

UNIVERSAL ROBOTICS CHALLENGE 2024

Real Robotics Competition Overview

Published April 1 (Mon), 2024

Preliminaries for this year's competition will be held online. The top two teams from each domestic division along with the top teams from overseas will proceed to the World Finals in Osaka.

1.	Dates	[Preliminaries] Contact your local Universal Robotics
		Challenge representative for details
		[World Finals] September 22 (Sun), 2024
2.	Venue	[World Finals] Otemon Gakuin Junior & Senior High
		School (Osaka, Japan)
3.	Qualifications	Must be an elementary or middle school student
4.	Entry Fee	Contact your local Universal Robotics Challenge
		representative for details
5.	Application Period	Contact your local Universal Robotics Challenge
		representative for details
6.	Results	Executive Committee will calculate scores for preliminary
		submissions and publish the results online on August 23
		(Fri), 2024. The results of the World Finals will be announced
		at the competition site on September 22 (Sun) , then
		published online on October 30 (Wed), 2024.

7. How to Apply

 The Regular Division is intended for younger students while the Advanced Division is open to students of all ages. Elementary school-aged students are eligible to participate in either division. Junior high school-aged and older students are only eligible to participate in the Advanced Division. Follow the links below to find the rulebooks for each division.

Regular Division



Advanced Division



★ While the basic rules for each division are identical, the Regular Division allows participants to handle their robot during the competition while it's in the starting area. In the Advanced Division, the robot has to be fully autonomous and participants will not be able to touch it once it's left the starting area.



② Follow the rules in the rulebook to build your robot or machine. Follow the link below to view a sample video:

Sample Video



③ Upload the video for your robot to YouTube.Follow the guide below to find out how to upload your video:



④ Contact your local Universal Robotics Challenge representative for details. In order to apply, please provide the YouTube video URL from step ③.

8. Notes When Applying

- Be sure to apply as a team.
- A team can be 1-5 members.
- Real Robotics participants should apply with the expectation that they can attend the World Finals if they win the preliminary round. Participants unable to attend should consider applying to the Idea Contest instead.
- Submissions of robots or machines with identical movements and features will be considered as a duplicate submission even if submitted by different teams. You may be asked to withdraw in the event this happens.



9. The World Finals

- The top three teams in each domestic division are expected to proceed to the World Finals (this number is subject to change).
- The World Finals will also host the top participants from 11 countries overseas (this number is subject to change).
- Rules will be identical in the preliminaries and the World Final with the exception that participants will get one minute to place objects on the course before moving their robot.
 While participants can use the same robot or machine in the preliminaries and World Finals, they can also create a different one if they wish to aim for a higher score.
- Courses made using official competition materials will be sent to teams participating in the World Finals.
- No time will be given to build robots or machines on the day of the World Finals.
 Participants must build theirs in advance.
- Participants will be given two rounds, and the highest score between these two rounds will be their score for the competition. While participants won't be allowed to make any changes to their robot between each round, they will be given 20 minutes before the round for a trial run and fine tuning.
- Further details regarding the World Finals will be sent to participating teams once the finalists are announced on **August 23 (Fri), 2024**.

Find out more about the Universal Robotics Challenge at https://www.urc21.org/en

