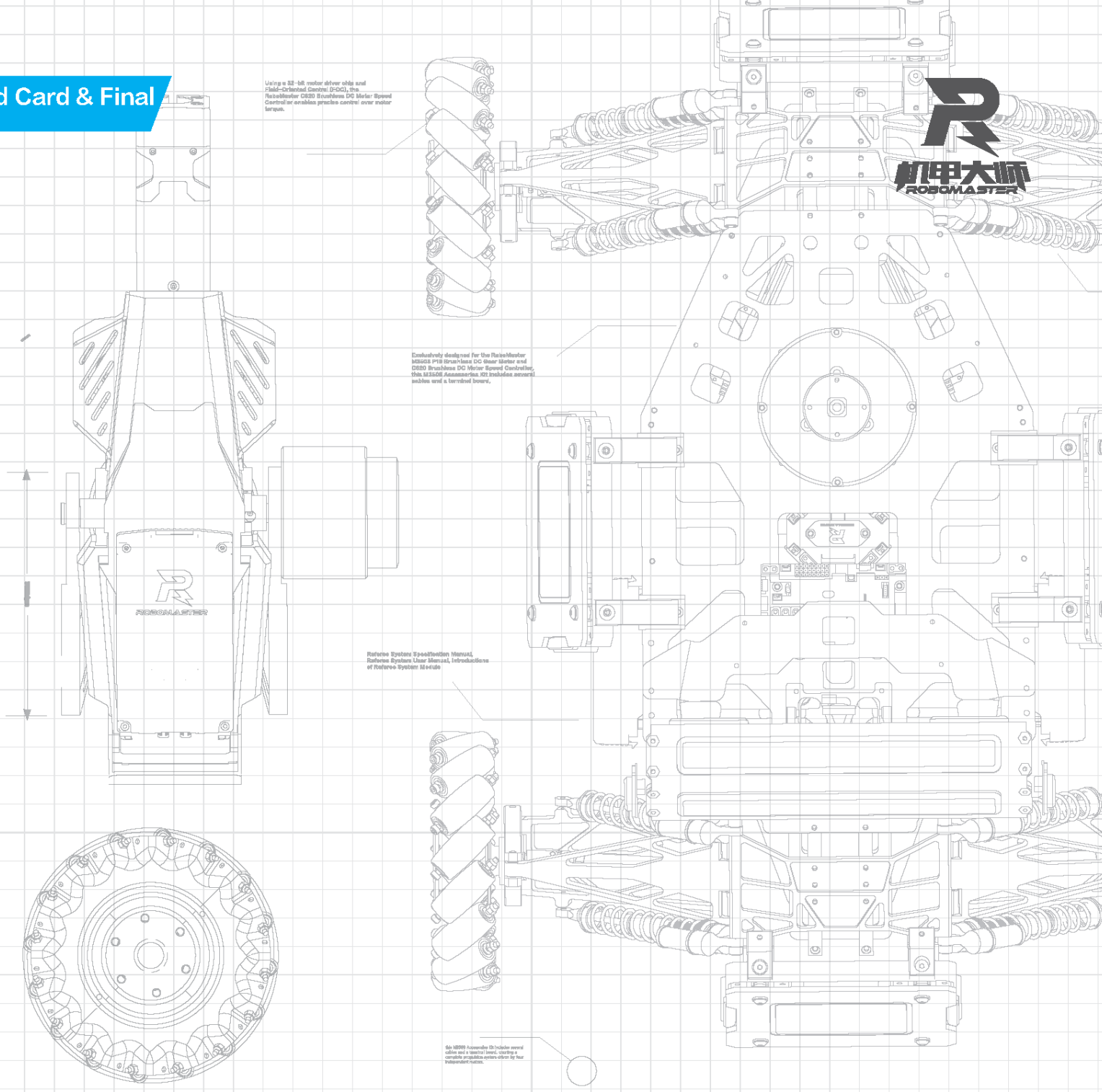
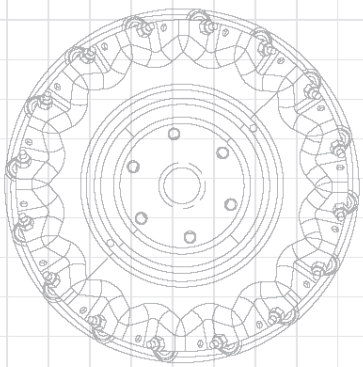
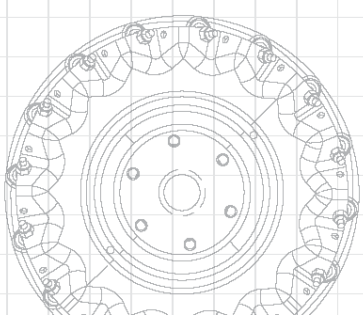
Wild Card & Final

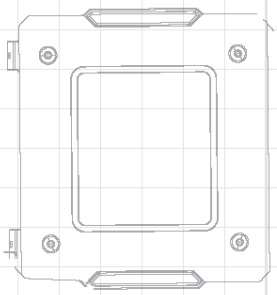


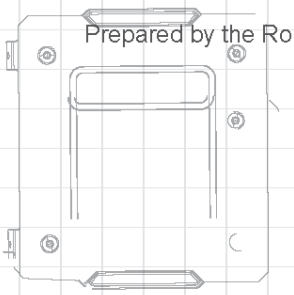
ROBOMASTER 2023 UNIVERSITY CHAMPIONSHIP

PARTICIPANT MANUAL









Prepared by the RoboMaster Organizing Committee

Updated on August 2023

Using this Manual

Legend

Prohibition	Important notes	Hints and tips	Definitions and references

Special Reminder

The following chapters from the RoboMaster 2023 University Championship Participant Manual will not be elaborated in this manual: Participating Teams, Participants, Rules Inquiries, Season Schedule, Regional Competition Awards Setup, Open Source Award, Outstanding Contribution Awards, Organization Award, Robot Combat Award, Best Design Creativity Awards, Annual Technical Breakthrough Awards, Technical Assessment, and Award Criteria. Please refer to version V1.1.

Change Log

Date	Version	Release Notes
August 2, 2023	V2.0	1. Revised the mechanism of the Wild Card Competition. 2. Added new ranking rules to the Group Round Robin. 3. Adjusted the awards. 4. Added items to the schedule of the RoboMaster Young Engineers Summit. 5. Added information for recommended accommodation. 6. Revised the Safety Instruction. 7. Deleted the pre-match declaration.

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1. Competition Overview

1.1 About the Competition

Initiated by DJI, the RoboMaster University Series (RMU) is affiliated with the China University Robot Competition (CURC) and serves as an academic exchange platform specially created for technology enthusiasts from all over the world. Since its establishment in 2013, the RoboMaster has been committed to their mission – "honor the youths, empower ideas, serve young engineers across borders, and make their dreams come true". The RoboMaster is also dedicated to tapping the potential of young talents with engineering background while widely passing on the beauty of science & technology as well as innovation to the public.

The RoboMaster University Championship (RMUC) focuses on evaluating the participants' abilities to apply scientific and technical knowledge in an integrated and practical context. It combines robotics-related areas such as Machine Vision, Embedded System Design, Mechanical Control, Inertial Navigation and Human-Computer Interaction, while integrating e-sports and robotics competition in an innovative manner. The robotic battles are growing to become more intuitive and engaging, drawing attention from both technology enthusiasts and the public.

1.2 Groups and Organizations

Guiding Units:

Strategic Consulting Center of the Chinese Academy of Engineering

China Association of Higher Education

Shenzhen Municipal People's Government

Sponsors:

Development and Reform Commission of the Shenzhen Municipality

Shenzhen Municipal Science and Technology Innovation Committee

Education Bureau of the Shenzhen Municipality

China University Robot Competition Organizing Committee

Organizer:

SZ DJI Technology Co., Ltd.

Supporters:

China Guanghua Technology Foundation

Nanshan District Government, Shenzhen Municipality

Education and Youth Development Bureau of the Government of the Macao S.A.R.

