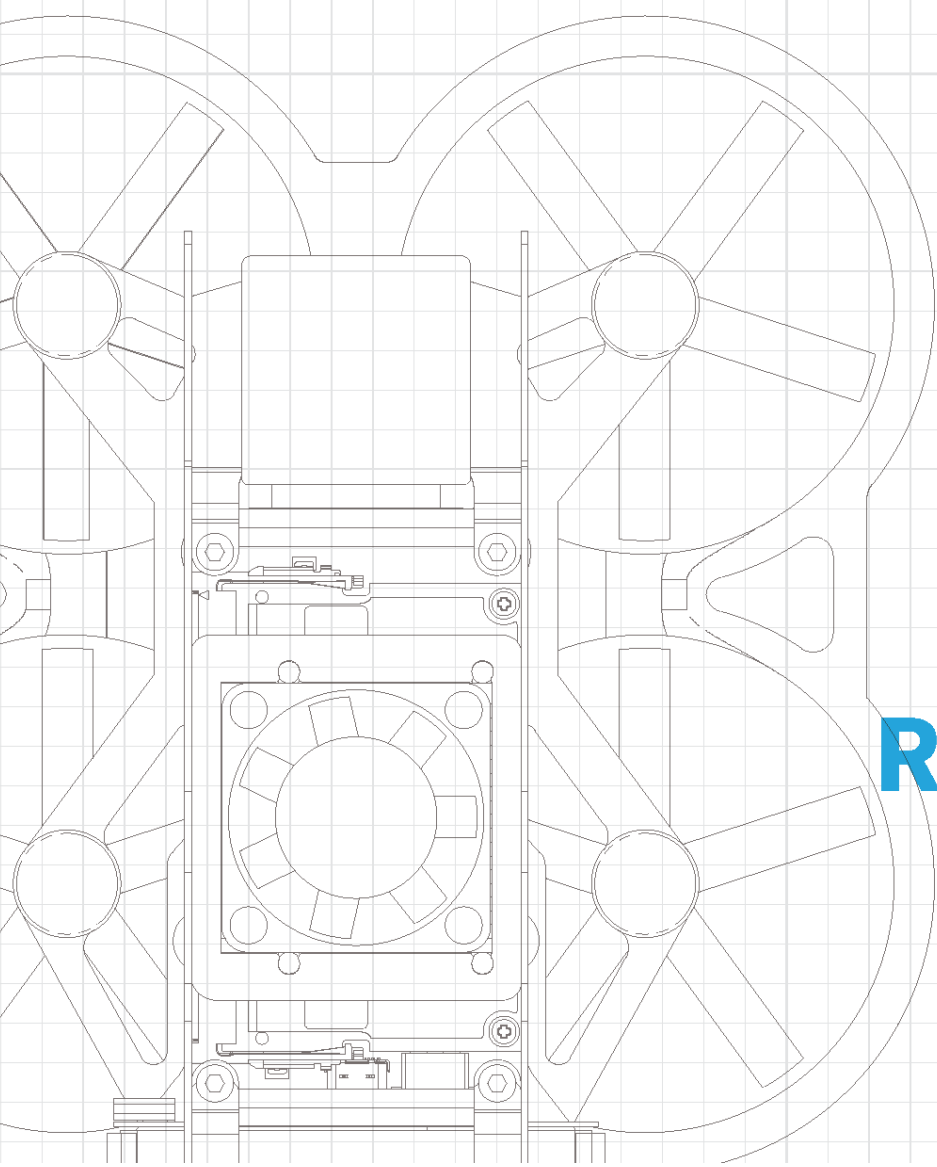
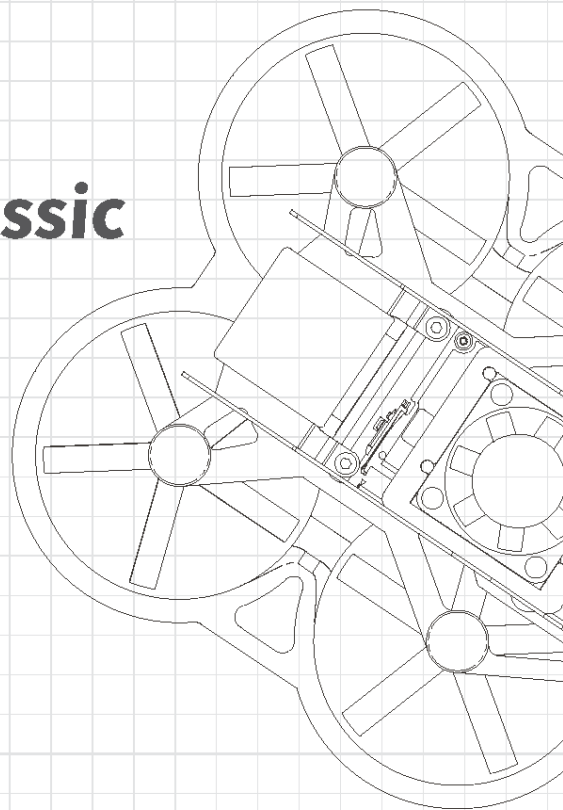


V1.0



RoboMaster 2023-2024

University AI Challenge • Classic



Rules Manual

Released in February, 2024

Release Notes

Date	Version	Release Notes
February 6, 2024	V1.0	First release

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1. Introduction

The RoboMaster University Series (RMU) was initiated by DJI to provide a platform for robotic competitions and academic exchanges among global technology enthusiasts. Since its establishment in 2013, RoboMaster has been committed to its mission of “empowering young learners to transform their world with the power of engineering and technology”. It attracts engineering talent with interdisciplinary abilities and showcases the possibilities of technological innovation to audiences around the globe.

The RoboMaster University AI Challenge is committed to developing cutting-edge AI technology. Since 2017, it has been organized by the RoboMaster Organizing Committee (RMOC) in Singapore, Australia, Canada, and Xi’an, China. This competition has attracted a large number of top universities and scientific research institutions around the world to participate in the competition and academic seminars, furthering its international impact in the field of robotics.

