ANNOUNCEMENT & GENERAL REGULATIONS
ROBOTEX CYPRUS 2026

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1 Introduction

The Cyprus Computer Society (CCS - Cyprus Computer Society) organizes the 9th ROBOTEX CYPRUS based on the rules of the ROBOTEX International (www.robotex.international).

Co-organized by the University of Cyprus, the Youth Board Organisation and the IET - Institute Engineering Technology (Cyprus Network), Robotex Cyprus has been established as the largest, most inclusive and most innovative robotics festival and competition in Cyprus.

The event is under the auspices of H.E the President of the Republic Mr. Nikos Christodoulides and has been approved by the Ministry of Education, Sports and Youth. It is also supported by a large number of public and private sector sponsors and supporters, **see the list here**.

2 Aims and Objectives of Robotex Cyprus

The aims of the event are to upgrade the field of educational robotics, to introduce robotics technology into the educational system, to upgrade the STEAM (Science, Technology, Engineering, Engineering, Arts, Mathematics) disciplines and approach to learning/teaching and to promote new forms of learning.

The objectives of the event are to attract students in STEAM fields, the further development of 21st Century Skills such as interdisciplinary analysis and problem solving, communication spirit, teamwork and cooperation between students and teachers/academics and learning basic and advanced coding principles for solving practical problems.

3 Time & Venue

- ROBOTEX CYPRUS will take place on **Saturday 27th and Sunday 28th June 2026**. The exact start and end times will be announced after the completion of the registration process and the preparation of the final program of the event.
- ROBOTEX CYPRUS will be held at the **Sports Centre of the University of Cyprus, University of Cyprus Campus**, **Aglantzia area, Nicosia**.

4 Eligibility for Participation

The ROBOTEX CYPRUS event is open to:

- Students and teachers of all public and private schools of all levels of education in Cyprus (Primary, Secondary, Secondary Technical & Vocational).
- Students and teachers of private educational centres, tutorial centres and state training institutes.
- Students from all universities and colleges in Cyprus, public and private.
- Soldiers and adults with an interest in robotic technology.

5 Registration

Registrations for participation in the event will be made only through the website www.robotex.org.cy. The registration process is open and will end on **Wednesday 27th May 2026**.

5.1 Participation Fee

In order to cover part of the increasing costs of implementing the event:

- A participation fee of €50 per team is set.
- Payment will only be made through the registration system by credit card.
- The deadline for payment is also Wednesday 27th May 2026 and no refunds will be made after this date in case of team cancellation of registration.

6 Language of the event

The official language of communication execution of the event is Greek. Teams from private schools where the language of instruction is English are welcome to participate in the event. For their convenience, the rules of the various challenges have also been prepared in English.

7 Categories & Levels of ROBOTEX CYPRUS

The "**Category**" of competitions is defined as the educational level of the members of a team. The "**Level**" of the event is defined as the grade of the team members for the school/academic year 2025-2026. The two categories of University and Special are merged into one category Adults. In this new category university/college students in all years of study, soldiers, teachers and instructors of all disciplines, professionals in all fields, individuals and parents in all with interest in robotics may participate.

Table 1: Categories & Competition Levels

Primary 1st – 3rd	**Gymnasium**	**Lyceum**
Primary 4th – 6th	**Adults**	

8 Robotic Platforms

The robotic platforms for which challenges are organized are:

• Kypruino (Cyprus' innovation by robo.com.cy) • Arduino • BBC Micro:bit (New) • Makeblock (New) • Raspberry Pi (New)	• Edison • Engino • Lego • ARM • ESP • SELF-DEVELOPED ROBOTS

If you would like to recommend a platform to be included in the event you may contact the Organizing Committee at robotex@ccs.org.cy.

9 Robotex Cyprus Challenges in Brief

A "**Challenge**" is defined as the problem that will be posed to the participating teams to be solved according to specific rules and constraints. The following Challenges will be conducted as part of the event. As the regulations have been updated, coaches are requested to review them carefully.