X9 University Alliance of the Xili Lake International Science Education City, Shenzhen

Shenzhen University Town Management Center

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1.3 List of Participating Teams

Table 1-1 Participating teams in the RMUC Wild Card Competition

No.	Institution	Team Name
1	University of Electronic Science and Technology of China, Zhongshan Institute	RoboBraver
2	Nanhang Jincheng College	Born of Fire
3	Shanghai Jiao Tong University	交龙
4	Taiyuan University of Technology	TRoMaC
5	Southeast University	3SE
6	Huazhong University of Science and Technology	狼牙
7	Guilin Institute of Information Technology	GIRT
8	University of Science and Technology Liaoning	COD
9	Guangzhou City University of Technology	野狼
10	China University of Petroleum (East China)	RPS
11	Nanjing University of Aeronautics and Astronautics	长空御风
12	Dalian University of Technology	凌 BUG
13	Southern University of Science and Technology	ARTINX
14	Shenyang Ligong University	Ambition
15	Zhuhai College of Beijing Institute of Technology	毅恒
16	North China Institute of Science and Technology	风暴
17	Hong Kong University of Science and Technology	ENTERPRIZE
18	The University of Hong Kong	HerKules
19	Nagaoka University of Technology & National Institute of Technology, Nagaoka College & Niigata Union University	Phoenix Robots
20	University of Illinois Urbana-Champaign	Illini RM

***Names are listed in no particular order.**

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Table 1-2 Participating teams in the RMUC Final Tournament

No.	Institution	Team Name
1	Northeastern University	TDT
2	Shenzhen University	RobotPilots
3	Harbin Institute of Technology	IHiter
4	Guilin University of Electronic Technology	Evolution
5	Dalian Jiaotong University	TOE
6	Harbin Engineering University	创梦之翼
7	South China University of Technology	华南虎
8	Shanghai University of Engineering Science	木鸢 Birdiebot
9	Northeast Forestry University	Ares
10	Nanchang University	Passion
11	Zhejiang University	HelloWorld
12	Xi'an Jiaotong University	笃行
13	Harbin Institute of Technology (Shenzhen)	南工骁鹰
14	Shandong University of Science and Technology	SmartRobot
15	South China Agricultural University	Taurus
16	University of Science and Technology Beijing	Reborn
17	National University of Defense Technology of PLA	军临
18	Guangdong University of Technology	DynamicX
19	Xidian University	IRobot
20	Taiyuan University of Science and Technology	NewMaker
21	Xi'an Jiaotong-Liverpool University	GMaster
22	Wuhan Institute of Technology	Nautilus
23	Harbin Institute of Technology (Weihai)	HERO
24	Hubei University of Technology	力创 RM
25	Nanjing University of Science and Technology	Alliance

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No.	Institution	Team Name
26	South China Normal University	PIONEER
27	China University of Mining and Technology	CUBOT
28	Wuyi University	IMCA
29	Qualifying Team 1 from Wild Card Competition	
30	Qualifying Team 2 from Wild Card Competition	
31	Qualifying Team 3 from Wild Card Competition	
32	Qualifying Team 4 from Wild Card Competition	

***Names are listed in no particular order.**

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2. Competition System and Awards

2.1 Competition System

2.1.1 Draw Format

2.1.1.1 RMUC 2023 Wild Card Competition (Including International Group)

The participating teams of the RMUC 2023 Wild Card Competition (including International Group) consist of: 16 teams from Mainland China and 4 teams from Hong Kong, Macau, Taiwan and Overseas. In Division 1 of the Group Stage, teams are divided into 3 groups: Group A, B and Q (International Group). Based on their rankings in the Regional Competition, the 16 teams from Mainland China are divided into two units: Unit 1 consists of teams ranked No. 10-12 and Unit 2 of teams ranked No. 13-15. Their lists are as shown in the tables below.

- In box 1 are balls corresponding to the 8 teams in Unit 1. The Chief Referee will draw the teams to be labeled A1, B1, A2, B2, A3, B3, A4, and B4.
- In box 2 are balls corresponding to the 8 teams in Unit 2. The Chief Referee will draw the teams to be labeled A5, B5, A6, B6, A7, B7, A8, and B8.
- In box 3 are balls corresponding to the 8 teams in Unit 3. The Chief Referee will draw the teams to be labeled Q1 Q2, Q3, and Q4.

Table 2-1 Teams in Unit 1

No.	Institution	Team Name
1	University of Electronic Science and Technology of China, Zhongshan Institute	RoboBraver
2	Nanhang Jincheng College	Born of Fire
3	Shanghai Jiaotong University	交龙
4	Taiyuan University of Technology	TRoMaC
5	Southeast University	3SE
6	Huazhong University of Science and Technology	狼牙
7	Guilin Institute of Information Technology	GIRT
8	University of Science and Technology Liaoning	COD

Table 2-2 Teams in Unit 2

No.	Institution	Team Name
1	Guangzhou City University of Technology	野狼

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No.	Institution	Team Name
2	China University of Petroleum (East China)	RPS
3	Nanjing University of Aeronautics and Astronautics	长空御风
4	Dalian University of Technology	凌 BUG
5	Southern University of Science and Technology	ARTINX
6	Shenyang Ligong University	Ambition
7	Zhuhai College of Beijing Institute of Technology	毅恒
8	North China Institute of Technology	风暴

2.1.1.2 RMUC 2023 Final Tournament

The RMUC 2023 Final Tournament has 32 participating teams, which will be divided into groups by draw. They will be divided into 8 groups (A, B, C, D, E, F, G and H), each with 4 teams.

There are three types of seeded teams. The seeded teams of Unit 1 include the champions of the Regional Competitions and the one first runner-up with the highest rank on the Score and Rank Chart. The seeded teams of Unit 2 include the first runner-up of the Regional Competitions that did not qualify for Unit 2 and the two second runner-ups with the highest rankings on the Score and Rank Chart. The seeded teams of Unit 3 include the second runner-ups of the Regional Competitions that did not qualify for Unit 2, the third runner-ups, and the four quarterfinalists with the highest rankings on the Score and Rank Chart. For more details of the rankings, please refer to the "Scoring and Ranking Chart".

- In box 1 are balls corresponding to the 4 seeded teams of Unit 1. The Chief Referee will draw the teams to be labeled A1, C1, E1, and G1.
- In box 2 are balls corresponding to the 4 seeded teams of Unit 2. The Chief Referee will draw the teams to be labeled B1, D1, F1, and H1.
- In box 3 are balls corresponding to the 8 seeded teams of Unit 3. The Chief referee will draw the teams corresponding to A2, B2, C2, D2, E2, F2, G2, H2.
- In box 4 are balls corresponding to the remaining 16 teams. The Chief referee will draw the teams corresponding to A3, B3, C3, D3, E3, F3, G3, H3, A4, B4, C4, D4, E4, F4, G4, H4.

Table 2-3 Seeded teams of Unit 1

No.	Institution	Team Name
1	Northeastern University	TDT
2	Shenzhen University	RobotPilots
3	Harbin Institute of Technology	IHiter

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No.	Institution	Team Name
4	Guilin University of Electronic Technology	Evolution

Table 2-4 Seeded teams of Unit 2

No.	Institution	Team Name
1	Dalian Jiaotong University	TOE
2	Harbin Engineering University	创梦之翼
3	South China University of Technology	华南虎
4	Shanghai University of Engineering Science	木鸢 Birdiebot

Table 2-5 Seeded teams of Unit 3

No.	Institution	Team Name
1	Northeast Forestry University	Ares
2	Nanchang University	Passion
3	Zhejiang University	HelloWorld
4	Xi'an Jiaotong University	笃行
5	Harbin Institute of Technology (Shenzhen)	南工骁鹰
6	Shandong University of Science and Technology	SmartRobot
7	South China Agricultural University	Taurus
8	University of Science and Technology Beijing	Reborn

2.1.2 Competition System

In all stages excluding practice matches, each match has several rounds depending on the Competition System.

- BO2, meaning 2 rounds in each match.
- BO3, meaning the best of 3 rounds in each match.
- BO5, meaning the best of 5 rounds in each match.

2.1.2.1 RMUC 2023 Wild Card Competition

The RMUC 2023 Wild Card Competition includes: Battlefield Components Training, Practice Matches, and Group Stage (split into Division 1 and 2).

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From the RMUC 2023 Wild Card Competition, 4 teams will advance to the Final Tournament.

- **Battlefield Components Training:** Each team from Mainland China gets one chance of Battlefield Components Training, and each team from Hong Kong, Macau, Taiwan and Overseas gets two chances, with each session lasting 30 minutes. Participating teams can test Battlefield Components such as the Large Resource Island, Power Rune, Launch Ramp and Exchange Station on the training site.
- **Practice Matches:** Each team from Mainland China gets one chance of a Practice Match, and each team from Hong Kong, Macau, Taiwan and Overseas gets two chances. Each Practice Match includes one BO2 match and free test run at the RMUC Competition Area, lasting a total of 40 minutes including the area-clearing time.
- **Group Stage:** A Swiss-system competition with each match being BO3.
  - Division 1: Groups A and B each undergo 3 rounds and Group Q undergoes 2 rounds based on the Swiss system. The top-ranking team from Group A and Group B will advance directly into the Final Tournament, while the teams ranked No. 2-4 will enter Division 2; teams ranked No. 1-2 in Group Q will enter Division 2.