Since 2022, the RoboMaster Organizing Committee has teamed up with Shanghai Jiao Tong University to advance innovation in smart perception, location, navigation, and automatic control. Together, they organize competitions focused on unmanned aerial vehicle (UAV) smart perception technology. This effort bolsters the practical use of innovations in these areas, with the goal of discovering promising projects and nurturing future leaders in the field of unmanned intelligence.

In 2023, the event opened registrations in September, offering various categories such as comprehensive, specialized, and challenge competitions. The comprehensive category included an online competition in October and a Final Tournament in December, attracting a total of 68 teams from 43 institutions in China. To promote university-industry cooperation and knowledge sharing in the field of UAVs, we organize the RoboMaster University AI Challenge (Classic) open to top-performing teams from Final Tournaments and research units inside and outside China. Our goal is to showcase advanced UAV technologies and encourage exchanges among young scholars from universities and research institutions.

2. Events

Table 2-1 List of Events

Event	Format	Introduction
Comprehensive (Classic)	Offline	It aims to evaluate participants' skills based on their ability to create UAVs and develop algorithms for the UAVs to achieve automatic flight in real-world environments.
Challenge (Classic)	Offline	Autonomous FPV racing. Participants are encouraged to employ innovative methods for competitive racing in human-machine tasks.

3. Comprehensive (Classic)

Participating teams are required to design and fabricate their UAVs, and develop algorithms that enable the UAVs to take off from the designated landing pad, dynamically perceive the environment, plan their routes through Obstacle Frames, and land safely at the endpoint.

The Classic competition assesses participating teams' fundamental capabilities, including UAV control, positioning, navigation, and path planning. It also incorporates challenging tasks, such as performing complex aerial maneuvers, navigating crowded obstacle zones, and managing crosswind interference.

The Competition Area measures 26 m in length, 9 m in width, and 9 m in height.

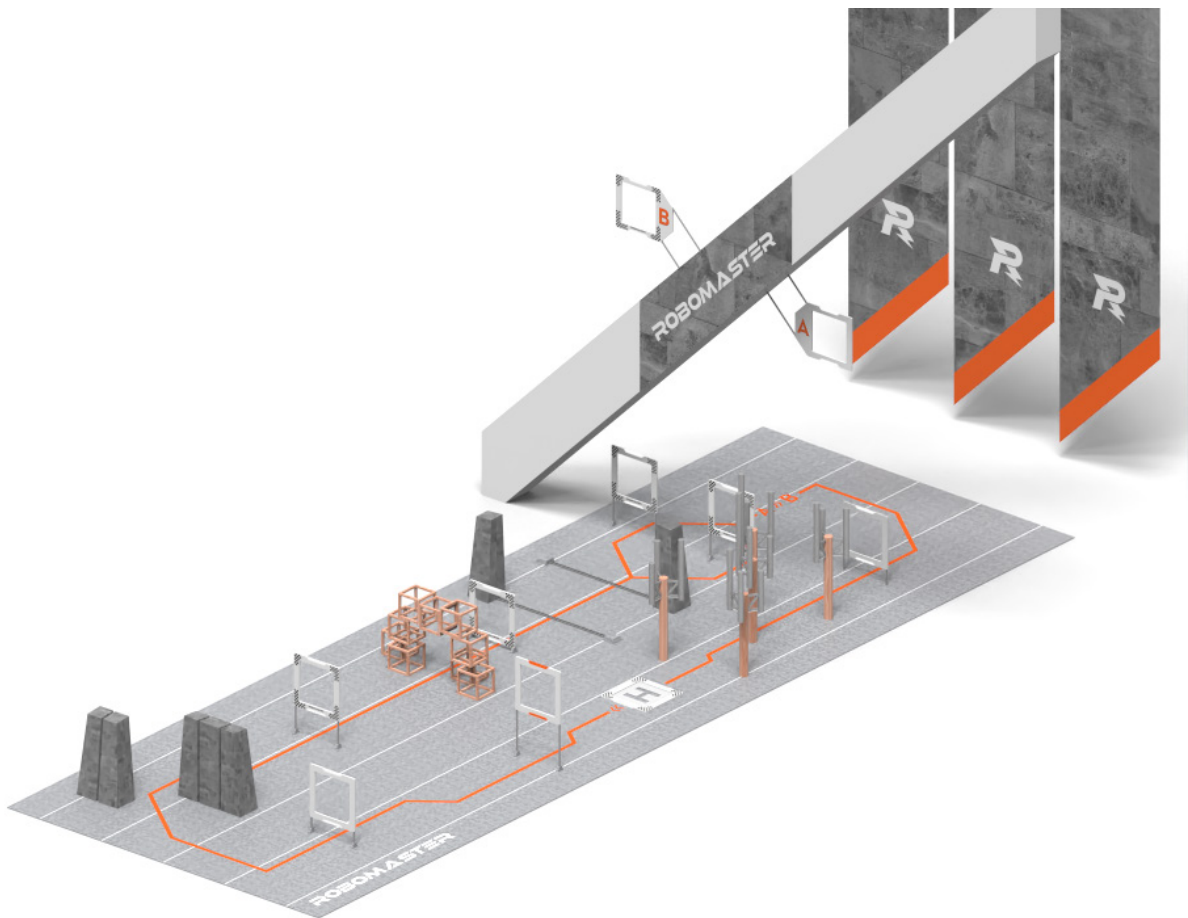


Figure 3-1 Overview of Classic Competition Area

3.1 Competition Rules

The Classic competition consists of three rounds. Each participating team has one challenge opportunity in each round. The preparation time for each challenge is 10 minutes, and each challenge lasts for 5 minutes. Before the challenge begins, the participating team must place the UAV within Obstacle Frame 0. The timer starts once the UAV departs from Obstacle Frame 0.