Table 2: Challenges of ROBOTEX CYPRUS

Challenge	Description	See Video
Drones Programming **(NEW)**	In this new challenge, the programmed drone must move in a predefined track with no human intervention.	Not Available
Bowling	This challenge simulates the real game of bowling, on a small-sized lane, with 10 pins and custom scoring rules. The robot athlete is challenged to throw the ball to bat and knock down as many pins as possible.	Video Video Video
MAZE LINE FOLLOWING	The goal is for the robot to start from a specific corner of the maze and reach the exit in the shortest possible time. ***The challenge is different from previous years, the walls of the maze are not wooden but black lines.***	Video
DRONES OPERATION	The objective is to perform a 3-minute drone operation demonstration in a precision mission to be announced on the day of the event.	Video
RALLY	The goal of the robot vehicle is to travel a distance of 10 meters in the shortest possible time. As the competition promotes constructions as close to the real world as possible, the vehicles should replicate as closely as possible realistic rally cars.	Video
ARCHERY	The goal of the robot athlete is to accurately hit the centre of the target, using their mechanisms and common sludge with a maximum diameter of 10cm.	Video
SHOT PUT	The goal of the robot athlete is to throw the ball as far as possible. The competition requires shot put movements, precision, mechanics and proper calculations.	Video
GIRLS FIREFIGHTING	The robots will have to blow out lit candles that are on the track and surrounded by a wall in various shapes. **The challenge is open to girls/women only and aims to attract them to select careers in STEAM related fields.**	Video

Challenge	Description	See Video
FOLKRACE	A speed rally race of five robots competing simultaneously on a twisty, uneven track. The aim is for the robots to complete the track as many times as possible and score the highest number of points.	Video
COLOUR PICKING	Cubes of different colours are placed on the track with different degrees of each colour. The goal of the robot is to collect the cubes with the highest sum of points in a given space.	Video
LINE FOLLOWING	The robot moves through the track following the black line as fast as possible.	Video
ENHANCED LINE FOLLOWING	The goal is for the robot to move around the track following the black line, continuous or dotted, on which are interspersed various obstacles that the robot must avoid or overcome as quickly as possible. One robot at a time is competing.	Video
MINI SUMO	The Sumo robot will have to push his opponent out of the fighting area.	Mini Sumo LEGO SUMO 3 kg Lego Sumo
EDUCATIONAL ROBOTICS	The winner will be the manufacturer of the most amazing, original and functional robot and innovative construction in the given theme and in accordance with the regulations and contributing to the solution of a problem. The **OPEN** category allows the use of any combination of equipment types (e.g. indicatively Raspberry Pi and Arduino and Lego together in one build), number of brains, motors, sensors and other materials without restrictions. The topic is also open for selection by the team without restriction.	Engino LEGO Makeblock

9.1 Athletic Type Challenges

The challenges of Archery, Shot Put, Rally, Drones Operation, Bowling and Folkrace are categorized as challenges of athletic type.

10 Educational Robotics Construction & Exhibition

10.1 Educational Robotics Categories

The age level of the teams and the robot platforms that can take part in Educational Robotics are presented below:

Table 3: Educational Robotics - Platforms, Categories & Levels

Exhibition/Challenge	Robotic Platforms	Primary 1st - 3rd	Primary 4th – 6th	Gymnasium	Lyceum	Adults
EDUCATIONAL ROBOTICS **LEGO**	WeDO, SPIKE ESSENTIAL & SPIKE PRIME	√		✗		
EDUCATIONAL ROBOTICS **MAKEBLOCK (NEW)**	MBOT, MBOT 2, MBOT NEO					
EDUCATIONAL ROBOTICS **ENGINO**	MINI & PRO					
EDUCATIONAL ROBOTICS **OPEN CATEGORY**	All platforms above plus ARDUINO, KYPRUINO, Micro:bit, RASPBERRY Pi, ARM, ESP and/or combination of them.	✗		√		

10.2 Theme of Educational Robotics

This year's theme for Educational Robotics ENGINO, LEGO and MAKEBLOCK will be «**SUSTAINABLE DEVELOPMENT & GREEN ISLAND”**. Sustainable development is about meeting today’s needs while protecting the environment for future generations. A “Green Island” is a place where clean energy, responsible water use, waste reduction, and smart technologies work together to create a balanced ecosystem that leads to financial prosperity and social justice.

Teams are encouraged to explore the use of robotics technology in combination with Artificial Intelligence in presenting a unique and innovative solution/construction. In this regard, you may recall the AI FOR GOOD INITIATIVE which leverages Artificial Intelligence for the benefit of humanity as well as the 17 UN Sustainable Development Goals (https://sdgs.un.org/goals) where specific objectives can contribute significantly to understanding the issue and generating ideas.

