confirmation and Sign

The referee will count the scores after the competition. If there is no objection to the competition, the teams must confirm the match's result and sign on the score sheet. If there is any doubt about the result, the team may appeal to the referee without signing the score sheet.

After the confirmation of results, contestants shall actively assist the referee to restore the props and leave the arena with their robots and Bluetooth controller in an orderly manner.

5. Technical Requirement

The Robot Requirements are prepared for better preparation for teams and to ensure a fair and safe competition standard. We suggest that the team program and construct the robot under a fully comprehensive understanding of this guidebook. All robots must follow the Robot Requirements strictly, and any against the requirements will be asked to rectify. The robot might be disqualified if seriously against the requirements.

Robot Mechanical Requirements

T01. Each team can use only one robot for inspection. After inspection, the team can only use the inspected robot for the match. The team shall not replace the robot or use a robot which is not inspected.

T02. During the single match, the size of the robot shall not exceed the size of: length of 250mm, width of 200mm, and height of 200mm. The diameter of the wheel (including the rubber tyres) shall not exceed 70mm.

A. The size of the robot is defined at the maximum extension state. Robots should be inspected when all movable structures are in an extreme state.

B. When the robot is in an extreme state, any structure shall not exceed the size of length 250mm, width 200mm, height 200mm

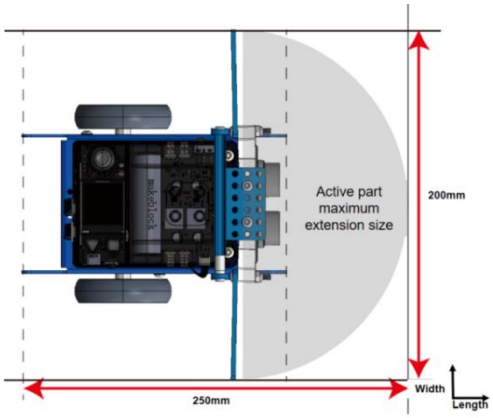


Fig. 5 .1-1 Maximum extension state (Top View)

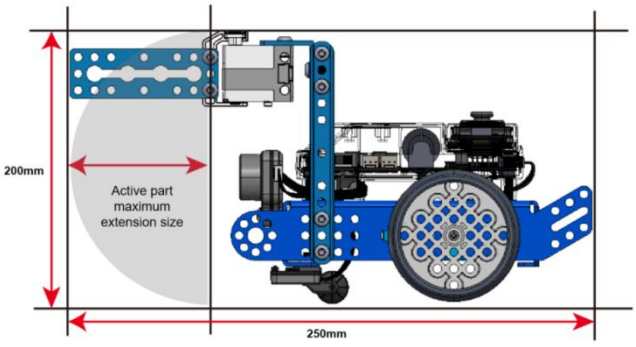


Fig 5.1-2Maximum extension state (Side View)

T03. Robots may use a maximum of 2 drive wheels and 1 auxiliary wheel (including anti-tip wheels/idle wheels). No omnidirectional wheels

(including Mecanum wheels) may be used for any drive wheels. Wheel diameter (including rubber tyres) must not exceed 70mm.

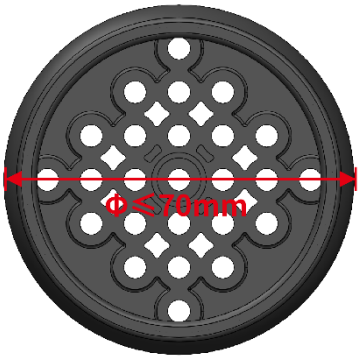


Fig 5.1-3Wheel Size

Definition: A drive wheel refers to a wheel directly or indirectly driven by transmission devices such as motors and reduction mechanisms, used to generate movements such as robot locomotion and steering.

a. Drive wheels must be powered by the robot's own propulsion system and shall not rely on external thrust or traction. When in contact with the arena surface, drive wheels shall ensure stable friction to enable effective robot movement.

b. Non-driven wheels (or auxiliary wheels) corresponding to driven wheels serve only for support and guidance, without providing propulsive force.

T04. During the single match, the robot's weight shall not exceed 2kg, including the weight of the battery.

T05. Teams can use self-made mechanical parts, for example, parts that are made by 3D printing or laser cutting. Teams cannot use commercial

structures with mature design, including but not limited to multi-DOP robotic arms or hands.

