

# ENJOY AI 2026: Ancient Civilizations

## Competition Rules

### 1. Competition Theme

Before the world was understood, wisdom lit the way. The compass guided brave journeys beyond the horizon; paper carried words across centuries, allowing knowledge to live on; gunpowder reshaped history while igniting the sparks of civilization; movable-type printing spread culture far and wide.

Across the world, humanity raised lasting wonders - monuments as majestic as the pyramids. Built stone by stone, they have crossed time itself and continue to shine today. In the 2026 season, young stargazers will trace the footsteps of history, uncovering the creative codes behind these legendary civilizations and discovering how human curiosity shaped the world.

### 2. Competition Field and Environment

#### 2.1 Competition field

The competition field measures 120 × 120 cm (see Figure 1) and is made of PU fabric or printed fabric. The robot base area measures 25 × 25 cm.



Fig.1 Competition field

## 2.2 Competition environment

The competition field may be equipped with boundary frames. The environment features cool lighting, low illumination, and no magnetic interference. However, due to the inherent variability of competition venues, certain factors may differ, including surface textures or unevenness of the field, changes in lighting conditions, and variations in how models or elements are fixed in place.

Teams are not permitted to modify any on-site environmental conditions, especially the fixing methods of the field and task elements. All teams should take these possible variations into account and design their robots with appropriate adaptive measures.

## 3. Tasks and Scoring

The following tasks are simulations of certain real-life scenarios and should not be compared to real-life situations.

### 3.1 Departure

3.1.1 The robot starts from the base.

3.1.2 When the robot has completely left the base, with no vertical projection remaining within the base area, 20 points are awarded.

### 3.2 Collecting Civilization Fragments (Autonomous + Manual)

3.2.1 Red and blue platforms are placed on the field. Red and blue blocks (approximately 5 cm per side, EVA material) are placed on the corresponding platforms, as shown in Figure 2.

3.2.2 Scoring Criteria: If a block's projected area is partially or fully within the corresponding red or blue scoring zone, 20 points are awarded per block, as shown in Figure 3.

3.2.3 From the moment the robot leaves the base until the block is removed from the platform, the robot must operate fully autonomously, and no other tasks may be performed during this process. If this requirement is violated, the block will be considered invalid, and the referee will remove the corresponding block from the field until the end of the match.

3.2.4 After obtaining a block, teams may freely choose either autonomous or remote-controlled mode to transport the block.

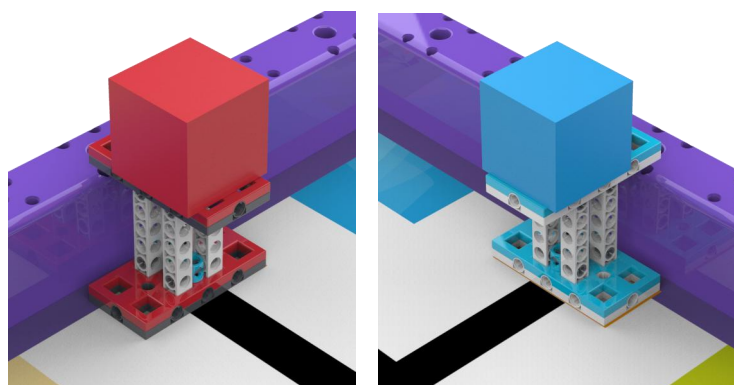


Figure 2. Block Positions



Figure 3. Placement Zones

### 3.3 Collecting Civilization Fragments (Manual)

3.3.1 Four white platforms are placed on the field. On each platform, two red and two blue blocks (approximately 5 cm per side, EVA material) are placed. Beneath the platforms, three yellow and three green cylinders (diameter 6 cm, height 6 cm, EVA material) are positioned, as shown in Figure 4.

3.3.2 Scoring Criteria:

If a block's projected area is partially or fully within the corresponding red or blue zone, 20 points are awarded per block.

If a cylinder's projected area is entirely within the corresponding color zone, 20 points are awarded per cylinder.

Placement of the blocks and cylinders is shown in Figure 5.

3.3.3 The positions of the blocks in this task may be rearranged. The final placement will be announced by the head referee before the match.

