FOLKRACE

ROBOT

1. The robot must be autonomous (move independently without additional control by an operator).
2. At the starting position, the robot's maximum dimensions are 20 × 15 cm (length and width). There are no height restrictions. The robot must weigh no more than 1 kg.
3. The robot must not:
   - Change its dimensions;
   - Damage the track surface or injure spectators;
   - Release gases, liquids or dust;
   - Deliberately ram other robots;
   - Use other robots to move.
4. The robot must have a start/stop button or remote control (recommended).
5. To prevent cheating, the remote control must be placed in the designated area once the robot has started.

COMPETITION FIELD

The track surface is black, and the walls are white. Both are made of plastic or coated with plastic.

1. The walls surrounding the competition field are white and 10–50 ± 1 cm high.
2. The competition field is enclosed and curved.
3. The track width ranges from 100 to 120 cm.
4. The competition field may include several simple obstacles, such as hills, pits and other freely placed obstacles. Additional walls may also be installed to prevent robots that navigate only by following the outer wall from completing the track. The position of obstacles may change during the competition.
5. The competition field may have two levels, including a bridge or similar structure.

COMPETITION

1. The aim of the competition is to simulate a real car rally. Up to 4 robots may compete on the track at the same time.
2. A team may consist of no more than 3 members.

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COMPETITION RULES

1. The robot with the highest number of points wins:
   - One point is awarded for each lap completed in the correct direction;
   - A one–point penalty is given for each lap completed in the opposite direction.
2. A lap is considered complete when the robot crosses the starting line, completes a full lap and crosses the starting line again.
3. Each race lasts 3 minutes.
4. At the beginning of the race, all robots are lined up at the starting line, and the judge announces the racing direction.
5. Starting positions and groups are assigned randomly.
6. Once all participants are ready, the judge gives the starting signal.
7. The robot must start moving five seconds after the starting signal.
8. If a robot starts moving before five seconds have passed after the starting signal, it is considered a false start.
9. A robot that makes a false start receives a warning, and the start is repeated. If the same robot makes a second false start, it is disqualified.
10. A robot that has finished the race or made a false start must be removed from the competition field by a team member when instructed by the judge.
11. If the race is stopped (e.g. because all robots have remained stationary for 15 seconds), the judge may instruct a team member to remove a robot that is blocking the movement of other robots.
12. The robot that was blocking movement is returned to the same position after 10 seconds.
13. If a robot gets stuck on the track but does not block other robots, the team representative may decide whether to leave it in its current position or return it to the starting line.
14. If a robot gets stuck, the team may ask for permission to return it to the starting line. Once permission is granted, a team member may return the robot to the starting line without disturbing other robots or participants.
15. If a robot is returned to the starting line during a race for any reason, one point is deducted for each restart.

16. If the rules are not followed, the judge may disqualify the robot or remove it from the track.
17. Each group may have up to 5 members.
18. Each group has 2 races.
19. After each race, the judge may reorganize the groups based on the robots' results.
20. If several robots have the same number of points after all races, an additional race is held.
21. The winner of the additional race is the first robot to complete one lap in the correct direction. Starting positions for the additional race are determined by a draw.
22. Only one team member may stand within 2 m of the track.

ORGANIZATION

1. Each robot must be registered by the deadline set by the organizers. Unregistered robots may participate in the competition, but their results will not count towards the official rankings. Each participant may register only one robot.
2. Before the competition, each participant (team) must attend registration and inspection at the time specified by the organizers. This includes a technical inspection of the robot and the assignment of a competition number, which must be attached to the robot in a clearly visible position.
3. Competition results are displayed next to the competition field.
4. Any questions or issues arising during the competition are handled by the competition judge. If they cannot be resolved, the chief judge makes the final decision.
5. Only the team member listed first on the registration form may submit a protest.
6. Final decisions are made by the judge and the competition organizers. All protests must be submitted during the competition or immediately after it ends. Protests submitted later will not be considered. After reviewing the circumstances and discussing the issue, the competition judge makes the final decision.