

Regulations:
Drones Programming Competition 2026

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1 GOAL

1. The goal of the teams is to complete a route using an autonomous drone that has been programmed in advance.
2. The competition requires programming knowledge and skills in any programming language available.
3. The drone must cover the track autonomously and without any intervention from the Operator.

2 THE TEAM

1. Teams and not individuals participate in the Games.
2. Eligible for participation are teams in the categories of: Primary 4th – 6th, Gymnasium, Lyceum, Adults
3. Each group can consist of two (2) – five (5) persons. The regulation applies as in the other Robotex Cyprus challenges for the participation of up to one person of age category X in a team of the next age category X+1.
4. Each team should nominate up to 1 Drone Operator. Only the Operator is allowed in the area of the game. The rest of the team will remain in the waiting area or watch the game from the audience area. If a team does not adhere to the above rule and its members roam the field then the team will be disqualified.
5. The team is allowed to change Operators in every attempt it makes on the track in order for all the members of the team to engage in the sport, but this is not mandatory.
6. Each team is allowed to have only one Drone. It is forbidden to change the Drone during the competition.
7. Teams are not allowed to share the same Drone.

3 DRONES CATEGORIES

1. There is no limitation as to the type or model of the Drone that can participate in the competition provided that the requirements below are satisfied.
2. The Drone must be remotely controlled.
3. The maximum dimensions of the Drone with the propellers deployed must not exceed 25 cm Width x 25 cm Length and a maximum weight of 240 gr including the battery.
4. To confirm the specifications mentioned in the point above, the judges will check the dimensions before the Competition.
5. The Drone should not have sharp edges with the exception of its propellers which should be plastic and not metal.
6. The Drone must not wear or damage the track or pose a threat to spectators in any way.
7. The Drone Operator MUST WEAR safety glasses both during the tests and during the race. The glasses must be made available by the Drone Operator.
8. There will be no facility to charge drone batteries on site. Teams are reminded to make their own arrangements.
9. No form or any type of gas is allowed during the Drone take-off or during the flight.
10. List of indicative models that can participate in the competition can [be found at the competitions page here](#).

4 DRONE TECHNICAL CONTROL

1. The initial technical inspection will take place on the day of the Games at a place and time to be determined by the organizers.
2. Technical control is carried out before the start of each attempt and only if the control is successful the team is allowed to participate.
3. Failure of a team to arrive on time for a technical inspection of its Drone leads to the automatic exclusion of the team from the event.
4. Only the Drone Operator is responsible for presenting the team's Drone for technical inspection.
5. The technical inspection includes the inspection of the Drone according to the conditions described above in the Drone Categories section.
6. In case that teams have Drones that do not meet the characteristics described in “Section C. Drone Categories” and are interested in taking part in the competition, are requested to contact the Organizing Committee at least 15 days prior to the execution of the event giving the technical characteristics of the Drone. The Organizing Committee will decide whether the specific Drone will be allowed to participate and in case of a positive decision the registered teams will be informed accordingly and these regulations will be updated accordingly.
7. The Drone must demonstrate its ability to remain at a flight height of 1 - 2 m without human intervention regarding height.
8. It will be checked if the control number is present on the outer casing of the Drone.

5 THE FIELD

1. The track has a take-off point, which is also the starting point of the drone's route.
2. The external dimensions of the track are 4 m x 3 m.
3. The width of the route is 1 m.
4. The surface of the route:
 - is black with a white line 10 cm wide in the center of the route
 - includes vertical walls placed along the route (e.g., at the 4 corners) 1 m high.
5. A net is placed on the outside and inside of the track (shown in yellow in the image of the track below)....