    In each group, the opposing teams for the first round are decided by lot, as per the match list. Subsequent rounds shall be set up based on team rankings, where any two teams within a group that rank next to each other will be opponents, i.e. team ranked No. 1 will compete against team ranked No. 2, and team No. 3 against team No. 4, so on and so forth.

    After Round 2 ends, teams ranked No. 7-8 in Groups A and B and teams ranked No. 3-4 in Group Q will be eliminated. After the end of Round 3, teams ranked No. 5-6 in Groups A and B will be eliminated.
  - Division 2: The 8 teams enter Division 2 as Group C and compete in 3 rounds based on the Swiss system. The teams ranked No.1-2 will advance to the Final Tournament.

    The opposing teams for the first round are decided by the rankings in Division 1, as per the match list. Subsequent rounds shall be set up based on team rankings, where any two teams within a group that rank next to each other will be opponents, i.e. team ranked No. 1 will compete against team ranked No. 2, and team No. 3 against team No. 4, so on and so forth.

    After Round 2 ends, teams ranked No. 7-8 will be eliminated. After the end of Round 3, teams ranked No. 3-6 will be eliminated.

The ranking rules for the Group Stage are as follows:

Table 2-6 Group Stage Scores

Competition System	Competition Result	Points	Notes

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BO3	2:0	3:0	The winner gains 3 points.
	2:1	3:0	

The Group Stage teams are ranked in the following sequence:

1. The higher a team's total score, the higher its rank.
2. If multiple teams have equal scores, calculate the total number of rounds each team's previous opponents have won minus the number of rounds these opponents have lost, and the teams whose such difference is higher shall rank higher. This value is referred to as an "opponent score". For instance, after Round 2 ends, Team A's previous opponents are Team B and Team C. Team B's results in the previous two rounds are 2: 1 and 2: 0, and Team C's results are 1: 2 and 1: 2. Then Team A's "opponent score" is (2+2+1+1)-(1+0+2+2)=6-5=1.
3. If multiple teams have the same opponent score, compare the round average Net Base HP for all the completed matches of these teams in the Division. The teams with the higher round average Net Base HP will rank higher.
4. If multiple teams have the same round average Net Base HP, compare the round average Net Outpost HP for all the completed matches of these teams in the Division. The teams with the higher round average Net Outpost HP will rank higher.
5. If multiple teams have the same round average Net Outpost HP, compare the round average Net Sentry HP for all the completed matches of these teams in the Division. The teams with the higher round average Net Sentry HP will rank higher.
6. If multiple teams have the same round average Net Base HP, compare the round average Net Damage HP for all the completed matches of these teams in the Division. The teams with the higher round average Net Damage HP will rank higher.
7. If two or more teams still tie for the same place according to these criteria, the RMOC will arrange a playoff match on a round-robin basis.

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- Special circumstances: If Team E's opponent R forfeits the competition or is penalized with a Forfeiture prior to the competition, Team E's results for the current match shall be deemed as 2: 0. Team R's results will not be taken into account in Team E's opponent score. Instead, the results of the team whose difference between its total number of rounds won and total number of rounds lost is the highest shall be used in place of Team R's results, when calculating Team E's opponent score.

- For example: Among a group of 8 teams after the end of Round 2, the results of Team T are 2: 0, 2: 0; the results of Team W are 2: 0, 2: 1; the results of Team E are 0: 2, 2: 0; the results of Team R are 0: 2, 0: 2. In Round 1, Teams W and E are opponents; while Teams E and R are opponents in Round 2, however Team R is issued a Forfeiture before the competition. Then Team E's opponent score after the end of Round 2 shall be (2+2+2+2)-(0+1+0+0)=7, namely Team T's results will be factored into Team E's opponent score in place of Team R's.

2.1.2.2 RMUC 2023 Final Tournament

The RMUC 2023 Final Tournament includes: Battlefield Components Training, Practice Matches, Group Round Robin, 8/16 Knockout Stage, 4/8 Knockout Stage, Semifinals, Second Runner-up Contest, and Champion Contest. In all stages excluding practice matches, each match has several rounds depending on the Competition System. Each round consists of a three-minute setup period and a seven-minute round. In between the setup period and round, there is a 20-second Referee System self-test.

- **Battlefield Components Training:** Each team advancing to the Final Tournament from the Regional Competition gets one chance of Battlefield Components Training, with each session lasting 40 minutes. Participating teams can test Battlefield Components such as the Large Resource Island, Power Rune, Launch Ramp and Exchange Station on the training site.
- **Practice Matches:** Each team advancing to the Final Tournament from the Regional Competition gets one chance of a Practice Match. Each Practice Match includes one BO2 match and free test run at the RMUC Competition Area, lasting a total of 45 minutes including the area-clearing time.
- **Group Stage**: Participating teams will compete in the Group Round Robin in 8 groups. According to the ranking rules of the Group Round Robin, the champion and first runner-up of each group will advance to the 8/16 Knockout Stage.

The ranking rules of the Group Round Robin are as follows:

Table 2-7 Points for Group Round Robin

Competition System	Competition Result	Points	Notes
BO2	2:0	3:0	Winner of two rounds obtains 3 points.
	1:1	1:1	Each team obtains 1 point.
	1:0	1:0	(One round draw) The winning team obtains 1 point.

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	0:0	0:0	(Two rounds draw): Each team obtains 0 point.

The Group Round Robin teams are ranked in the following sequence:

1. The team with the higher number of total points ranks higher.
2. If two teams have equal points, the winner of the two in the Group Stage will rank higher.
3. If two or three teams tie by having equal total scores, then the teams whose total Net Base HP from all their matches shall rank higher.
4. If multiple teams have the same total Net Base HP, the teams with the higher total Net Outpost HP from all their matches will rank higher.
5. If multiple teams have the same total Net Outpost HP, the teams with the higher total Net Sentry HP from all their matches will rank higher.
6. If multiple teams have the same total Net Sentry HP, the teams with the higher total Damage HP from all their matches will rank higher.
7. If two or more teams still tie for the same place according to these criteria, the RMOC will arrange a playoff match on a round-robin basis.

- **8/16 Knockout Stage:** The competition system is BO3, where eight teams will be selected from the top 16 teams to advance to the Semifinals through double elimination.
- **4/8 Knockout Stage**: Four teams will be selected from the top 8 teams to advance to the Semifinals through double elimination.
- **Semifinals:** The competition system is BO5, where teams will advance to the Second Runner-up Contest and Champion Contest through single elimination.
- **Second Runner-up Contest, Champion Contest**: The competition system is BO5, where the champion, first runner-up, second runner-up, and third runner-up will be decided through single elimination.

2.2 Awards

- If a participating team fails to complete the check-in process after being qualified, then the team will be excluded from the awards by default.
- If a participating team has completed the check-in process after being qualified but has not competed in a match, then the team will receive a Forfeiture for matches it missed. If the team receives a Forfeiture for all matches, it will be excluded from the awards.

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Table 2-8 Awards for teams from Hong Kong, Macau, Taiwan and Overseas

Prize	Ranking	Quantity	Awards
Regional First Prize	Teams that have advanced to Division 2 from the Wild Card Competition (International Group)	2	● Regional first prize certificate ● Cash prize of RMB 15,000 (pre-tax)
Regional Second Prize	Teams that have not entered Division 2 in the Wild Card Competition (International Group)	2	● Regional second prize certificate ● Cash prize of RMB 10,000 (pre-tax)

Table 2-9 Final Tournament Awards

Prize	Ranking	Quantity	Awards
Final Tournament First Prize	Champion: First place	1	● Champion trophy ● Champion medal ● First prize certificate ● Cash prize of RMB 150,000 (pre-tax)
	First Runner-up: Second place	1	● First runner-up trophy ● First runner-up medal ● First prize certificate ● Cash prize of RMB 150,000 (pre-tax)
	Second Runner-up: Third place	1	● Second runner-up trophy ● Second runner-up medal ● First prize certificate ● Cash prize of RMB 150,000 (pre-tax)
	Third Runner-up: Fourth place	1	● First prize certificate ● Cash prize of RMB 150,000 (pre-tax)

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Prize	Ranking	Quantity	Awards
	5th to 16th place	12	● First prize certificate ● Cash prize of RMB 30,000 (pre-tax)
Final Tournament Second Prize	17th to 32nd place	16.	● Second prize certificate ● Cash prize of RMB 10,000 (pre-tax)
	Teams that have advanced from the Regional Competition to the Wild Card Competition and have not advanced to the Final Tournament	14	Second prize certificate
	Teams that have advanced to Division 2 from the Wild Card Competition (International Group) and have not advanced to the Final Tournament		
Final Tournament Third Prize	Teams that have not entered Division 2 in the Wild Card Competition (International Group)	2	Third prize certificate
	Teams that have not advanced to the Wild Card Competition and Final Tournament from the Regional Competition	52	Third prize certificate

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3. Competition Process

QingFlow is a workflow submission and processing platform for various interactions between participating teams and the Organizing Committee. QingFlow is used for operating some flows of the Wild Card Competition and Final Tournament. The details are as shown below.