Through a series of brainstorming sessions with their coaches, teachers and trainers we are certain that teams will generate impressive and innovative ideas that will be implemented with patience and persistence in collaborative spirit to produce an excellent solution.

10.3 Theme of Open Category

The theme in the Open Category (OPEN), as the title of the category implies, is open and decided by the team itself. The topic chosen can be related to and cover any aspect of economic and social activity.

10.4 Video Recording of Educational Robotics Teams

According to the rules, teams participating in Educational Robotics in all categories will have to produce and upload a video of their work for evaluation purposes by the Evaluation Committees. In this context, each team should communicate the link to the video of their construction to the Committees by filling in the video registration form. The video must be submitted until **Friday 19th June 2026 at midnight**.

10.5 Evaluation & Declaration of Winning Teams

The categories Educational Robotics Lego, Engino and Makeblock 1st – 3rd Primary and 4th – 6th Primary will be evaluated separately, and three prizes will be awarded for each category.

It is noted that the evaluation in the Open Category is single and uniform covering all levels and the three best projects will be awarded.

Details about the evaluation process are outlined in the rules of the Educational Robotics Challenge document.

11 Challenges of Robotex Cyprus

Table 4 below lists all the challenges are presented, they will be offered for all categories except Primary 1st – 3rd. See the detailed regulations for all challenges.

Table 4: Challenges by Platform

Challenge	Platforms
BOWLING	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
LEGO BOWLING	LEGO EV3, LEGO SPIKE PRIME
DRONES Programming	Indicative Models: Tello, Tello Edu, Tello RoboMaster, DJI NEO, CoDrone, CoDrone EDU, Whalesbot Eagle 1003, LiteBee, Crazyflie 2.1+, Makeblock Airblock, 3D Printed Mini Drone, DIY Drones etc)
DRONES OPERATION	Indicative Models: Tello, Tello Edu, Tello RoboMaster, DJI NEO, CoDrone, CoDrone EDU, Whalesbot Eagle 1003, LiteBee, Crazyflie 2.1+, Makeblock Airblock, 3D Printed Mini Drone, DIY Drones etc)
RALLY	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
LEGO RALLY	LEGO EV3, LEGO SPIKE PRIME
ARCHERY	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
LEGO ARCHERY	LEGO EV3, LEGO SPIKE PRIME
SHOT PUT	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO: BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
LEGO SHOT PUT	LEGO EV3, LEGO SPIKE PRIME
GIRLS FIREFIGHTING	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
LEGO GIRLS FIREFIGHTING	LEGO EV3, LEGO SPIKE PRIME
COLOUR PICKING	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
LEGO COLOUR PICKING	LEGO EV3, LEGO SPIKE PRIME

Challenge	Platforms
SELF-DEVELOPED ROBOT Line Following	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
Line Following	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
LEGO Line Following	LEGO EV3, LEGO SPIKE PRIME
ENGINO Line Following	ENGINO PRO & GINO BOT, ENGINO PRODUINO
EDISON Line Following	EDISON
MAKEBLOCK Line Following	MAKEBLOCK
ENHANCED LINE FOLLOWING	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
ENGINO Enhanced Line Following	ENGINO PRO & GINO BOT, ENGINO PRODUINO
LEGO Enhanced Line Following	LEGO EV3, LEGO SPIKE PRIME
MINI SUMO	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
ENGINO SUMO	ENGINO PRO & GINO BOT, ENGINO PRODUINO
LEGO SUMO	LEGO EV3, LEGO SPIKE PRIME
LEGO SUMO 3KG	LEGO EV3, LEGO SPIKE PRIME
FOLKRACE	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
LEGO FOLKRACE	LEGO EV3, LEGO SPIKE PRIME
MAZE LINE FOLLOWING	ARDUINO, KYPRUINO, MAKEBLOCK, MICRO:BIT RASPBERRY Pi, ARM, ESP, SELF-DEVELOPED ROBOT
LEGO MAZE LINE FOLLOWING	LEGO EV3, LEGO SPIKE PRIME

11.1 Merging of Teams in Similar Challenges

For competitions where speed makes the difference and e.g. Arduino robots have an advantage the competitions remain separate, e.g. Lego Line Following/Line Following etc. In other competitions where this is not the case, then if the number of teams participating in one or both competitions , at the discretion of the Organizing Committee is small, then the teams will be merged into one competition. If, for example, in Archery where there is no concern of speed and advantage, there are only 3 teams in Lego Archery and 4 teams in Archery, then the total of 7 teams from both challenges will take part in a joint challenge called Archery.
The challenges affected by the above rule are:

- Lego Archery/Archery
- Lego Shot Put/Shot Put
- Lego Colour Picking/Colour Picking
- Lego Girls Firefighting/Girls Firefighting

11.2 Non-implementation of Challenge

In the event that only teams from only 3 organizations participate in a challenge, the Organizing Committee reserves the right not to implement the challenge in question. In this case, the affected teams/coaches will be informed no later than one week after the completion of the registration process in the event. In that case the participation fee will be reimbursed for teams that registered only in that challenge.

12 Terms & Conditions of Participation – Event Regulations

12.1 General

- The detailed regulations for the ROBOTEX CYPRUS challenges are available in Greek and English.
- You can see the terms and conditions in the **rules for participation**.
- It is noted that the references in paragraphs 12.2-12.4 below are supplementary to the content of the regulations of each challenge.

12.2 Participation of Organisations and Groups

- Each team can participate in up to six (6) challenges in total. The challenges of Educational Robotics, Archery, Shot Put, Rally and Drones Operation are excluded from this rule.
- In each competition separately, each organization can participate with up to two (2) teams per age category.
    - For example, in the LINE FOLLOWING competition, the " Agency ROBOCOP" will be able to participate with only two teams of the category "Gymnasium" and with up to two teams for each of the «Gymnasium 4th – 7th» and «Adults».

12.3 Regulations for Robots

- Each team will have to bring their robot assembled.
- Each robot can only participate once in each challenge. That is, the same robot cannot be used by two or more teams in the same challenge.
- Each robot will be given a unique identification number.
- The robots will undergo a technical check as foreseen in the regulations of each challenge. See **the regulations here**.
- The use of robots in the event is the sole responsibility of the teams and the organisations they represent.
- The Organisers will not make any special arrangements in the event schedule for teams that have only one robot and wish to take part in more than one challenge.

12.4 Expulsion from the ROBOTEX CYPRUS Event

- The Team Coach assumes responsibility for entering the correct details of the members of his/her teams in the registration information system of the event:
    - In the case that false information is entered regarding the age category of any team member, the team will be expelled from the event.
    - The above provision also applies in the event that a team member provides a falsified or false proof of identity.

13 Participating Organizations & Teams

13.1 Organizations

- Organizations represented by teams participate in ROBOTEX CYPRUS event.
- Organisations with more than one branch e.g. private schools or private school chains with a presence in two or more cities or private schools operating separate training institutes/schools are registered as different organisations.
- The Coach belongs to an Organisation.

13.2 Team creation

- Teams, not individuals, participate and are evaluated in the event.
- The number of team members for each challenge is determined separately in the rules of each challenge. See **the rules here.**
- The team is made up of people belonging to the same category and level, according to Table 1. For example, the members of a team competing in the "Primary" category at Level "4 - 6^{ηη} Class" must necessarily be in any of the classes/grades 4th, 5th or 6th.
- Only one (1) person, who normally belongs to category X, is allowed to participate in a team of the next higher category X+1 in the same challenge.
    - For example, a person in the "Gymnasium" category may participate in a group in the "Lyceum" category for the Line Following challenge, but the opposite is not true.
    - It is noted that a person in the category 1st-3rd Primary can participate in a team of the next category 4th-6th grade only for the Educational Robotics challenge.
- Each team will decide its name by which it will be referred to by the ROBOTEX CYPRUS Organisers. Coaches are requested to avoid using names that include the name of the Organisation followed simply by a number, e.g. ROBOCLUB 4 (or ROBOCLUB V). The suggested team name is ROBOCLUB WIZARDS or ROBOCLUB WIZARDS 4 or ROBOCLUB WIZARDS V.

13.3 Team Coaches

- Each team will have a Coach who will be responsible for the team(s):
    - creation of an account for access to the information system of the event.
    - registration of an 'assistant coach' in the information system.
    - creating groups in the system.
    - registration of the data of the players of the teams.
    - registration of teams to the challenges of the event.
    - contact the organisers.