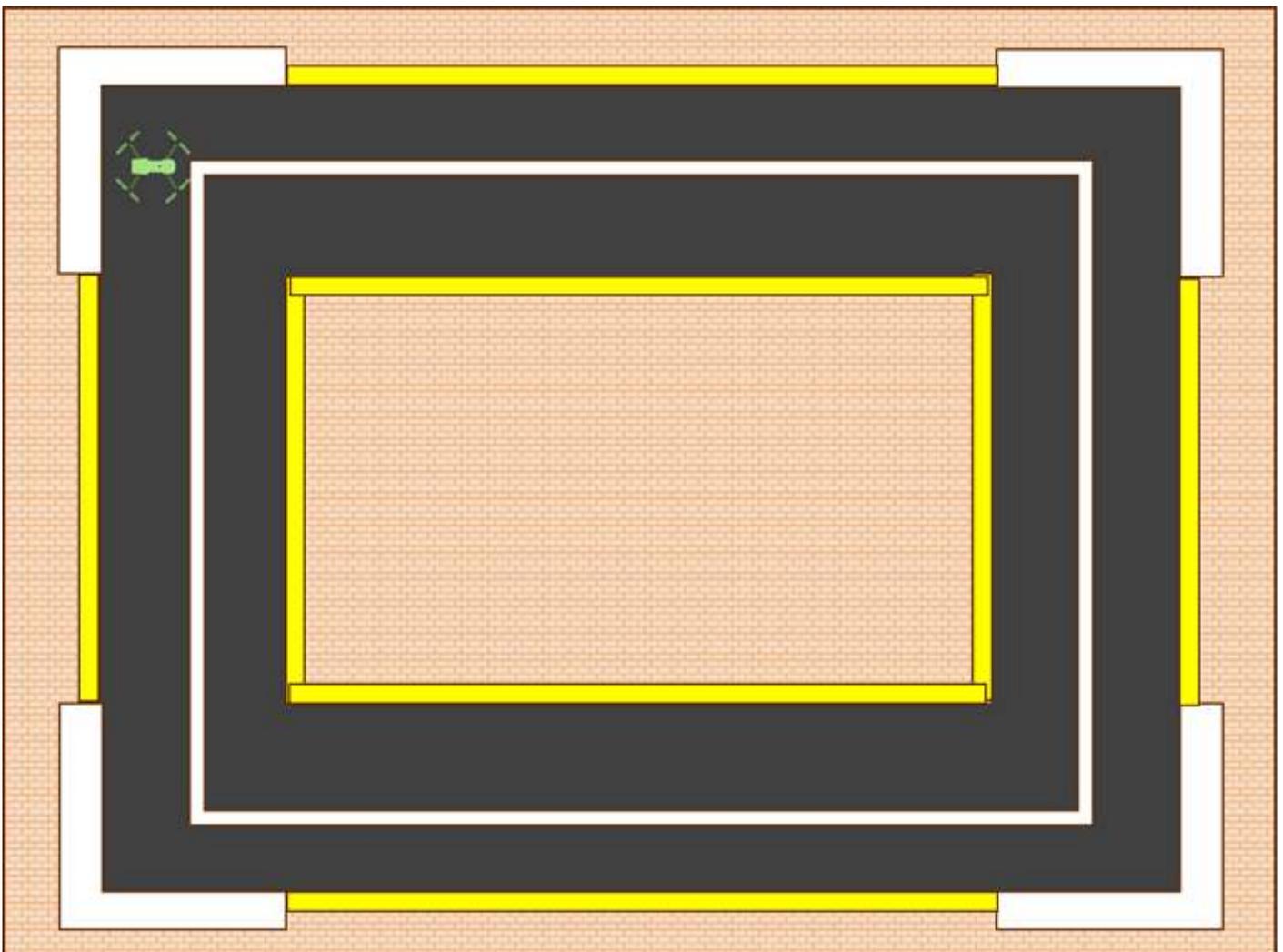


Image 1: Indicative Field

6 THE COMPETITION

6.1 TYPE OF COMPETITION

This competition requires programming language skills and knowledge so that the drone is programmed in such a way so that it can move autonomously as far as possible within the given time (and in the correct direction) without leaving the designated track.

6.2 DEFINITION OF SCORE

In the remainder of this document, “MARKS/SCORE” is defined as the distance in centimeters covered by the Drone. Any reference to “MARKS/SCORE” implies distance in centimeters.

6.3 TEAM ATTEMPTS

1. Each team will have two (2) attempts to complete the task.
2. Each attempt will be of five (5) minutes duration.
3. The two attempts will not be consecutive.
4. The team's score is recorded for each attempt.
5. To facilitate the orientation of the drone in performing the mission, the competing team may use different methods, such as:
 - measuring distances at various points along the route
 - placing reference points of their choice on the vertical walls or floor of the route as aids, e.g. colored paper, QR codes, or any other object, or
 - a combination of the above.
6. These aids must be put in place BEFORE the start of the attempt. It is not permitted to reposition or change the aids before the attempt is completed.
7. It is understood that the team will provide the materials to be used as aids.

6.4 COMPETITION PROCEDURE

1. Teams must always follow the instructions of the judge.
2. Teams will be given time to test their Drones. The exact time will depend on the number of teams participating in the competition and will be decided by the Organizers.

After the testing time has passed:

1. The Operator places the drone at the take-off position which is considered the starting point of its route.
2. The Judge blows the whistle to indicate the start and finish of the attempt.
3. If a drone exceeds the attempt time the Judge blows the whistle, the attempt is terminated and the team receives the points gathered up to that point.
4. The maximum flight height of the competing drone must not exceed 1.5 m.
5. If a team exceeds the time limit for the attempt, the judge blows the whistle to signal the end of the attempt and the team receives the marks it has achieved up to that point.

6. The Judge can cancel any flight considered dangerous and disqualify the team.
7. In cases when the Operator stops the attempt himself or if he/she catches the Drone himself or when the Drone goes out of the field's boundaries then the attempt is stopped and, given that there is still time available, the Operator can start the attempt again from the take-off point.
8. When the time limit for the attempt has expired, the judge blows the whistle to signal the end of the attempt.

Not allowed:

1. Drones to use parts that can harm the spectators or the track field.
2. Breaking the Drone into pieces or expanding it in any way during the competition.

6.5 BAN A TEAM

In the following cases the team is excluded from the competition and will have to withdraw. Team results are not taken into account and are not included in the list of competition results.

1. If the team's Drone does not comply with the requirements specified in the rules of the competition and the team refuses to adapt it.
2. If the Team Operator or a member of the team or the coach of the team behaves in an inappropriate or indecent manner, curses or provokes, or verbally or otherwise attacks teammates, coaches, the judges, members of the Organizing Committee, volunteers or any person participating or watching the event.
3. If the team coach intervenes in any way to support the team.

7 DECLARING THE WINNING TEAM

For each age category separately:

1. A ranking is made based on the marks of the teams in the category.
2. The team with the highest score in any of the two attempts takes first place, the team with the next score takes 2nd place, etc.
3. In case of a tie, the score of the other attempt is considered. In case that a tie still exists, the teams compete in an additional game to decide the winning team in the category
4. Applying the practice followed at Robotex Cyprus, a final attempt (best-of-the-best) will be held between the teams with the highest score in each category. For this final round, the teams make only one attempt of five minutes and a ranking is made to highlight the winning team with the highest score.