Table 3-1 Overview of processes supported by QingFlow

Phase	Process
Before the Competition	Appointment for Mock Inspection
	Appointment for Photoshoot
Competition Ongoing	Update Notifications
	Signing of Pre-Match Declaration
	Initiating Robot Inspection
	Borrowing the Referee System
	Replacing Referee System
After the Competition	Lodging Appeals
Miscellaneous	Live Q&A and Technical Support

- For specifics, please refer to the QingFlow Participating Team User Document V2.0 (updated from time to time). Team captains are advised to read the manual in detail on how to bind the system to the WeChat account, as it is required for operating the above process flows. The RMOC will issue a system account to each team captain, so kindly check your future notifications.
- In the 2023 competition season, each participating team may request to borrow the Referee Systems of up to two Backup Robots via QingFlow. If a Referee System is damaged during the competition, the team may replace it at the warehouse, and the damage will be assessed after the competition ends, with the payment to be determined accordingly. (The daily replacement schedule for Referee Systems is: 9:00 am - 9:00 pm)
- During the competition, offline supplies purchase channels will be temporarily closed (Taobao will be available as usual) and supplies will be available for purchase at the competition site. For details, please refer to the RMUC 2023 Competition Site Purchase Flow Descriptions (to be updated from time to time).

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3.1 Daily Schedules

3.1.1 RMUC 2023 Wild Card Competition

Table 3-2 RMUC Wild Card Competition Schedule

August 2	
12:00-18:00	Team Check-in
14:00-18:00	Mock Inspection
14:30-18:00	Trajectory Test
18:00-19:00	Break
19:00-21:00	Team Check-in
	Mock Inspection
	Trajectory Test
August 3	
8:00-11:00	Team Check-in
	Mock Inspection
	Trajectory Test
8:30-11:00	Battlefield Components Training (No Inspection Required)
9:00-11:00	Team Photo Shooting
11:00-12:00	Break
12:00-18:00	Team Check-in
	Mock Inspection
	Trajectory Test
	Battlefield Components Training (No Inspection Required)
	Team Photo Shooting
18:00-19:00	Break
	Captains Meeting & Draw
19:00-20:30	Battlefield Components Training (No Inspection Required)

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	Team Photo Shooting
August 4	
9:30-11:00	Team Photo Shooting
09:30-11:10	Sentry Mapping
9:30-11:30	Battlefield Components Training (No Inspection Required)
11:10-12:20	Break
Begins at 10:50	Afternoon Inspection
12:20-13:40	International Group Practice Match
13:00-17:00	Team Photo Shooting
13:40-17:40	Practice Match
17:40-19:00	Break
Begins at 17:50	Evening Inspection
19:00-20:20	Practice Match
19:00-21:00	Team Photo Shooting
20:20-21:40	International Group Practice Match
August 5	
Begins at 7:30	Morning inspection
9:00-11:20	Division 1 (BO3)
11:20-12:30	Break
Begins at 11:00	Afternoon Inspection
12:30-17:10	Division 1 (BO3)
17:10-18:20	Break
Begins at 16:50	Evening Inspection
18:20-21:50	Division 1 (BO3)
August 6	
Begins at 8:40	Morning inspection

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10:10-11:55	Division 1 (BO3)
11:55-13:00	Break
Begins at 11:30	Afternoon Inspection
13:00-15:55	Division 1 (BO3)
15:55-18:20	Break
Begins at 16:50	Afternoon Inspection
18:20-20:40	Division 2 (BO3)
August 7	
Begins at 7:30	Morning inspection
9:00-11:20	Division 2 (BO3)
11:20-13:40	Break
Begins at 12:10	Afternoon Inspection
13:40-15:25	Division 2 (BO3)
August 14	
9:00-21:00	Young Engineers Summit
August 15	
9:00-18:00	Innovation Event at RoboMaster Young Engineers Summit

The times of the Check-in Day, practice match, and official competition are based on the time zone of the local venue. All the times mentioned above are in Beijing time.

3.1.2 RMUC 2023 Final Tournament

Table 3-3 RMUC Final Tournament Schedule

August 6	
12:00-18:00	Team Check-in
15:00-18:00	Mock Inspection
	Trajectory Test
18:00-19:00	Break

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19:00-20:00	Team Check-in
19:00-20:00	Mock Inspection
	Trajectory Test
August 7	
8:00-11:00	Team Check-in
8:30-11:50	Battlefield Components Training (No Inspection Required)
9:00-11:00	Mock Inspection
	Trajectory Test
	Team Photo Shooting
11:00-12:00	Break
12:00-15:00	Team Check-in
12:00-18:00	Mock Inspection
	Trajectory Test
	Team Photo Shooting
13:00-18:20	Battlefield Components Training (No Inspection Required)
16:00-18:20	Sentry Mapping
17:00-17:40	Captains Meeting
18:00-19:00	Break
19:00-20:00	Draw
19:00-21:00	Mock Inspection
	Trajectory Test
	Team Photo Shooting
19:30-20:50	Battlefield Components Training (No Inspection Required)
August 8	
Begins at 7:30	Morning inspection
8:30-11:50	Battlefield Components Training (No Inspection Required)

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9:00-12:00	Practice Match
	Team Photo Shooting
12:00-13:00	Break
Begins at 11:30	Afternoon Inspection
13:00-18:00	Team Photo Shooting
13:00-18:15	Practice Match
13:00-18:20	Battlefield Components Training (No Inspection Required)
18:15-19:30	Break
Begins at 18:00	Evening Inspection
19:30-21:00	Team Photo Shooting
19:30-21:45	Practice Match
August 9	
Begins at 7:30	Morning inspection
9:00-12:00	Group Round Robin (BO2)
12:00-13:00	Break
Begins at 11:30	Afternoon Inspection
13:00-18:00	Group Round Robin (BO2)
18:00-19:00	Break
Begins at 17:30	Evening Inspection
19:00-21:30	Group Round Robin (BO2)
August 10	
Begins at 7:30	Morning inspection
9:00-12:00	Group Round Robin (BO2)
12:00-13:00	Break
Begins at 11:30	Afternoon Inspection
13:00-18:00	Group Round Robin (BO2)

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18:00-19:00	Break
Begins at 17:30	Evening Inspection
19:00-21:30	Group Round Robin (BO2)
Begins at 7:30	Morning inspection
August 11	
Begins at 7:30	Morning inspection
9:00-12:00	Group Round Robin (BO2)
12:00-13:00	Break
Begins at 12:00	Afternoon Inspection
13:30-18:10	8/16 Knockout Stage (BO3)
18:10-19:30	Break
Begins at 18:00	Afternoon Inspection
19:30-21:50	8/16 Knockout Stage (BO3)
August 12	
Begins at 7:30	Morning inspection
9:00-11:20	8/16 Knockout Stage (BO3)
11:20-12:30	Break
Begins at 11:00	Afternoon Inspection
12:30-14:50	8/16 Knockout Stage (BO3)
14:50-16:00	4/8 Knockout Stage (BO3)
16:00-17:00	Break
Begins at 15:30	Afternoon Inspection
17:00-18:10	4/8 Knockout Stage (BO3)
18:10-20:10	Break
Begins at 18:40	Afternoon Inspection
20:10-21:20	4/8 Knockout Stage (BO3)

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August 13	
Begins at 7:30	Morning inspection
9:00-11:00	Semifinals (BO5)
11:00-14:00	Break
Begins at 12:30	Afternoon Inspection
14:00-15:15	Second Runner-up Contest (BO5)
15:15-16:30	Champion Contest (BO5)
16:30-17:00	Award Ceremony
August 14	
9:00-21:00	Young Engineers Summit
August 15	
9:00-18:00	Innovation Event at RoboMaster Young Engineers Summit

***Actual time may differ.**

The times of the Check-in Day, practice match, and official competition are based on the time zone of the local venue. All the times mentioned above are in Beijing time.