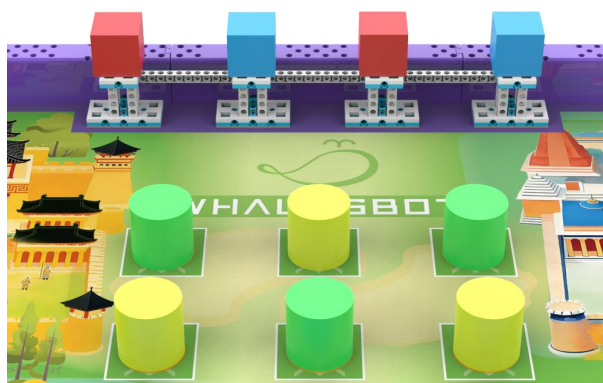


Figure 4. Initial State



Figure 5. Placement Zones

### 3.4 Return

3.4.1 Before the end of the match, the robot may return to the base autonomously or via remote control. Once it has returned and ceases performing any further tasks, 20 points are awarded.

3.4.2 This task must be the last task completed in the match.

## 4. Robots

### 4.1 Programming Devices

Robots must be controlled using handheld remote controllers, coding pens, or programming boards. Mobile devices such as phones, iPads, or tablets are not allowed, as shown in Figure 7.



Figure 7. Illustration of Remote Controller and Programmer

### 4.2 Robot Dimensions

Before each match starts at the base, the robot's dimensions must not exceed  $25 \times 25 \times 25$  cm (length  $\times$  width  $\times$  height). After starting, the robot's structure may extend or change shape autonomously.

### 4.3 Controller

During a single-round match, changing the controller is not allowed.

The controller dimensions must not exceed  $12 \times 11 \times 4.5$  cm (length  $\times$  width  $\times$  height).

External interfaces are limited to 2, and they must be Type-C interfaces.

#### **4.4 Actuators**

Each robot is allowed to use only the motors integrated in the robot controller and one additional gripper motor.

#### **4.5 Sensors**

Each robot may use any type and number of sensors.

#### **4.6 Structure**

Robots must be made of plastic building blocks.

Shafts may be used to fix parts, but all other structural dimensions must use 20 mm as the basic unit.

3D-printed parts are not allowed.

Rubber bands, zip ties, rivets, glue, or tape are not permitted as connection materials.

#### **4.7 Power Supply**

Each robot must have its own independent battery pack.

External power sources are not allowed.

Battery voltage must not exceed 5V, and boost, buck, or voltage regulation circuits are prohibited.

#### **4.8 Robot Allocation**

Each team is allowed one robot.

Robots may not be shared between teams.

## **5. Competition**

### **5.1 Teams**

5.1.1 Each team must consist of 1–2 students and 1 coach. Students must still be enrolled in school as of June 2026.

5.1.2 Team members are expected to approach all competition challenges with a positive attitude and handle problems independently. Participants should demonstrate respect, and friendliness, treating teammates, opponents, volunteers, referees, and all individuals contributing to the competition with respect. The goal is to cultivate participants with well-rounded character and healthy environment.

### **5.2 Competition Format**

5.2.1 The competition will follow the Pre-School / Early Elementary School age categories.

5.2.2 There will be no distinction between preliminary and final rounds. The organizing committee ensures that each team has the same number of runs, and all runs are scored.

5.2.3 After all runs are completed, the sum of all scores for each team will be calculated as the team's total score, which will determine the team's ranking.

5.2.4 The organizing committee reserves the right to adjust the competition format based on the number of participating teams and the venue conditions.

## 5.3 Competition Procedure

### 5.3.1 Robot Setup and Debugging

There is no separate debugging time during the competition. Teams must have their robots and all related equipment ready and wait in the designated waiting area until called for their match.

### 5.3.2 Pre-Match Preparation

5.3.2.1 During the match, team members should take their robot and enter the competition area under the referee's guidance. Teams that fail to arrive within the specified time will be considered forfeited.

5.3.2.2 The robot must be placed inside the base, and no part of the robot or its projection onto the field may extend beyond the base.

5.3.2.3 Upon arrival, team members must complete pre-start preparations within one minute (e.g., checking field elements and inspecting the robot). The robot may not leave the base during this time. Once ready, the team should signal the referee.

### 5.3.3 Start

5.3.3.1 Start: the robot begins to move autonomously or via remote control.

5.3.3.2 After the referee confirms the team is ready, a countdown command "3, 2, 1, Start" will be issued. Upon hearing "Start," the team may activate the robot.

5.3.3.3 Robots started before the "Start" command are considered a false start and may result in a warning or penalty.

### 5.3.4 Retry

5.3.4.1 A retry is triggered if:

1. A team member touches the robot outside the base; or
2. The robot completely leaves the field.

5.3.4.2 During a retry, the field conditions remain unchanged, and the team must return the robot to the base.

5.3.4.3 Tasks completed before the retry remain valid, but any models carried by the robot when returning to the base during a retry are invalid and will be kept by the referee until the end of the round.