After the UAV takes off, it should pass through Obstacle Frames 1, 2, 3, 4, 5 (choose one from two), 6, 7, and 8 in order, then return and land in Obstacle Frame 0. The specific flight tasks are as follows:

After taking off from Obstacle Frame 0, the UAV is expected to navigate through Obstacle Frames 1 and 2 sequentially before turning around to enter the static obstacle zone. After the UAV passes through Obstacle Frame 2, its flight height is limited to less than 2 m. Subsequently, it should bypass the static obstacle before proceeding to pass through Obstacle Frame 3. Following this, it must navigate through the hollow obstacle and Obstacle Frame 4, and enter the moving obstacle zone. Depending on the movement of moving obstacles and its own state, the UAV should navigate through either Obstacle Frame 5-1 or 5-2. Upon completing this task, the height limit is removed. Then, the UAV sequentially navigates through Obstacle Frames 6, 7, and 8 by executing complex aerial maneuvers. After the UAV passes through Obstacle Frame 8, the system will generate a crosswind of 0-3 m/s in the crowded obstacle zone and at Obstacle Frame 0.

The UAV must overcome the crosswind interference and navigate through the crowded obstacle zone (it is not allowed to fly above or bypass the obstacle zone), and then land in Obstacle Frame 0. At this point, the timer stops, and the round concludes. If the UAV's flight path does not intersect with the line connecting any two columnar obstacles, the UAV is considered to have circumvented the crowded obstacle zone.



During the round, the Obstacle Frames that the UAV fails to pass through in the required sequence will not be counted towards the final score.

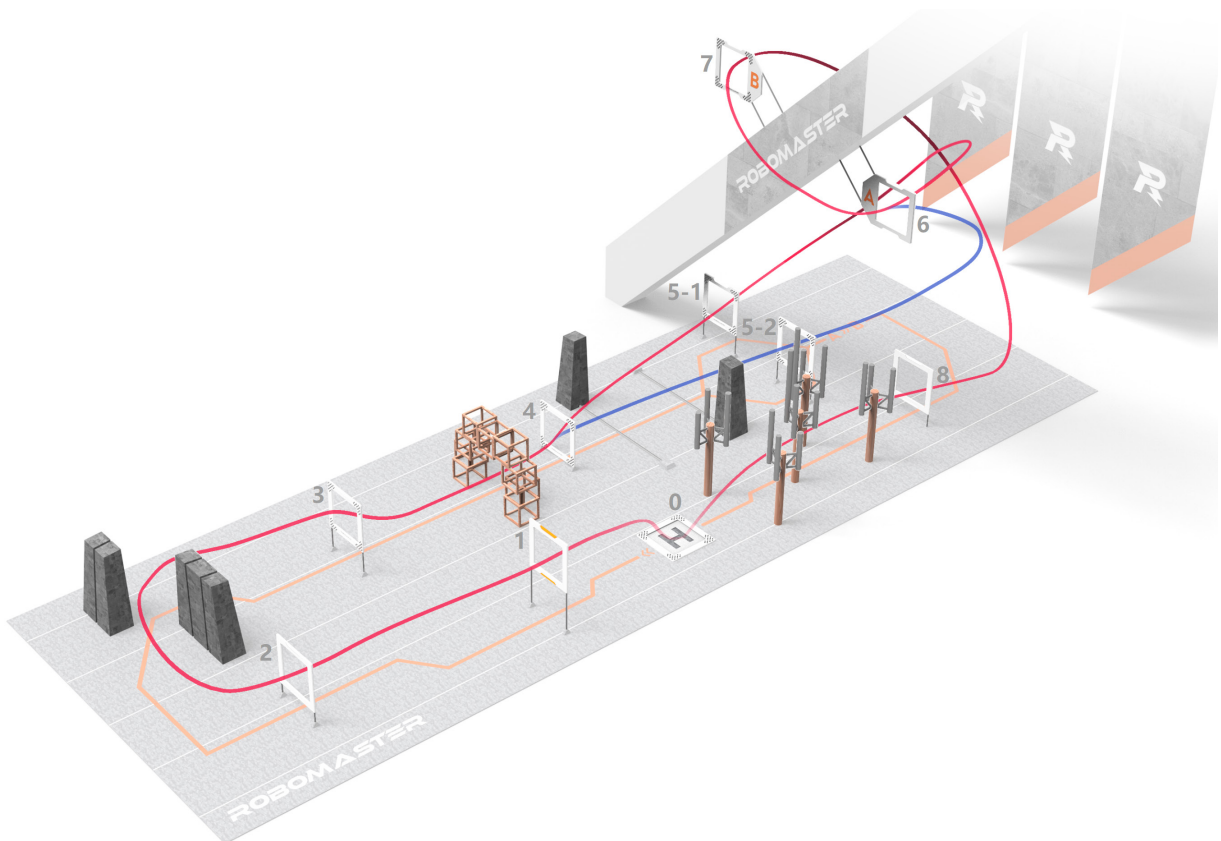


Figure 3-2 UAV Flight Route for Classic Competition

During the round, participating teams can access the pose information of all Obstacle Frames, with the center of Obstacle Frame 0 as the origin. The information is published at a frequency of 0.1 Hz.

1. The central position information of Obstacle Frames 2, 3, 4, 5-1, and 5-2 has a random error of no more than 2 m on all three axes, while the pose information has a random error of no more than $\pm 20^\circ$. This error is initialized before a round starts and remains constant throughout the round.
 2. The location information provided by Obstacle Frames 0, 1, 6, 7, and 8 has an error of ± 5 cm, while the pose information has an error of $\pm 5^\circ$.
-



In each round, if obstacles are knocked down or displaced, the RMOC will restore the elements on site by visual inspection without making precise corrections.

3.2 Ranking

- Teams that successfully pass through more Obstacle Frames will receive a higher ranking.
 - In the event of a tie, the team that completes the last task in a shorter time will be ranked higher (with a precision of up to 0.01 seconds).
 - If the ranking cannot be determined based on the above criteria, the team whose UAV weighs less during the Pre-Match Inspection will be ranked higher.
-



The time to pass through the Obstacle Frame is determined by the referee system. If there is an issue with the referee system, the time taken to pass through the Obstacle Frame will be calculated as the average of the effective time recorded by the referee system.