Robot Electronic Requirements

T06. To ensure the fairness of competition and prevent teams from using high-performance devices, teams should use devices with performance under the following specifications:

Device Type	Parts Name	Specs	Remark
Mainboard & Extension Board	ESP32-WROVER-B	Processor: Xtensa® 32-bit LX6 dual-core processor Communication mode: wireless communication Serial communication: main control board to expansion board Digital signal: digital servo interface PWM: DC motor interface	During the whole competition, each team is only allowed to use the same main board. For any special case, the need applies to the referee.
Sensor	Vision Sensor	View angle: 65.0 degrees Valid focus: 4.65±5% mm Refresh rate: 60fps Working distance: Best in 0.25-1.2m Power Source: 3.7V lithium battery or 5V	Types and quantities are not limited. Robots are prohibited from using any sensors that can interfere with the sensory

		mBuild Power module Power range: 0.9-1.3W	capabilities of other robots.
	Ultrasonic Senor	Voltage: DC 5V Working distance: 5-300cm Error: ±5%	
	Line Follower	Voltage: DC 5V Working height: 5mm-15mm	
Motor & Servo Motor	Encoder Motor	180 Optical Encoder Motor Voltage: 12V Zero Load RPM: 350RPM ±5% Gear Ratio: 39: 6	Must not modify any motor or servo internal mechanical and electrical design.
	DC motor	High-Speed TT Motor Rated Voltage: DC 6V No-Load Speed: 312 RPM ±10% Gear Ratio: 1:48	Maximum total amount 5. **Only motors and servos that are mentioned in the rules are allowed to be used**
	Servo	MS-1.5 A Servo Voltage: 4.8-6V DC Torque: 1.5kg/CM	
Wireless Communication	Bluetooth Controller	Frequency: 2402~2480MHz Antenna Gain: 1.5dBi Working Current: 15mA	
	Bluetooth Module	Bluetooth Version: BT4.0 Frequency: 2402~2480MHz Antenna Gain: 1.5dBi Power: ⩽4dBm	Must not connect with any device other than the Official Bluetooth Controller.

		Working Current: 15mA	Including but not limited to manually triggering the sensor.
Battery	18650 Battery	Configuration: 3.7V 2500mAh Output: 5V 6A	Must not be modified. The team should be responsible for any accidents for the modification.

Robots shall comply with technical requirements. Any violation will result in disqualification from the competition, and the team must modify the robot until it meets the requirements.

6. Rules of Competition

6.1 Penalties explanation

Explanations and categorization of rules are defined in the following sections:

Warning

E01. The Referee gave the team an oral warning of the first violation and asked the team to stop the violation and obey the referee's instructions. During the warning, the competition will be timed normally.

Violation

E02. The referee immediately announced the violation to the team and deducted 20 points from the team as soon as it found a violation (the team

had been warned once before in this single match). During the violation, the competition will be timed normally.

Invalid Prop

E03. From the moment that non-compliant contact with the mission prop and scoring prop occurs, it will trigger the invalid prop, and the referee will announce that the props are invalid. The invalid props will be removed from the arena by the referee, and the player cannot continue to get points. The Referee has the right to determine whether the final state of the prop before it becomes invalid can be scored or not, according to the contents of this Guide. At the scoring time, if the prop is in contact with the robot directly, the prop cannot be scored.

Disqualify Single Match

E04. During the match, the team violated the rules, resulting in the invalidation of the score of the match, but it did not affect another match.

Disqualify Entire Competition

E05. The team will lose the opportunity to continue to participate in the competition and the right to be awarded.

6.2 Safety

Robot Safety

R01. The team's design and construction of the robot shall follow the technical requirements.

R02. The robot's parts shall be used safely.

R03. The robot shall not have any active behaviour of parts separation (bouncing or shooting parts).

R04. During the competition, the robot shall not use any sticky material (including but not limited to double-sided tape or glue) to stick the props.

R05. The referee has the right to reject a dangerous robot from competition. The referee has the right to withdraw a team from the rest of the competition depending on the dangerous level of the robot.

Team's Safety

R06. Under the guidance of the mentor and after reading this guide, contestants can proceed to prepare for the competition and design and construct their robot.

R07. In the preparation process, the team must not perform any dangerous actions.

R08. The Team shall pay attention to safety when using dangerous tools (screwdrivers, sharp knives).

R09. During matches, contestants with long hair must tie it back. Teams are prohibited from wearing shoes that expose the toes in the competition area.

R10. During the competition, teams shall not press the arena heavily or any behaviour that damages the arena or props.