5.3.4.4 There is no limit to the number of retries per match. Timing continues uninterrupted during retries.

### 5.3.5 Autonomous Return to Base

5.3.5.1 Robots may return to the base multiple times autonomously, which does not count as a retry.

5.3.5.2 A robot is considered to have returned to the base autonomously if any vertical projection of its structure lies within the base area.

5.3.5.3 After an autonomous return, team members may touch the robot to modify its structure or perform maintenance.

### 5.3.6 End of Match

5.3.6.1 Each match lasts 150 seconds.

5.3.6.2 If a team has completed certain tasks and does not wish to continue, they should raise their hand to signal the referee, who will stop the timer and end the match. Otherwise, teams should wait for the referee to announce the end.

5.3.6.3 Once the referee announces the end of the match, team members must immediately turn off the robot's power and must not touch the robot or any field elements. Any changes caused by the team or robot will result in invalid scoring for the affected tasks.

5.3.6.4 The referee is obliged to inform teams of their scores. Teams have the right to correct any scoring errors. If there are no disputes, teams should sign to confirm their scores. In case of disagreement, the head referee will make the final judgment.

5.3.6.5 Team members must restore the field to its pre-start condition and immediately return their robot to the waiting area.

## 6. Scoring

6.1 After each match, points are awarded based on the tasks completed on the field. Any task models touched by the robot or team members are invalid for scoring. If a completed task is accidentally damaged by the robot or team members before the match ends, the task will not be scored. Scoring criteria for completed tasks are detailed in Section 3.

6.2 The order in which tasks are completed does not affect the score for individual tasks.

6.3 Smooth Operation Bonus:

If the robot completes all tasks without any retries and operates smoothly and continuously, 40 points are awarded.

1 retry: 30 points

2 retries: 20 points

3 retries: 10 points

4 or more retries: 0 points

## 7. Fouls and Disqualification

**7.1** If a team has not arrived 15 minutes after the debugging period begins, the team will be disqualified from that round.

**7.2 False Start:** The first false start results in a warning. The robot must be returned to the waiting area and restarted; the timer will restart. The second false start results in disqualification for that round.

**7.3 High-Speed Collisions:** If a robot collides at high speed with field elements causing damage, a warning is issued. A second instance of damaging field elements results in disqualification for that round.

**7.4 Damage to Competition Models:** If a team member or robot damages a competition model, a warning is issued and the task is invalid for scoring.

**7.5 Interference:** If non-participating team members interfere during the match, the corresponding team will be disqualified, and the interfered team will be allowed a rematch.

**7.6 Touching Models Outside the Base:** If a team member touches competition models outside the base, the affected model and corresponding scoring elements are invalid.

**7.7 Ignoring Referee Instructions:** Teams that do not follow referee instructions will be disqualified for that round.

**7.8 Unauthorized Internet Use or Recording:** Teams that access the internet, download materials, or photograph the competition field during the match will be disqualified for that round.

**7.9 Unauthorized Contact:** Teams that contact coaches or parents without permission from the head referee will be disqualified for that round.

**7.10 Unspecified Situations:** Any matters not covered by these rules will be decided by the head referee. The organizing committee authorizes the head referee to interpret these rules.

**7.11 Final Authority:**

These rules serve as the sole basis for refereeing decisions.

Referees have the final authority in all matters, and their decisions are final.

Any questions regarding referee decisions must be submitted by a student representative between matches.

Once the head referee has made a ruling, no further appeals will be accepted.

## **8. Rankings**

**8.1** Teams in each category are ranked according to their total score. In the event of a tie, the following criteria are applied in order:

1. The team with the lower total time across all runs ranks higher.
2. The team with the fewer total retries across all runs ranks higher.
3. The team with the highest single-run score ranks higher.

**8.2** Awards are determined based on team rankings (teams with zero points or who forfeit are excluded from ranking). The award levels are: Champion, Runner-up, Second Runner-up (First Prize, Second Prize, and Third Prize).

**Appendix:**

ANCIENT CIVILIZATIONS - Scoring Sheet				Round:	
No.		Team Name:		Category:	
Task	Description	Points	Quantity	Score	
Departure	Robot completely leaves the base	20			
Collecting Civilization Fragments – Blocks	Block’s projection partially or fully within the corresponding zone	20 per block			
	Cylinder’s projection entirely within the corresponding zone				
Return	All robots return to the base autonomously or via remote control				
Smooth Operation Bonus	40 – (number of retries × 10), minimum 0				
<b>Total Score</b>					
<b>Round Time</b>					

Score Confirmation			
I hereby confirm that the above competition scores are accurate and valid, and I have no objections.			
<b>Team Member:</b>		<b>Referee:</b>	
<b>Issues and remarks:</b>			
<b>Head Referee:</b>		<b>Record by:</b>	