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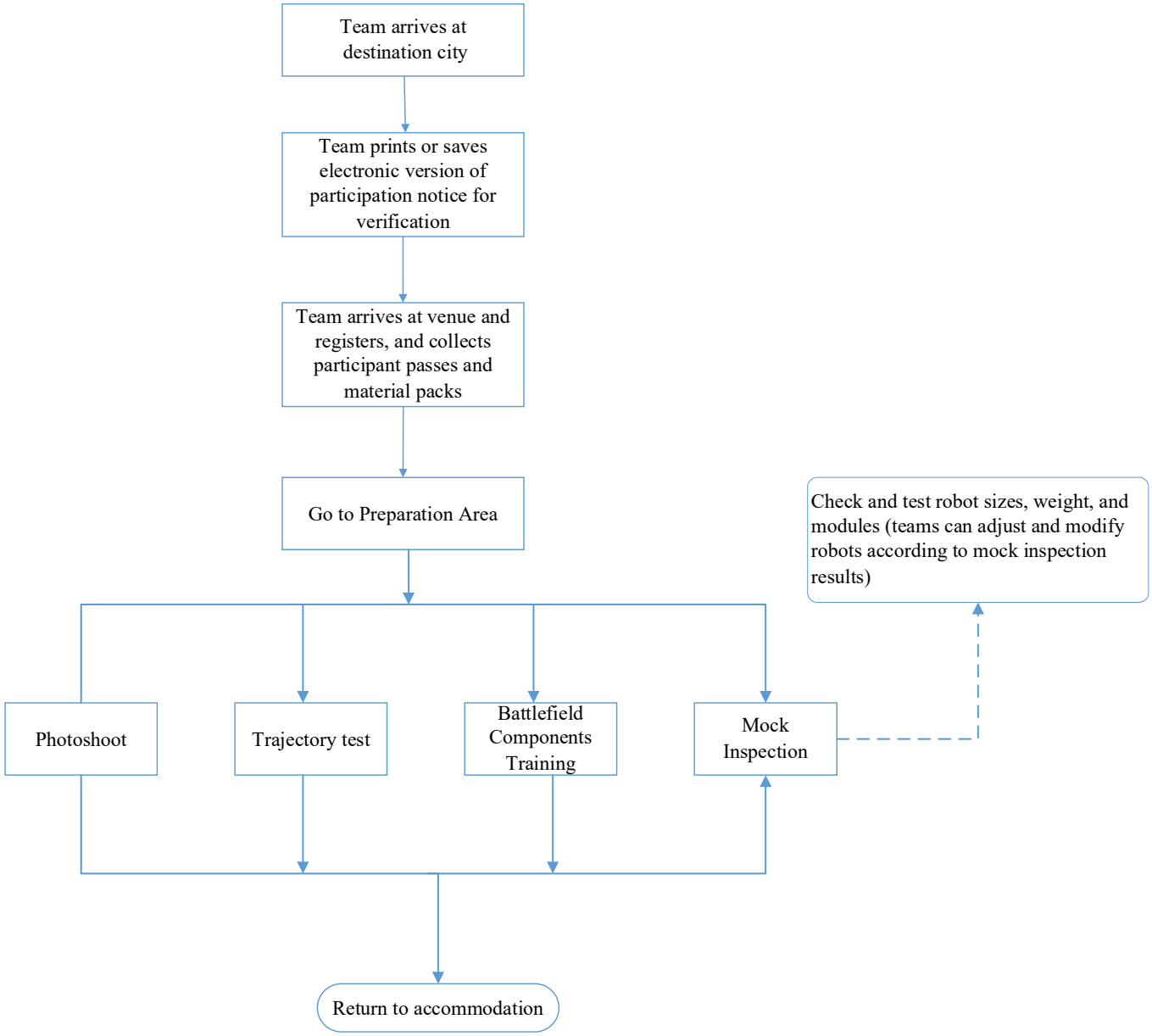
3.2 Check-in Day Flow

For the announcements from the RoboMaster 2023 University Championship on the newly added redundancy links and additional installation of Sentry Robots' Video Transmitter Modules, please see: https://www.robomaster.com/zh-CN/resource/pages/announcement/1598



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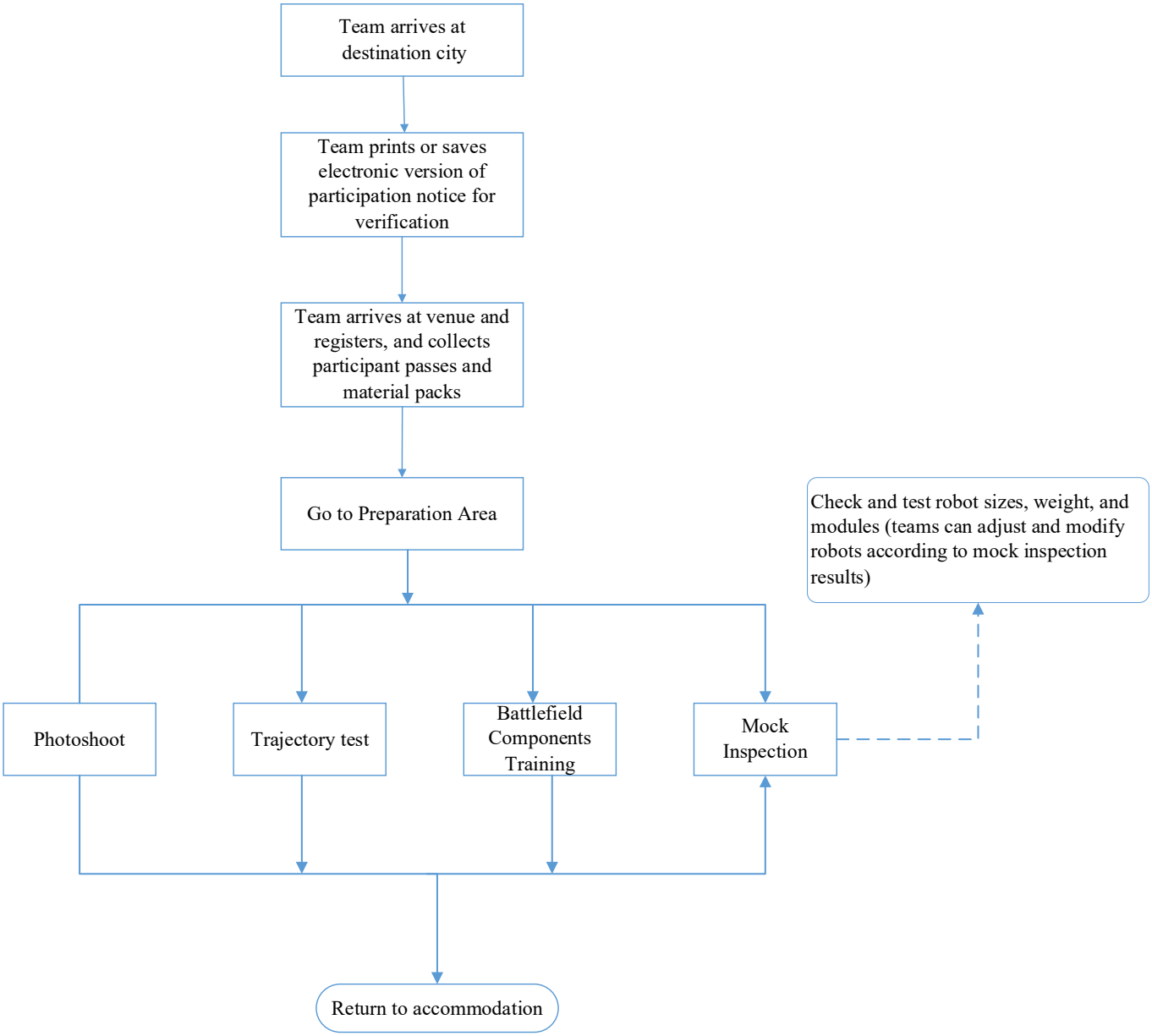
3.3 Competition Day Flow

For details on the process of a single match, please see the RoboMaster 2023 University Championship Rules Manual V2.0.