3.3 Battlefield and Battlefield Components

- **Obstacle Frame**

The Obstacle Frame is a square frame with a checkerboard pattern, featuring an outer side length of 1.3 m and an inner side length of 1 m. The Obstacle Frame has a built-in infrared sensor that detects objects passing through it. The side length of the checkerboard square is 40 mm, and the number of squares in the four corners of the checkerboard differs. The location information of the Obstacle Frame follows a right-handed FLU coordinate system, where the site coordinate system aligns with the origin of Obstacle Frame 0. The origin of the Obstacle Frame is situated at the front center, as depicted in the figure, which lies on the same plane as the checkerboard.



The middle part of the upper and lower edges of the Obstacle Frame features a prop light indicator. The light effect will vary with the progress of the round. The actual effect is subject to the situation during the round.

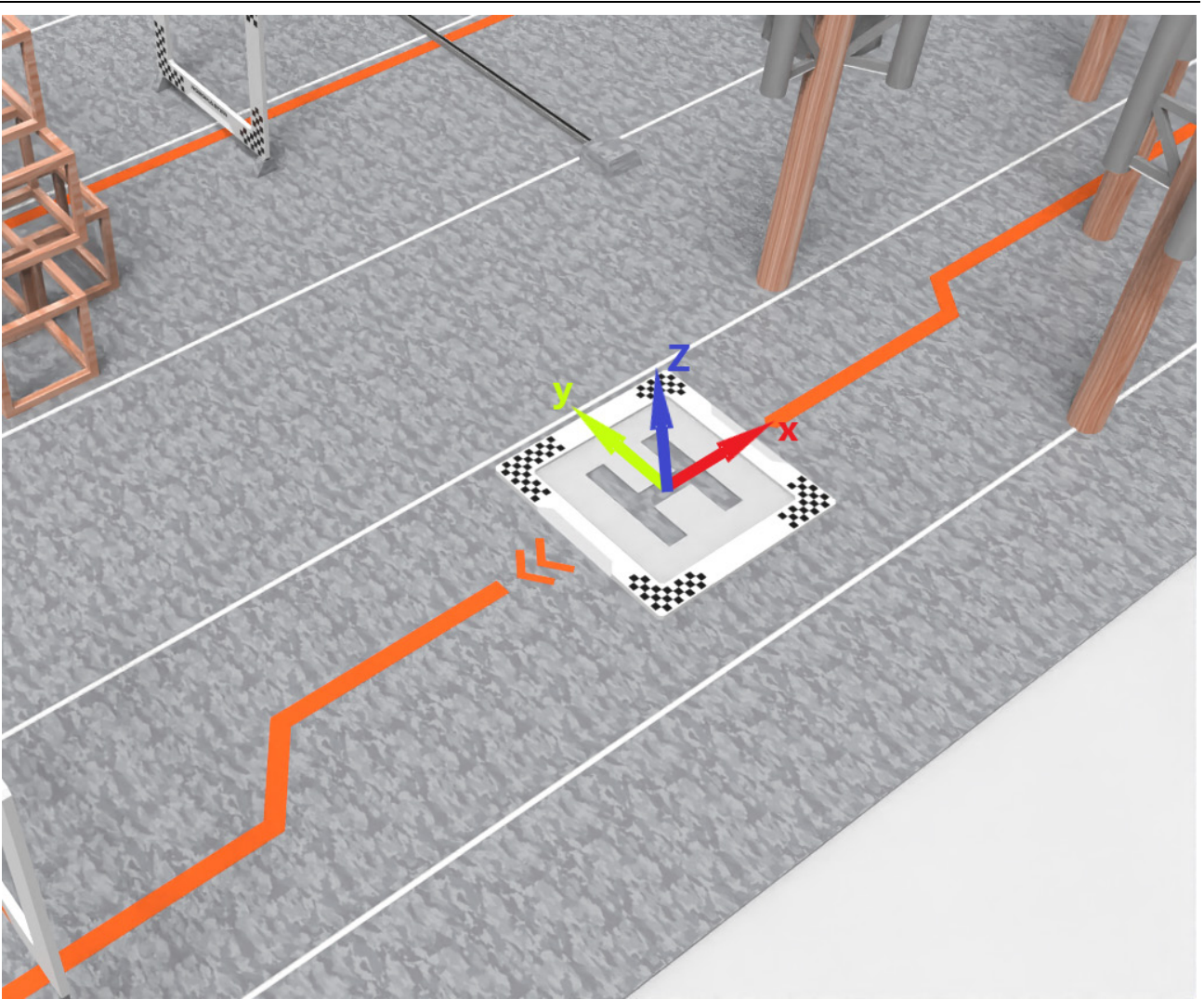


Figure 3-3 Site and Obstacle Frame Coordinate System

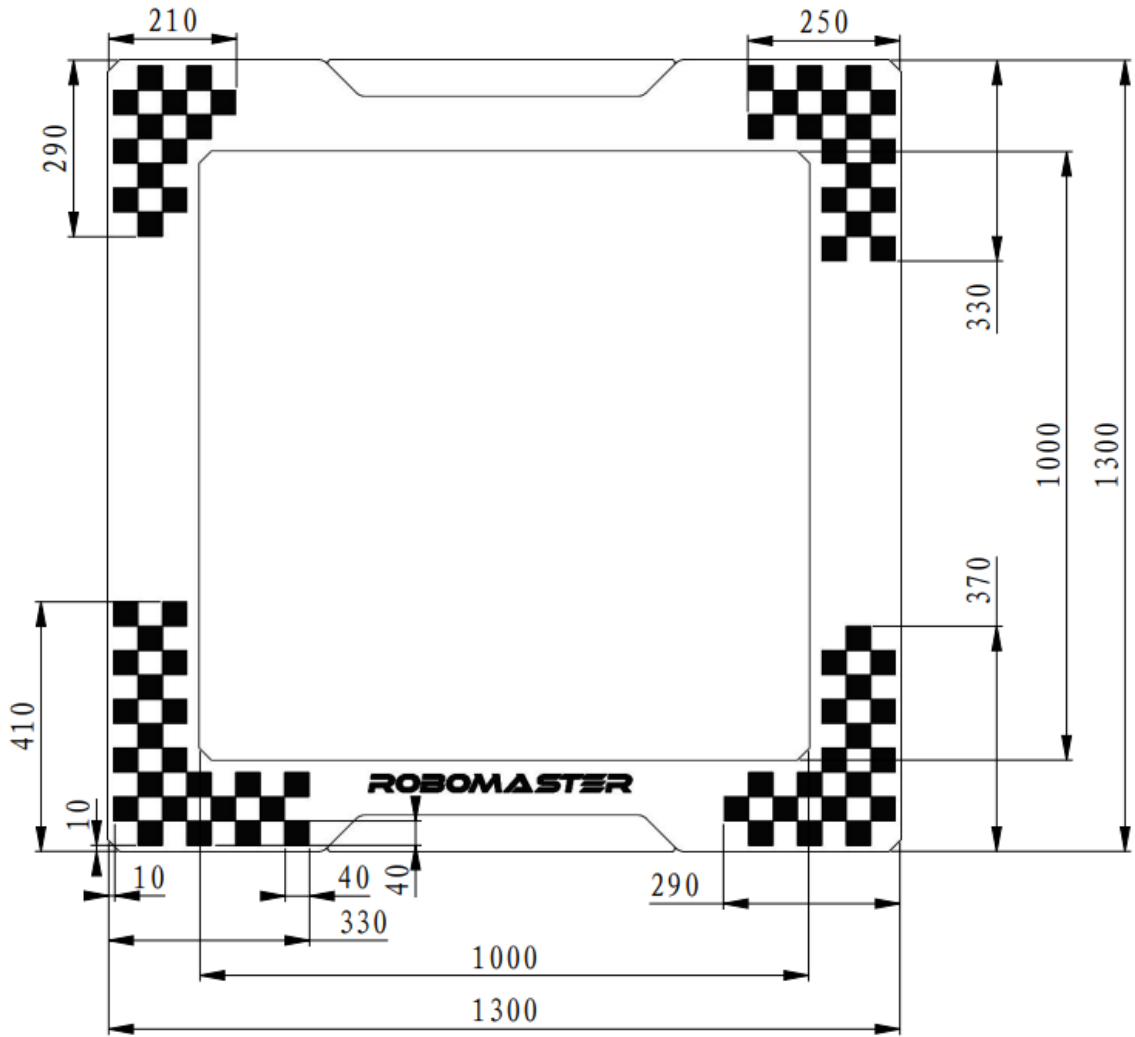
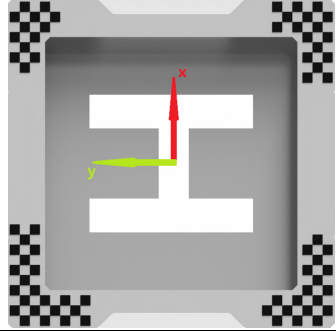
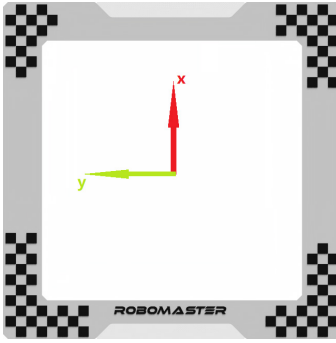
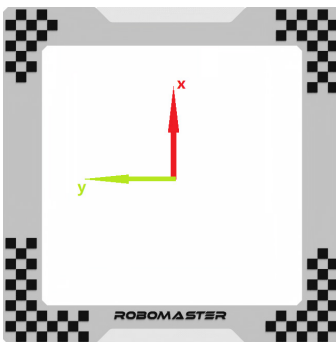
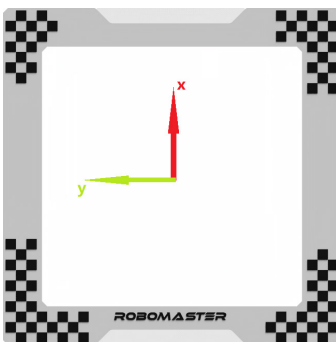
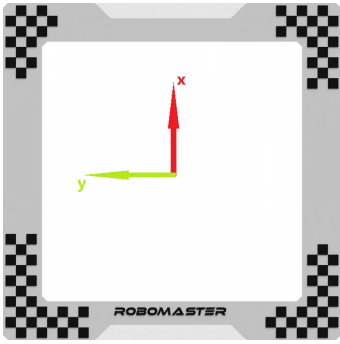
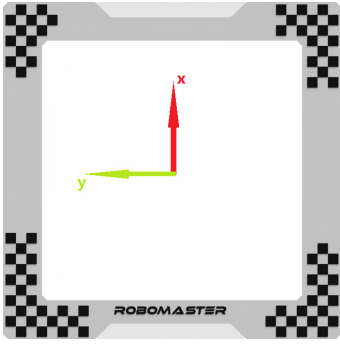
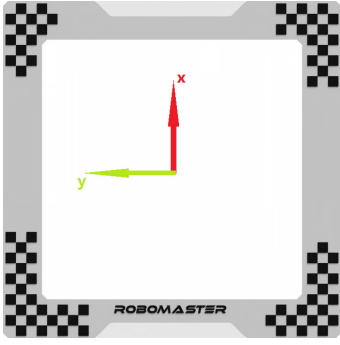

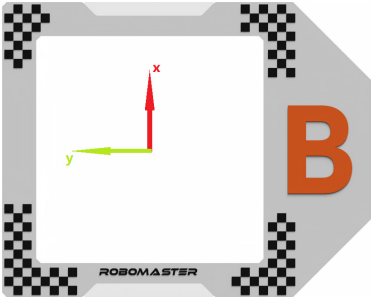
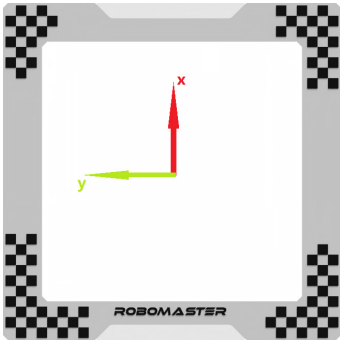