The referee has the right to reject teams that do not conform to the safety rules entering the competition arena. The Referee has the right to disqualify

a team for the entire competition according to the level of danger.

6.3 Operation Rules

Robot Start in Advance

R11. Contestants shall activate their robots only after the referee announces the start of the match. If a robot moves prematurely, it shall be deemed to have started early.

- Penalty for this behavior: Violation.

Wireless Remote-Control Operation

R12. Contestants are not allowed to bring electronic communication devices (cellphones, intercoms, computers, or any other wireless remote devices) into the competing area.

- Penalty for this behavior: Warning. The team can be disqualified from a single match if serious

Contestant standing position

R13. Contestants are allowed to operate their robots around the perimeter of the competing area.

Prohibited Use of Robot Assembly Instructions

R14. During robot assembly, the use of any form of robot assembly instructions is strictly prohibited.

- Penalty for Violation: A warning will be issued, and the instructions will be confiscated. Continued use is not permitted. In severe cases, the team's results for the entire competition will be disqualified.

Non-compliance with programming tools

R15. Contestants are not allowed to bring computers, Tablet PC or any other programming devices into the competing area.

- Penalty for this behavior: a warning and confiscated; The team can be disqualified from a single match if serious.

Violation Due to Contact with the Robot

R16. During the competition, contestants are strictly prohibited from directly or indirectly contacting robots.

- Penalty for this behavior: Violation. The team can be disqualified from a single match if serious.

Violation Due to Contact with the Props

R17. During the competition, contestants are strictly prohibited from directly or indirectly contacting any props.

- Penalty for this behavior: Violation. The prop will be invalid and removed from the arena by the referee.

Deliberately pressing or hitting the Arena

R18. During the competition, contestants shall not deliberately press or hit the arena for a scoring advantage.

- Penalty for this behavior: Violation. Points or advantages that are due to this violating behavior will be invalid.

Destroy arena elements on purpose

R19. During the competition, contestants and robots are not allowed to destroy the arena elements on purpose.

- Penalty for this behavior: Violation

Scoring Props Leaving Arena Violation

R20. In the whole process of a single match, the vertical projection of scoring prop should not leave the arena. Otherwise, the prop is invalid and will be removed from the arena.

Robot Leaving Arena Violation

R21. In the whole process of a single match, no part of the robot's vertical projection may extend beyond the boundaries of the arena.

- Penalty for this behavior: Violation

Violation Due to Mentoring

R22. During the whole process of the competition, including the robot construction and debugging time, the team shall not have any external mentoring.

- Penalty for this behavior: Warning for the first time. The team can be disqualified from the entire match if serious.

Improper use of robots

R23. Throughout the entire competition, once a team's robots have passed inspection, that team can only use the inspected robots for competition. Teams are strictly prohibited from replacing robots or using robots that have not passed inspection. Only the team's own robots may be used; it is forbidden to use robots from other teams or to exchange robots for competition.

- Penalty for Violation: the teams will be disqualified from the entire match.

Damaging Other Teams' Robots

R24. Throughout the entire competition period (including matches, waiting periods, debugging sessions, etc.), it is strictly prohibited to damage or destroy other teams' robots in any form. If the referees or event organizing committee confirms, through on-site observation, video review, post-match inspection, or other means, that a team has damaged another team's robot, the act of damaging another team's robot is deemed established.

- Penalty: Disqualification of the offending team from the entire competition. For severe violations, the organizing committee reserves the right to document the incident, which may affect eligibility for future MakeX competitions.

Egregious Behaviors

R25. It will be regarded as Egregious Behaviors if a team or a person related to the team engages in, but not limited to, any of the following circumstances. In case of Egregious Behaviors happening, the referee has the right to disqualify the entire competition.

- Impolite behaviors (abuse, bad words, unnecessary physical contact).
- Seriously affecting the competing area and the safety of the audience. Interfering with the process of competition.
- Seriously violating the spirit of competition (e.g., cheating).
- Repeated violations or ignoring the Referee's warning, blatantly violating.

- Malicious Complaints

Abnormal Situation

R26. Including but not limited to the following situations:

- Potential Safety Risk: The competition venue may pose problems that might affect the safety of competing areas, teams or robots.
- Damage or missing of arena elements and props: The arena and its elements and props are damaged or missing accidentally, which leads to the competition not continuing.
- Re-competition: Referees have the right to discuss and determine if a Re-competition is necessary according to the specific situation.