- carrying out the procedures as described in the paragraphs.
  - 15. FORMS REQUIRED ON THE DAYS OF THE EVENT (NEW RULES)
  - 16. ACCREDITATION OF COACHES/LEADERS, TEAMS & TEAM MEMBERS

- The Coach
  - He/she treats with courtesy and courtesy to the members of his/her teams, the members and coaches of other teams, the public attending the event and the members of the Organizing and Scientific Committee.
  - Demonstrates a spirit of fair play and cooperation with other coaches.
  - The Chairmen of the Organizing and Scientific Committees reserve the discretion to expel a Coach from the venue who violates the above good practices.
  - He/she is not allowed to be present at the venue (floor) of the competition.
  - He/she can watch from the stands without interfering in the evaluation process of his/her team.
  - Can cooperate with more than one Organizations. In this case he/she will have to create separate accounts in the system (one for each organization).

13.4 The Assistant Coach

The role of Assistant Coach has been created to serve Organizations with a large number of teams and a small number of staff.

- For the Assistant Coach, a personal card will be issued and will be received by the Coach.
- The Assistant Coach:
  - is registered by the Coach in the information system where, however, no teams are registered under his/her name.
  - follows the instructions of the coach and supports him/her in his/her work.
- The provisions of paragraph 13.3 shall also apply to the Assistant Coach.

13.5 Teams' Training

- To prepare the teams, the Organisers publish sample tracks that coaches can print out and use for training their teams.

14 Regulations for the Evaluation of Challenges

14.1 Judges & Evaluation Committee

- The Organizers will appoint the Evaluation Committee and the challenge judges.
- The judges are proposed by the Ministry of Education, Sports and Youth, public and private universities, ETEK and the organisations supporting the event. See paragraph "**22**. **Call for expression of interest for Judges & Volunteers".**

14.2 Evaluation of Challenges

- During the evaluation process of a challenge, the team leader takes over the execution of the challenge on behalf of the team without any interference from the other team members.
- The rules of each challenge set out in detail the procedure to be followed and the procedure for declaring the winning team. See **the rules here**.
- It is expected that team members will receive training and guidance from their Coach and are required to know:
    - The role of the individual equipment used to assemble their robot.
    - To design, develop and test in the programming language code related to the challenge in which they participate.
    - The role of part of the code and its contribution to the implementation of the final solution.
- After the completion of a challenge, the Scientific Committee may, at its discretion and selectively, invite members of a team to demonstrate and/or explain part of the code and/or the role of specific equipment in the solution they have presented.
    - The procedure is carried out without the presence of a Coach and may be videotaped.
    - Any failure by the team to answer the Committee's questions may result in the team being disqualified.

15 Form Required on the Days of the Event

For the smooth running of the event, the close cooperation of the coaches with the Organizing Committee is expected. Below are the forms which should be available on the days of the event and which require some preparation on their part.

15.1 Team Member Declaration Form & Team Participation

The form is automatically filled out as a report and is available on the coaches' panel after they have logged into their account. They will need print the form(s) out, one for each team, and sign it/them. (Follow on the menu: Teams/Teams Management/Select a Team/More/Download Registration Form). The report covers the participation of the team for both days of the event.

See a sample registration form here.

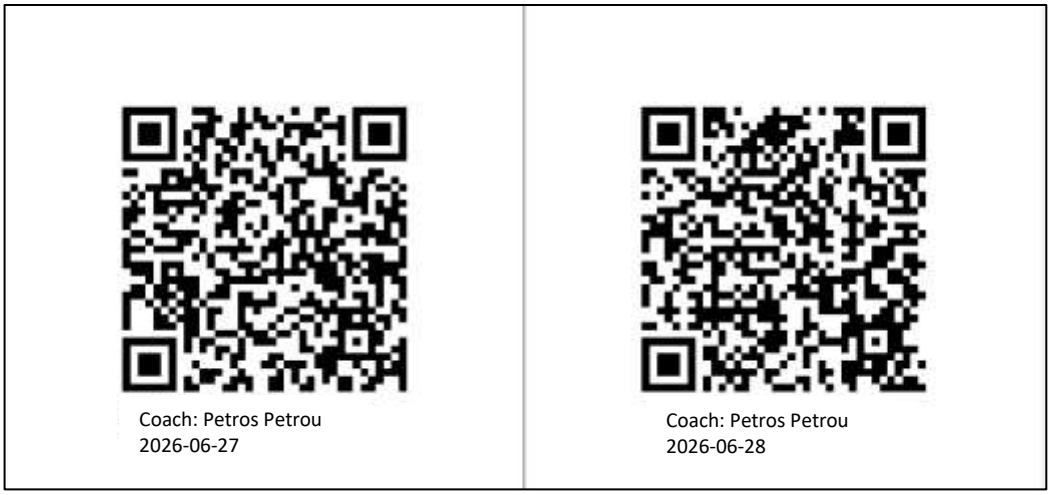
The forms are to be presented by the coach to the Registration Secretariat for completing the accreditation process as described under the section **«16 ACCREDITATION OF COACHES, TEAMS & TEAM MEMBERS»**.