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3.4 Practice Match and Itineraries

3.4.1 Practice Match Itineraries

Table 3-3 Practice match schedule for the RMUC Wild Card Competition

Match No.	Red Team	Blue Team	Time
August 4			
Afternoon Inspection			Begins at 10:50
1	International Group Team 1 check-in	International Group Team 2 check-in	12:20-13:00
2	International Group Team 3 check-in	International Group Team 4 check-in	13:00-13:40
3	Team 1 check-in	Team 2 check-in	13:40-14:20
4	Team 3 check-in	Team 4 check-in	14:20-15:00
5	Team 5 check-in	Team 6 check-in	15:00-15:40
6	Team 7 check-in	Team 8 check-in	15:40-16:20
7	Team 9 check-in	Team 10 check-in	16:20-17:00
8	Team 11 check-in	Team 12 check-in	17:00-17:40
Break			17:40-19:00
Evening Inspection			Begins at 17:30
9	Team 13 check-in	Team 14 check-in	19:00-19:40
10	Team 15 check-in	Team 16 check-in	19:40-20:20
11	International Group Team 4 check-in	International Group Team 1 check-in	20:20-21:00
12	International Group Team 2 check-in	International Group Team 3 check-in	21:00-21:40

Table3-4 Practice match schedule for the RMUC Final Tournament

Match No.	Red Team	Blue Team	Time
August 8			
Morning inspection			Begins at 7:30
1	Team 1 check-in	Team 2 check-in	09:00-09:45
2	Team 3 check-in	Team 4 check-in	09:45-10:30
3	Team 5 check-in	Team 6 check-in	10:30-11:15
4	Team 7 check-in	Team 8 check-in	11:15-12:00
Break			12:00-13:00
Afternoon Inspection			Begins at 11:30

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Match No.	Red Team	Blue Team	Time
August 8			
5	Team 9 check-in	Team 10 check-in	13:00-13:45
6	Team 11 check-in	Team 12 check-in	13:45-14:30
7	Team 13 check-in	Team 14 check-in	14:30-15:15
8	Team 15 check-in	Team 16 check-in	15:15-16:00
9	Team 17 check-in	Team 18 check-in	16:00-16:45
10	Team 19 check-in	Team 20 check-in	16:45-17:30
11	Team 21 check-in	Team 22 check-in	17:30-18:15
Break			18:15-19:30
Evening Inspection			Begins at 18:00
12	Team 23 check-in	Team 24 check-in	19:30-20:15
13	Team 25 check-in	Team 26 check-in	20:15-21:00
14	Team 27 check-in	Team 28 check-in	21:00-21:45

***Actual time may differ.**

3.4.2 Group Stage of Wild Card Competition, August 5, 2023

Table 3-4 August 5 Match Itinerary

Match No.	Red Team	Blue Team	Time
Round 1, Division 1 of Group Stage			
Morning inspection			Begins at 7:30
1	A1	A5	09:00-09:35
2	A2	A6	09:35-10:10
3	A3	A7	10:10-10:45
4	A4	A8	10:45-11:20
Break			11:20-12:30
Afternoon Inspection			Begins at 11:00
5	B1	B5	12:30-13:05
6	B2	B6	13:05-13:40
7	B3	B7	13:40-14:15
8	B4	B8	14:15-14:50
Round 2, Division 1 of Group Stage			
9	A-1	A-2	14:50-15:25
10	A-3	A-4	15:25-16:00
11	A-5	A-6	16:00-16:35

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Match No.	Red Team	Blue Team	Time
12	A-7	A-8	16:35-17:10
Break			17:10-18:20
Evening Inspection			Begins at 16:50
13	B-1	B-2	18:20-18:55
14	B-3	B-4	18:55-19:30
15	B-5	B-6	19:30-20:05
16.	B-7	B-8	20:05-20:40
Round 1, Division 1 of Group Stage			
17	Q1	Q3	20:40-21:15
18	Q2	Q4	21:15-21:50

***A/B/Q-X refers to the team ranked No. X after Round 1 of Division 1.**

3.4.3Group Stage of Wild Card Competition, August 6, 2023

Table 3-5 August 6 Match Itinerary

Match No.	Red Team	Blue Team	Time
Round 3, Division 1 of Group Stage			
Morning inspection			Begins at 8:40
19	A-①	A-②	10:10-10:45
20	A-③	A-④	10:45-11:20
21	A-⑤	A-⑥	11:20-11:55
Break			11:55-13:00
Round 2, Division 1 of Group Stage			
Afternoon Inspection			Begins at 11:30
22	Q-1	Q-3	13:00-13:35
23	Q-2	Q-4	13:35-14:10
Round 3, Division 1 of Group Stage			
24	B-①	B-②	14:10-14:45
25	B-③	B-④	14:45-15:20
26	B-⑤	B-⑥	15:20-15:55
Break			15:55-18:20
Round 1, Division 2 of Group Stage			
Evening Inspection			Begins at 16:50
27	C-a2	C-b3	18:20-18:55
28	C-a3	C-b2	18:55-19:30

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Match No.	Red Team	Blue Team	Time
29	C-b4	C-q1	19:30-20:05
30	C-q2	C-a4	20:05-20:40

***A/B-Ⓟ refers to the team ranked No. X after Round 2 of Division 1; C-a/b/qX refers to the team among A/B/Q that entered Group C after Division 1 and that ranked No. X.**

3.4.4Group Stage of Wild Card Competition, August 7, 2023

Table3-6 August 7 Match Itinerary

Match No.	Red Team	Blue Team	Time
Round 2, Division 2 of Group Stage			
Morning inspection			Begins at 7:30
31	C-1	C-2	09:00-09:35
32	C-3	C-4	09:35-10:10
33	C-5	C-6	10:10-10:45
34	C-7	C-8	10:45-11:20
Break			11:20-13:40
Round 3, Division 2 of Group Stage			
Afternoon Inspection			Begins at 12:10
35	C-①	C-②	13:40-14:15
36	C-③	C-④	14:15-14:50
37	C-⑤	C-⑥	14:50-15:25

****C-X refers to the team ranked No. X after Round 1 of Division 2; C-Ⓟ refers to the team ranked No. P after Round 2 of Division 2.**

3.4.5Group Round Robin of Final Tournament, August 9, 2023

Table3-7 August 9 Match Itinerary

Match No.	Red Team	Blue Team	Time
Morning inspection			Begins at 7:30
1	A1	A4	09:00-09:30
2	B1	B4	09:30-10:00
3	C4	C1	10:00-10:30
4	D4	D1	10:30-11:00
5	E1	E4	11:00-11:30
6	F1	F4	11:30-12:00
Break			12:00-13:00

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Match No.	Red Team	Blue Team	Time
Afternoon Inspection			Begins at 11:30
7	G4	G1	13:00-13:30
8	H4	H1	13:30-14:00
9	A2	A3	14:00-14:30
10	B2	B3	14:30-15:00
11	C3	C2	15:00-15:30
12	D3	D2	15:30-16:00
13	E2	E3	16:00-16:30
14	F2	F3	16:30-17:00
15	G3	G2	17:00-17:30
16.	H3	H2	17:30-18:00
Break			18:00-19:00
Evening Inspection			Begins at 17:30
17	A3	A1	19:00-19:30
18	B3	B1	19:30-20:00
19	C1	C3	20:00-20:30
20	D1	D3	20:30-21:00
21	E3	E1	21:00-21:30

3.4.6Group Round Robin of Final Tournament, August 10, 2023

Table3-8 August 10 Match Itinerary

Match No.	Red Team	Blue Team	Time
Morning inspection			Begins at 7:30
22	F3	F1	09:00-09:30
23	G1	G3	09:30-10:00
24	H1	H3	10:00-10:30
25	A2	A4	10:30-11:00
26	B2	B4	11:00-11:30
27	C4	C2	11:30-12:00
Break			12:00-13:00
Afternoon Inspection			Begins at 11:30
28	D4	D2	13:00-13:30
29	E2	E4	13:30-14:00

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Match No.	Red Team	Blue Team	Time
30	F2	F4	14:00-14:30
31	G4	G2	14:30-15:00
32	H4	H2	15:00-15:30
33	A1	A2	15:30-16:00
34	B1	B2	16:00-16:30
35	C2	C1	16:30-17:00
36	D2	D1	17:00-17:30
37	E1	E2	17:30-18:00
Break			18:00-19:00
Evening Inspection			Begins at 17:30
38	F1	F2	19:00-19:30
39	G2	G1	19:30-20:00
40	H2	H1	20:00-20:30
41	A4	A3	20:30-21:00
42	B4	B3	21:00-21:30