The uncertainty of the arena, props

R27. Due to the uncertainty of manufacturing and processing, all arenas and props may have minor errors (dimension, weight, color and flatness, etc.). Teams should consider these minor errors when constructing their robots to adapt to different props and arenas. Contestants can apply to change the props before the competition if there are some adaptable props available. Robots should be able to adapt to some unchangeable elements, such as a folded arena, light change, etc. The team should debug their robot to adapt to these unchangeable elements.

Quitting the competition due to a sudden situation

R28. After on-site registration, if the team cannot continue to participate in the competition due to a sudden situation, the team has to report to the

MakeX Committee, and the competition schedule that is related to the team will proceed as normal.

7. Appeal and Arbitration

7.1 Results Confirmation

Results Confirmation

When a single match ends, after the referees finish the scoring, the captains of both teams need to confirm the results with the referees and then sign on the score sheet. Both teams shall not have any objection to the results of this single match after their signatures.

Dispute Settlement

If they have any objection to the results and the referee's explanation, they can refuse to sign the score sheet. Instead, they need to write clearly about the situation in the remarks part of the score sheet.

7.2 Appeal Procedure and Valid Appeal Period

Appeal Procedure

Appeals should be lodged within the "valid appeal period" by the prescribed procedure and follow the civil participation spirit. The team needs to fill in the Appeal Form and then cooperate with the Arbitration Commission to investigate the actual situation. During the investigation, contestants from the team can be present. The Arbitration Commission has

the right to communicate with the appealing party alone, avoiding the mentor, the parents of the contestants, their relatives, or friends. The appellant should express facts clearly and objectively, not over-emotionally.

Valid Appeal Period

Normally, the appeal should be lodged within 30 minutes after the end of the single competition. Please check the Competition Guide for a specific effective appeal period before the competition. The appellant and the respondent must be present at the designated place on time.

Appeal Response

Not all appeals will be accepted. The Arbitration Commission has the right to determine whether to accept the appeal or not, according to the actual situation. Normally, the Arbitration Commission responds to the appeal after the end of the competition on the same day or before the start of the competition on the next day.

7.3 Invalid Appeal

Overdue Appeal

Appeals that are not lodged within the "valid appeal period" will be considered invalid and inadmissible. If the appellant fails to be present on time or leaves without any reason during the investigation, the appeal will be considered invalid. If the respondent fails to be present on time, the Arbitration Commission will directly determine the arbitration result and

render it as a final result.

Appellants out of Stipulation

The appellants must be the participating contestants, and the appeal of another person is inadmissible. The Arbitration Committee will caution the offending team if parents, mentors, or other persons outside of the stipulation participate in the arbitration process without the permission of the Arbitration Committee.

- Penalty for this behavior: Warning for the first time, a disqualification will be given for multiple invalid warnings.

Vague Appeal’ s Requests

If the Arbitration Commission is unable to understand the appeal or conduct the normal investigation due to the emotional factors of the appealing party, the offending party will receive a verbal warning.

- Penalty for this behavior: Warning for the first time, a disqualification will be given for multiple invalid warnings.

Uncivil Appeal

Neither side shall engage in uncivil behavior nor offensive action or remarks.

- Penalty for this behavior: Warning for the first time, a disqualification will be given for multiple invalid warnings.

7.4 Arbitration Procedure

Arbitration Procedure

The Arbitration Commission consists of the head referee, the arbitration consultant, and the competition technical director. The Arbitration Commission is responsible for accepting the appeals and conducting arbitration investigations to ensure the smooth progress of the competition and the fairness and justice of the competition results. The playback videos and photographs of any competition may be inaccurate due to the shooting angle, which is only used as a reference but not as arbitration evidence.

Arbitration Results

The arbitration results can be divided into “maintaining the original result of the match” or “re-match”, and the two teams shall not appeal again. If the arbitration result is a "re-match", the team shall have a re-match according to the time and arena stipulated in the Appeal Form. If the team fails to reach the arena within 5 minutes after the beginning of the match, the team shall be deemed to quit the match.

The arbitration results can be divided into “maintaining the original result of the match” or “re-match”, and the two teams shall not appeal again. If the arbitration result is a "re-match", the team shall have a re-match according to the time and arena stipulated in the Appeal Form. If the team fails to reach the arena within 5 minutes after the beginning of the match,

the team shall be deemed to quit the match.