15.2 QR Codes Form - Confirmation of Team Participation

From the Registration Information System, the Coach will:

- download from the point COACH CHECK IN PASS

- a file which includes one or two QR Codes. If the coach has teams that participate in challenge(s) on one day of the event only, then there will be a single QR Code with details of that day only. If the coach has teams that participate in challenge(s) of both days of the event, then there will be two QR Codes with information on both days of the event. As shown indicatively below, the Coach Petros Petrou has teams that participate in challenges on both days of the event



but the coach Maria Georgiou has team(s) that participate in challenge(s) only on one day of the event.

Coach: Maria Georgiou
2026-06-28

The Coach will:

- Save the QR CODES to his/her mobile phone or print the page.
- On the days of the event bring with him/her the QR CODES for the competitions of each day separately.

15.3 QR Codes Form - Confirmation of Participation of Team Members

By a similar to the above procedure,

- the Coach will download the file from PLAYERS CHECK IN PASSES

- the file includes a page with QR CODES for each team member separately, with one or two QR Codes accordingly based on the participation of the member in challenges on one or two days of the event.
- Internally the QR Code includes information about the participation of the member in challenges for each of the two days of the event.
- In the QR Codes shown indicatively below, the player Alexandrou Andreas participates in challenge(s) in both days of the event and the player Andreou Kyriaki participates in challenge(s) only on one day of the event.

The Coach will:

- Save the QR CODES on his/her mobile phone.
- Share to the mobile phone of each team member his/her individual page or print out the QR Codes pages and distribute them to each team member individually.

16 Accreditation of Coaches, Teams & Team Members

On the day of the event the coaches and members of the teams will go through an accreditation process for participation in the event.

16.1 Accreditation of Coaches & Teams

To process their accreditation Coaches and Assistant Coaches and Assistant Coaches will come to the Registration Secretariat without the members of their teams and submit the forms described in the paragraphs:

- **15.2 QR Codes Form - Confirmation of Team Participation**
- **15.3 Team Member Declaration Form & Team Participation**

- Inform the Secretariat about the participation (or not) of their teams in the challenges they have registered for.
- The responsible staff at the Secretariat will scan the QR Codes and inform the IT system of the presence (or not) of the teams.
- Teams that do not eventually take part in the event will be removed from the system. This is of utmost importance in order to avoid situations where the challenge judges are looking for the teams, announcements are made over the loudspeakers, confusion is created and delays are caused in the conduct of the challenges and the time of completion of the event.

Upon completion of the accreditation process, the coach will receive the "participation cards" for themselves and their assistants.

16.2 Accreditation of Team Members

The accreditation process of team members will inform the system about the participation of each individual member in the challenges.

Upon arrival at the event, the members of each team must present themselves at the **Team Members Accreditation Area** bringing with them:

- Proof of identity such as an identity card, passport or birth certificate with a recent photo stapled to it.
- His/her individual page with the QR CODES received from his/her coach.

The Secretariat will scan the QR Code for the respective day of the event, confirm the member's identity and update the system of his/her participation in the challenges of the day. It is understood that a team member who does not present himself/herself for accreditation will be marked in the system as a non- participant/participant in all the challenges of the day. As a result, the member will not receive any certificate of participation in the challenges for which he/she is not present/participating.

17 Declaration of Winning Teams

The procedure for the conduct of each challenge and the declaration of the winning team is set out separately in the challenge rules file. See the **rules here**.

18 Certificates of Participation

Certificates of participation will be given to all members of the teams that took part in the event, coaches and assistant coaches. **The certificates will be available through the computer system in digital format after the completion of the event** and will be downloadable by the Coaches for distribution to the members of their teams that participated in the event.