3.4.7Group Round Robin & Knockout Stage of Final Tournament, August 11, 2023

Table3-9 August 11 Match Itinerary

Match No.	Red Team	Blue Team	Winner	Loser	Time
Morning inspection					Begins at 7:30
43	C3	C4			09:00-09:30
44	D3	D4			09:30-10:00
45	E4	E3			10:00-10:30
46	F4	F3			10:30-11:00
47	G3	G4			11:00-11:30
48	H3	H4			11:30-12:00
Break					12:00-13:00
Afternoon Inspection					Begins at 12:00
8/16 Knockout Stage (BO3)					
49	A-1	B-2	Winner ①	Loser ①	13:30-14:05
50	D-1	C-2	Winner ②	Loser ②	14:05-14:40
51	E-1	F-2	Winner ③	Loser ③	14:40-15:15
52	H-1	G-2	Winner ④	Loser ④	15:15-15:50

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Match No.	Red Team	Blue Team	Winner	Loser	Time
53	A-2	B-1	Winner ⑤	Loser ⑤	15:50-16:25
54	D-2	C-1	Winner ⑥	Loser ⑥	16:25-17:00
55	E-2	F-1	Winner ⑦	Loser ⑦	17:00-17:35
56	H-2	G-1	Winner ⑧	Loser ⑧	17:35-18:10
Break					18:10-19:30
Evening Inspection					Begins at 18:00
8/16 Knockout Stage Winners Group (BO3)					
51	Winner ①	Winner ②	Winner I (Top 8)	Loser I	19:30-20:05
52	Winner ④	Winner ③	Winner II (Top 8)	Loser II	20:05-20:40
53	Winner ⑤	Winner ⑥	Winner III (Top 8)	Loser III	20:40-21:15
54	Winner ⑧	Winner ⑦	Winner IV (Top 8)	Loser IV	21:15-21:50

***A-X refers to the team ranked No. X in Group A based on its score after the Group Round Robin.**

3.4.8Knockout Stage of Final Tournament, August 12, 2023

Table 3-10 August 12 Match Itinerary

Match No.	Red Team	Blue Team	Winner	Loser	Time
Morning inspection					Begins at 7:30
8/16 Knockout Stage Losers Group Round 1 (BO3)					
55	Loser ①	Loser ②	Winner 1	Knockout	09:00-09:35
56	Loser ④	Loser ③	Winner 2	Knockout	09:35-10:10
57	Loser ⑤	Loser ⑥	Winner 3	Knockout	10:10-10:45
58	Loser ⑧	Loser ⑦	Winner 4	Knockout	10:45-11:20
Break					11:20-12:30
Afternoon Inspection					Begins at 11:00
8/16 Knockout Stage Losers Group Round 2 (BO3)					
59	Winner 1	Loser II	Winner A (Top 8)	Knockout	12:30-13:05
60	Loser I	Winner 2	Winner B (Top 8)	Knockout	13:05-13:40
61	Winner 3	Loser IV	Winner C (Top 8)	Knockout	13:40-14:15
62	Loser III	Winner 4	Winner D (Top 8)	Knockout	14:15-14:50
4/8 Stage Winner Group (BO3)					
63	Winner I	Winner II	Winner One (Top 4)	Loser One	14:50-15:25
64	Winner III	Winner IV	Winner Two (Top 4)	Loser Two	15:25-16:00

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Match No.	Red Team	Blue Team	Winner	Loser	Time
Break					16:00-17:00
Evening Inspection					Begins at 15:30
4/8 Knockout Stage Losers Group Round 1 (BO3)					
65	Winner A	Winner C	Winner a	Knockout	17:00-17:35
66	Winner B	Winner D	Winner b	Knockout	17:35-18:10
Break					18:10-20:10
Evening Inspection					Begins at 18:40
4/8 Knockout Stage Losers Group Round 2 (BO3)					
67	Winner a	Loser Two	Winner One (Top 4)	Knockout	20:10-20:45
68	Loser One	Winner b	Winner Two (Top 4)	Knockout	20:45-21:20

3.4.9Knockout Stage of Final Tournament, August 13, 2023

Table 3-11 August 13 Match Itinerary

Match No.	Red Team	Blue Team	Winner	Loser	Time
Morning inspection					Begins at 7:30
Semifinals (BO5)					
69	Winner one	Winner Two	Finals1	Semifinals 1	9:00-10:00
70	Winner One	Winner two	Finals2	Semifinals 2	10:00-11:00
Break					11:00-14:00
Afternoon Inspection					Begins at 12:30
Second Runner-up Contest (BO5)					
71	Semifinals 1	Semifinals 2	Second Runner-Up	Third Runner-Up	14:00-15:15
Champion Contest (BO5)					
72	Finals1	Finals2	Champion	First Runner-Up	15:15-16:30

***Actual time may differ.**

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4. Competition Location

4.1 Venue

Location	Address
Preparation Area	2F Shenzhen Bay Sports Center
Competition Area	1F Shenzhen Bay Sports Center
Recommended Accommodation	Port Apartment, approx. 60m north of the intersection of Liuxin 2nd Street, Nanshan District, Shenzhen
Young Engineers Summit	To be determined.
Innovation Event at RoboMaster Young Engineers Summit	To be determined.

***For the check-in flow and other detailed arrangements, please refer to future announcements and the RMUC 2023 Wild Card Competition and Final Tournament Check-in Notice.**

***The RMOC will arrange for shuttle buses between the recommended accommodation and the Preparation Area. For the relevant details, please refer to future announcements.**