Figure 3-4 Obstacle Frame Dimensions

Table 3-1 Central Point Location Information

No.	Reference Location (m)	Reference Pose (Quaternions)	Illustration	Pose Change	Pose Error
0	0, 0, 0	1, 0, 0, 0		Unchanged for all rounds	Location error ± 5 cm, pose error $\pm 5^\circ$
1	-4, -0.5, 1.5	0, 0.7071, 0, 0.7071		Changes every round	Location error ± 5 cm, pose error $\pm 5^\circ$
2	-10, 0.25, 1	0, 0.7071, 0, 0.7071		Changes every round	Location error ± 2 m, pose error $\pm 20^\circ$
3	-6.5, 4, 1.5	0.7071, 0, -0.7071, 0		Changes every round	Location error ± 2 m, pose error $\pm 20^\circ$

4	0, 4.25, 0.65	0.7071, 0, -0.7071, 0		Changes every round	Location error ± 2 m, pose error $\pm 20^\circ$
5-1	6.5, 5.6, 1.5	0.7071, 0, -0.7071, 0		Changes every round	Location error ± 2 m, pose error $\pm 20^\circ$
5-2	6.5, 2.8, 1.5	0.7071, 0, -0.7071, 0		Changes every round	Location error ± 2 m, pose error $\pm 20^\circ$
6	6.5, 0, 6.5	0, 0.7071, 0, 0.7071		Unchanged for all rounds	Location error ± 5 cm, pose error $\pm 5^\circ$
7	6.5, 5.5, 8	0.7071, 0, -0.7071, 0		Unchanged for all rounds	Location error ± 5 cm, pose error $\pm 5^\circ$

8	8, 0.2, 1	0, 0.7071, 0, 0.7071		Unchanged for all rounds	Location error ± 5 cm, pose error $\pm 5^\circ$
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● **Static Obstacles**

The static obstacle consists of 5 independent foam blocks, each approximately measuring $0.6 \text{ m} \times 0.6 \text{ m} \times 2.1 \text{ m}$, with a gray brick texture on the surface.



Figure 3-5 Static Obstacles

● **Moving Obstacles**

The moving obstacle consists of 2 foam blocks and their power mechanism. Each foam block measures approximately $0.6 \text{ m} \times 0.6 \text{ m} \times 2.1 \text{ m}$, with a gray brick texture on the surface. The obstacle moves back and forth at a constant speed within a range of 3.5 m along the Y-axis direction.

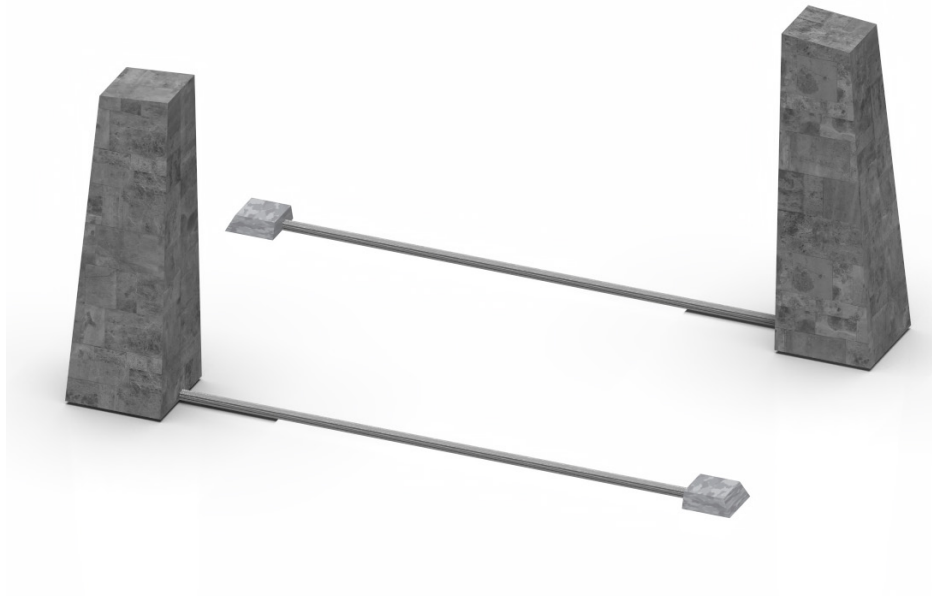


Figure 3-6 Moving Obstacles

- **Hollow Obstacles**

The hollow obstacle consists of 9 EVA foam hollow blocks, each with a side length of approximately 0.9 m and a wall thickness of about 50 mm. The surface of each hollow block is adorned with a bright brown wood grain pattern.