Additional Remarks

The Arbitration Commission determines the final arbitration result, and neither side shall dispute the result of the appeal anymore.

8. Statement

The MakeX Robots Competition Committee reserves the final interpretation of MakeX Robots Competition - Rules Guide for MakeX Inspire – Code Courier.

8.1 Rules Explanation

In order to ensure fair competition and a high-quality competition experience, MakeX Robotics Competition Committee has the right to update and complement these Rules Guide regularly, and issue and implement the latest version before the competition.

During the competition, all matters not stated in the Rules Guide shall be decided by the referee team.

This Rules Guide is the basis for refereeing, and the referee team has the right to adjudicate during the competition.

8.2 Disclaimer

All Contestants in the MakeX Robotics Competition should fully understand that safety is the most important issue for the sustainable

development of the MakeX Robotics Competition. To protect the rights and interests of all contestants and organizers, according to relevant laws and regulations, all contestants registered for the MakeX Robots Competition should acknowledge and abide by the following safety provisions:

(1) Contestants should take adequate safety precautions when constructing the robots, and all parts used for constructing the robots should be purchased from legal manufacturers.

(2) Contestants should ensure that the structural design of the robots considers the convenience of the inspection and actively cooperate with the host of the competition.

(3) When modifying and using the parts with potential safety hazards for the Robots, it must conform to the national laws, regulations and quality & safety standards. Those operations should be manufactured and operated by persons with relevant professional qualifications.

(4) During the competition, the teams should ensure that all the actions, such as construction, testing and preparation, will not harm their own team and other teams, referees, staff, audiences, equipment and arenas.

(5) In the process of construction and competition, if any action that may violate the national laws, regulations or standards occurs, all consequences will be borne by the contestants themselves.

The competition kits and parts sold and provided by the supporter, Shenzhen Makeblock Co., Ltd., shall be used according to the instructions. Shenzhen Makeblock Co., Ltd. and MakeX Robotics Competition Committee will not be responsible for any injury or loss of property caused by improper use.

8.3 Copyright Declaration

Shenzhen Makeblock Co., Ltd. reserves the copyright of this Rules Guide. Without the written consent or authorization from Shenzhen Makeblock Co., Ltd, any entity or individual may not reproduce, including but not limited to any network media, electronic media or written media.

Appendix 1: Awards and Annual Points

In order to properly guide participants to experience and reap the spirit of the MakeX Robotics Competition: create, collaborate, fun, share, a series of awards is set for this competition program. The award categories, which may be updated during the competition season, are as follows:

Champion, Runner-up, Second Runner-up

Champion, Runner-up and Second Runner-up winners are selected based on the competition results of the qualification rounds.

Innovative Design Award

The Innovative Design Award is given to the team whose robot is creative, innovative, and artistic. MakeX Committee encourages teams to break the shackles of thinking, show their robots of unique design and structure, and create a perfect fusion of aesthetics and technology with their own hands.

Judging Dimension:

(1) The appearance design of the robot is unique, fully displaying the characteristic, multicultural, and the likes of ornamental elements.

(2) The robot is scientific and reasonable in structural design. Achieve innovative breakthroughs in functional realization and structural arrangement.

*For more details judging dimension, please refer to the MakeX Award Guide.

Appendix 2: Scoring Sheet

MAKEX ROBOTICS COMPETITION									
MakeX Inspire Code Courier Scoring Sheet									
Arena No.:									
Session	Seat No.	Team No.	Team Name	Contestant Name	Competition Result			Completion time	Contestant Signature
					Mission score	Penalty (-20 each time)	Total Score		
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
Referee Signature:									

Appendix 3：Competition Resources

Competition resources include, but are not limited to, official resources provided by the committee, such as the Competition Guide, Equipment Instructions, Rules Videos, etc.

The contestants are obliged to keep abreast of the updates of competition resources before the competition, and any problems caused by the contestants' failure to keep abreast of the updates shall be borne by the contestants themselves. All official competition resources will be updated on the MakeX Website.

MakeX Robotics Competition Committee will revise and improve the Rules Guide with the progress of the competition progresses, and the new version will be announced in

MakeX Website. The contestants and mentors can download the latest version in the MakeX Website.

MakeX Website Download
https://www.makex.cc/en/information/download.

MakeX Official Website: https://www.makex.cc/en.
Any Feedback & questions, please send to:
makex_overseas@makeblock.com

MAKEX

Official Website：https://www.makex.cc/en
Official Email：makex_overseas@makeblock.com