4.2 Competition Site Map

4.2.1 Entry Map

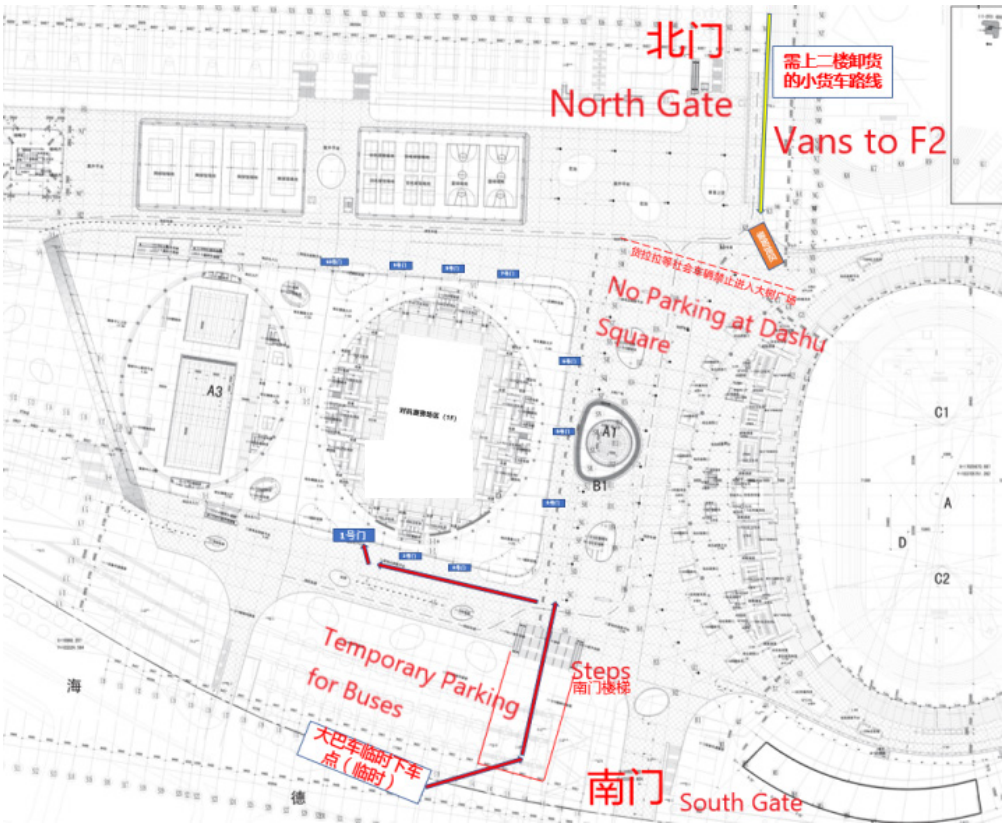

Figure 4-1 Entry map

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4.2.2 Venue Map

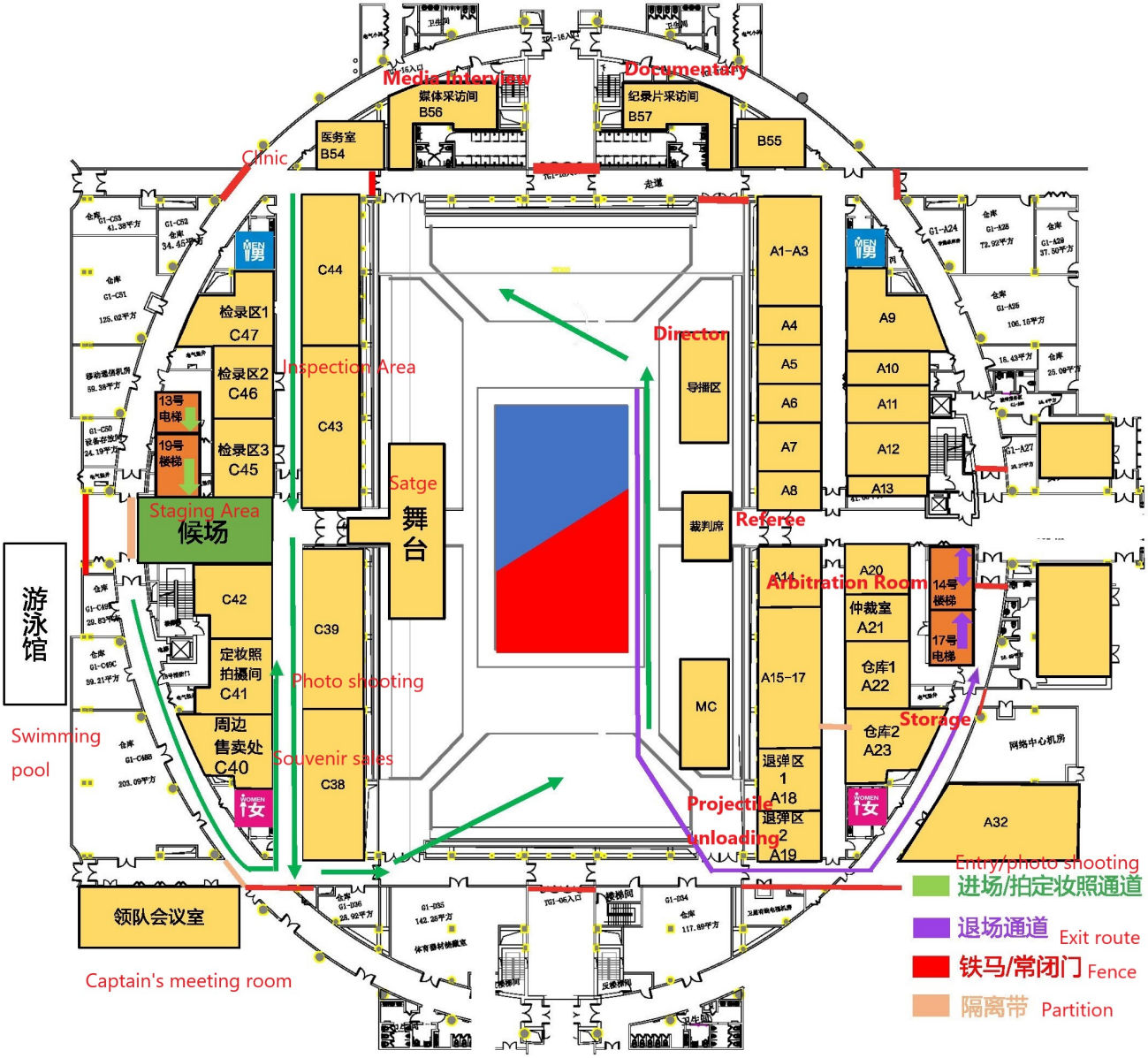

Figure 4-2 Venue map

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4.2.3Preparation Area

4.2.3.1 Team Size

Up to 35 participants from each team may enter the Preparation Area. Each team will receive not more than 35 participant passes, with which participants will enter the Preparation Area through facial recognition.

Only participants that exist in the registration system are allowed to enter the Preparation Area through facial recognition.

4.2.3.2 Preparation Area Map

Figure 4-3 Preparation Area map

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4.4 Safety Instructions

Every team member participating in RoboMaster must fully understand and accept that safety is the prerequisite for the sustainable development of RoboMaster. In order to protect the rights and interests of all team members and the event organizers, and according to relevant laws and regulations, all team members who have registered for RoboMaster will be deemed to have acknowledged and agreed to abide by the following safety terms:

1. All teams members who have registered to participate in the RoboMaster competition must confirm that they have full capacity for civil conduct and they are able to build and operate robots independently. They must also make sure that they have read in detail the Registration Guide, Competition Regulations among other important documents stating the rules and regulations of the competition, before starting to use any products by SZ DJI Technology Co., Ltd. to build robots.
2. During the competition, all team members should make sure that their actions including the creation, testing, and use of robots will not cause any injury or damage to his or her teammates, members of the opposing teams, Referees, competition staff, audience, equipment, or the Competition Area.
3. All teams must ensure that the structural design of their robots will not hinder safety inspection during Pre-match Inspection, and agree to fully cooperate with the Pre-match Inspection carried out by RoboMaster's organizers.
4. The team must guarantee that no fuel-driven engines, explosives, high-pressure gases, and energetic chemicals are used.
5. Throughout the R&D stage, preparation stage as well as the competition stage, all team members must pay full attention to potential safety issues, and the team's supervisors must be responsible for instructing and supervising the team on safety issues.
6. The team must guarantee the safety of all the robots. This includes ensuring the "projectile" launchers installed on the robots are safe, and that the projectiles launchers will not cause any harm (either directly or indirectly) to any operator, referee, staff, or audience member.
7. The team should take sufficient and necessary safety measures during the R&D, training and competition stages regarding potential accidents. The measures may include preventing control systems from losing control; urging the team members to envision the steps before operation to avoid mistakes or collisions between team members and between team members and robots; forbidding isolated training to ensure there will always be team members to respond to emergencies; wearing goggles and helmets; conducting appropriate locking and adding an emergency stop switch in the robot system during commissioning.
8. Teams will be held responsible for all accidents and losses resulting from the technical faults of robots, loss of control of UAVs or any other unexpected circumstances.

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9. Aerial Robots of participating teams that fly above specific Restricted Areas within the Competition Area are considered to be flying indoors and thus do not require air space approvals. To ensure flight safety, Aerial Robots must be attached to a ground pile with a rope. In the event any emergency such as an Aerial Robot having broken free of its Aerial Safety Rope, the pilot must land and cease operating the robot immediately. Aerial Robots of participating teams are strictly forbidden from flying outdoors. Any such violation will result in the immediate disqualification of the offending team from the competition.
10. The materials bought from or provided by the organizer SZ DJI Technology Co., Ltd., such as batteries and the Referee System, must be used in accordance with their instructions. SZ DJI Technology Co., Ltd. will not be held responsible for any injuries that arise from improper use of these materials. Teams will be held responsible for any injuries caused to their own members or any third party and for any property loss arising from creating and operating any robots.

All team members must remain in strict compliance with the laws and regulations of the country or region. All team members must also pledge that their robots will only be used for the RoboMaster competitions and that their robots will not be illegally modified or used for any illicit purpose(s).

4.5 Intellectual Property Statement

The RoboMaster Organizing Committee encourages and advocates technological innovations and an open source of technology. We respect the intellectual property of the participating teams. All rights related to the intellectual property developed during the competition are owned by individual teams. The RoboMaster Organizing Committee will not participate in the handling of intellectual property disputes within the team. The participating teams must properly handle all aspects of intellectual property rights among internal school members, company members and other members of the team.

While using the robots, referee system and other competition materials provided by the RoboMaster Organizing Committee, all teams shall respect the ownership of all intellectual property. Teams are also prohibited from engaging in any behavior that violates intellectual property rights, including but not limited to reverse engineering, copying or translation. Violators of the intellectual property rights of the RoboMaster Organizing Committee or the organizer will be held legally accountable as requested by the owner(s) of the intellectual property.

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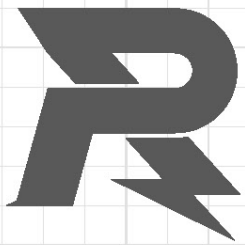

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