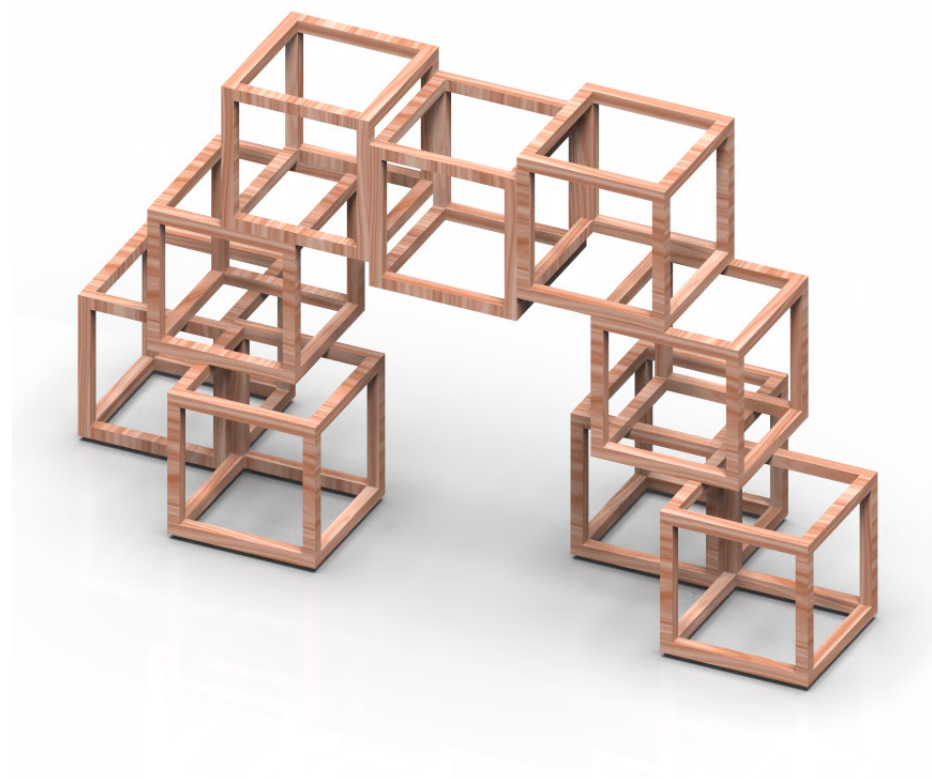


Figure 3-7 Hollow Obstacle

- **Crowded Obstacle Zone**

The crowded obstacle zone consists of 5 independent columnar obstacles. The main body of each obstacle is a column adorned with a bright brown wood grain pattern, featuring a diameter of approximately 0.2 m and a height of about 2 m. The upper part of the column has gray decorations. The center distance between wood grain columns is no less than 1.5 m.