Coaches are kindly requested to download and distribute the participation and success certificates of their teams by September 30, 2026, at the latest. After this date, the Organizers may update the information system of the event and the certificates may no longer be available.

19 Award Ceremony

The Organizing Committee will decide the time and venue of the award ceremony of the winning teams of ROBOTEX CYPRUS and will inform the interested parties in time.

At the ceremony, success medals will be awarded to the members of the teams that will:

- take part in the final round (best of the best) of each challenge.
- achieve the first three places in the Educational Robotics Engino competition and LEGO in both categories.
- achieve the first three places in the Educational Robotics competition of the OPEN category.

20 Mission of Winners to Robotex International – Destination Seoul, Korea

The ROBOTEX INTERNATIONAL World Competition (www.robotex.international) is held in Tallinn, Estonia in November/December each year. For the first time, the event will take place outside Estonia and specifically in the capital of South Korea, Seoul on 28th and 29th November 2026. Eligible to participate in the delegation taking part in Robotex International will be:

- The teams that will take part in the final round (best of the best) of each challenge.
- The top three teams in the Educational Robotics competitions (Engino, LEGO, Makeblock and OPEN) for all levels.

It is noted that the organization of any competition/challenge in Robotex Cyprus does not automatically imply the organization of a corresponding competition in Robotex International.

The cost of travel to Seoul (airfare, transportation, accommodation, food), the cost of entry to the venue and the cost of participation in the competitions will be covered by the team members.

20.1 Travel Planning at Robotex International

The CCS will coordinate the organization of the trip to Seoul, Korea for the participation of the winning teams of Robotex Cyprus in Robotex International.

In particular, CCS will inform the coaches of the teams about the available flights and hotels that offer special rates for the participants of the two events.

The parents/guardians of the members of the teams and in coordination with the coaches of the teams will be responsible for booking airline tickets and hotel rooms and for covering all the financial expenses for the trip.

Each team member will be responsible, where appropriate, for:

- issue an exit permit, where this is required for males with military obligations.
- ensure personal travel insurance.

Regardless of the number of team members, and in case some members are unable to participate, teams participating in the Robotex International mission will be able to participate with at least one member.

20.2 Sponsorships by RIF (Research & Innovation Foundation)

For the representation of Cyprus in international robotics competitions, RIF now only gives sponsorships to organisations that undertake the implementation of corresponding local/national competitions. The former practice of the Foundation sponsoring directly individuals or teams has been abolished. The Cyprus Computer Society as the organizer of Robotex Cyprus is eligible to receive such sponsorship. For 2026, the level of sponsorship is up to ten thousand euros per competition, up to five hundred euros per person, with a limit of up to five persons per team. Based on a number of criteria the sponsorship is given by the event organizer proportionally to the winning teams participating in the international event.

The Cyprus Computer Society will submit an application to RIF and the outcome will be communicated to eligible teams in due time. You may see the announcement by RIF here.

21 Useful Software

From the links below you can download the software for the various platforms that will be useful for experimentation and training.

- https://education.lego.com/en-us/downloads/mindstorms-ev3/software/
- https://education.lego.com/en-us/products/lego-education-spike-essential-set/45345#spike%E2%84%A2-essential
- https://education.lego.com/en-us/downloads/retiredproducts/wedo-2/software/
- https://www.arduino.cc/en/Main/Software
- https://www.meetedison.com
- https://engino.com/en-cy
- https://www.raspberrypi.org/
- https://developer.arm.com/

22 Call for Expression of Interest for Judges & Volunteers

The Cyprus Computer Society invites people with experience in robotics who are interested in taking on the role of judge and/or organizational volunteer during the event to contact robotex@ccs.org.cy and read the detailed invitation here.

23 Communication

For further information please contact the Cyprus Informatics Association, Mrs. Christina Papamiliadou, tel. 22340542 and 22460680 and at the e-mail address c_papamiltiadou@ccs.org.cy and robotex@ccs.org.cy .

Robotex Cyprus Website: www.robotex.org.cy

Social networks: Follow updates at **#RobotexCy** and **#RobotexCy2026**

- FB: www.facebook.com/RobotexCyprus
- Instagram: www.instagram.com/robotexcyprus
- Youtube: http://bit.ly/RobotexCyprusYoutube
- LinkedIn: www.linkedin.com/company/robotexcyprus
- X: https://twitter.com/RobotexCyprus