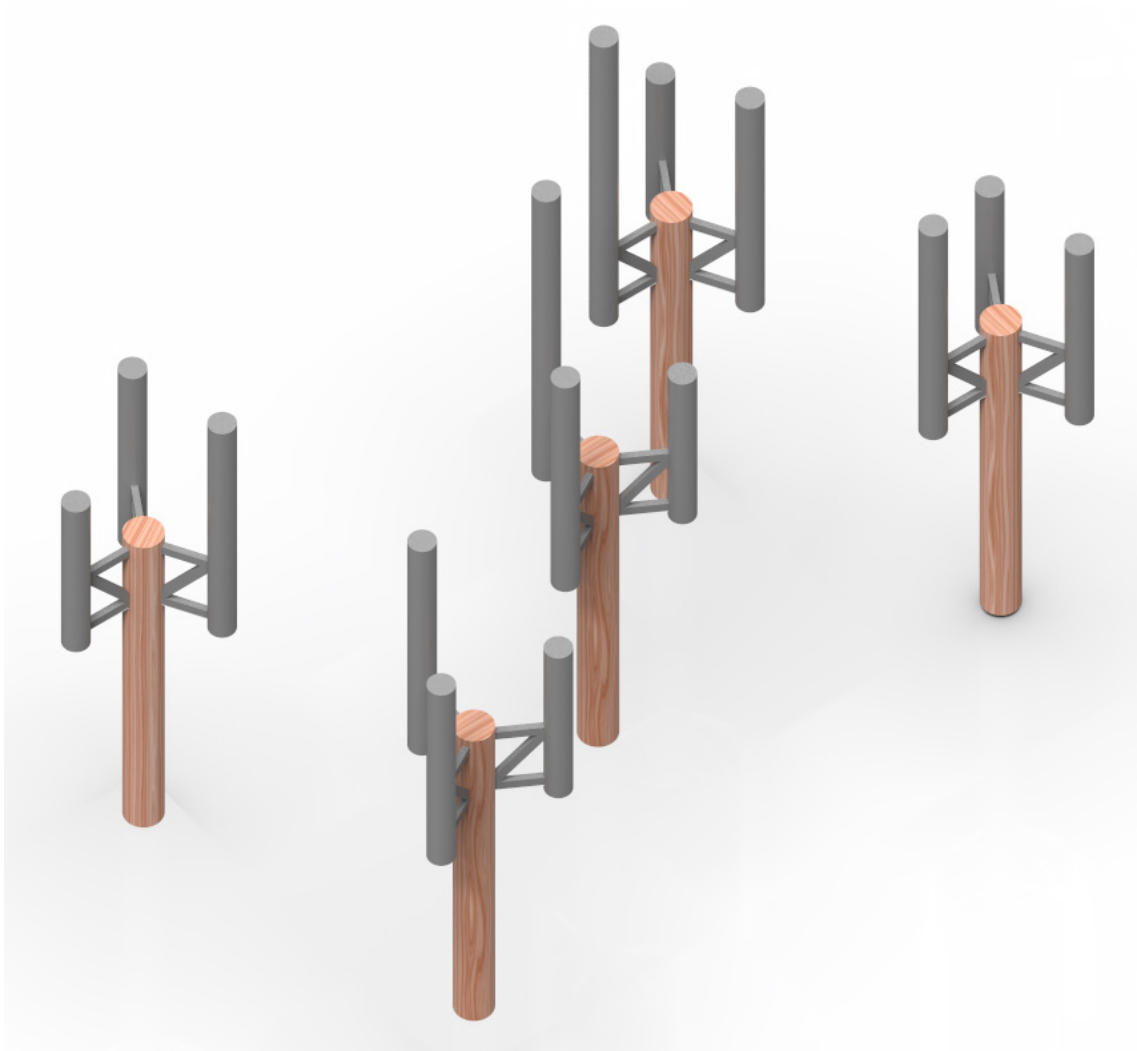


Figure 3-8 Crowded Obstacles

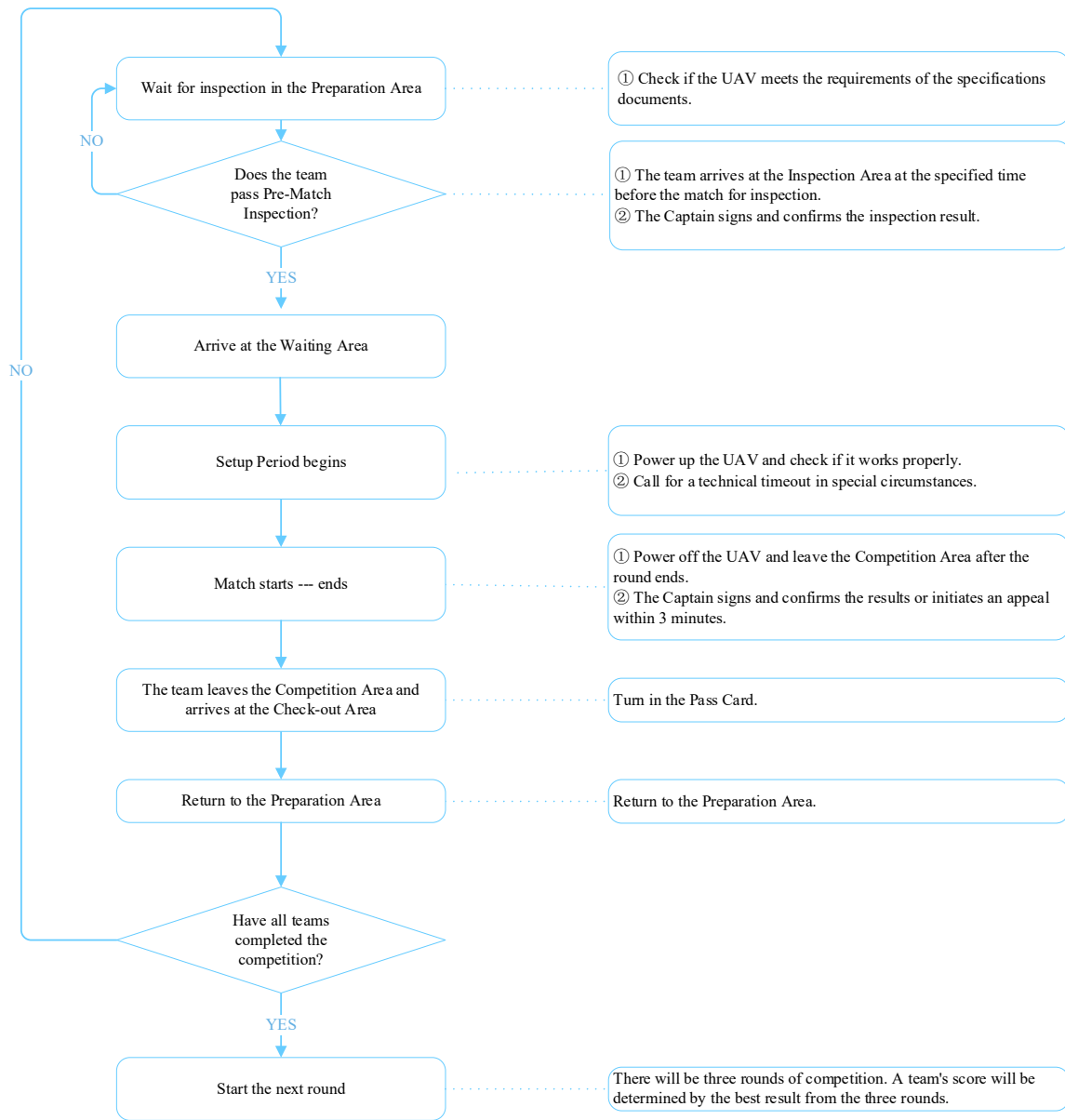
- **Ground Padding**

The field is covered with EVA foam ground padding with a thickness of approximately 20 mm, and its texture is shown in the figure.



Figure 3-9 Ground Texture

3.4 Competition Process



● Pre-Match Inspection

To ensure that the UAVs comply with specifications, participating teams must go to the Inspection Area for inspection 20 minutes before the start of each round. Up to 3 regular members per team can enter the Inspection Area. The staff will stick a pass card on UAVs that have passed the inspection, and fill in the pass card based on the inspection results. Only those UAVs that have received pass cards with complete markings are allowed to enter the Staging and Competition Areas. Teams must modify their non-qualifying UAVs until they meet the inspection requirements, before they can pass the inspection. Teams that fail the Pre-Match Inspection cannot participate in the competition. After the Captain has signed and confirmed the inspection result, no objections may be raised to the result.

- **Staging Area**

Teams must arrive at the Staging Area 10 minutes before each match. The staff at the Staging Area will verify the pass cards of participating UAVs and details of pit crews, and issue Captain stickers. Up to 3 members per team can enter the Staging Area. One pit crew member should wear the Captain sticker and undertake the Captain's role. If any team needs to repair its UAV after entering the Staging Area, they must obtain the permission of the staff at the Staging Area. A UAV may leave the Staging Area for repair only after the staff at the Staging Area have removed the pass card on it. When repair is finished, the UAV needs to be brought back to the Inspection Area for another Pre-Match Inspection before re-entering the Staging Area. If the team cannot make it to the Staging Area in time as a result of this delay, their UAV will not be able to enter the match, and the team will bear all resulting consequences. With the permission of the referee, participating teams will exit the Staging Area and proceed to the Entrance for further instructions.

- **Ten-Minute Setup Period**

After the last round is over and the referee gives permission, participating teams should bring their UAVs into the Competition Area and power them on to confirm that the UAVs can receive information from the referee system. After completing these operations, the ten-minute setup period begins. During the ten-minute setup period, participating teams can enter the Competition Area to test and set up their UAVs as required. Participating teams are allowed to fly their UAVs, but crossing obstacles will not be considered as part of the competition results. In the last 30 seconds of the ten-minute setup period, or if the Captain signals the referee to end the setup period early, the team must place the UAV in Frame 0, power it on, and start the program.

During the ten-minute setup period, if the referee system or official equipment malfunctions, the head referee can initiate an Official Technical Timeout. During an Official Technical Timeout, team members can only work with the staff in eliminating the relevant faults of the referee system or other official equipment, and are not allowed to repair other faults. After the relevant fault of the referee system or official equipment has been eliminated, the head referee will resume the countdown. After the ten-minute setup period, the UAV must take off within 30 seconds of the referee signaling the start of the competition.

- **Competition Round**

When the competition round starts, team members should power on their UAVs in accordance with the referee's command. After the propellers start rotating, they are not allowed to use the remote controller and computer. The referee starts the timer once the UAV leaves Frame 0, and team members are not allowed to manually interfere with the automatic operation of the UAV in any way.

- **End of Round**

The round ends when one of the following situations occurs:

1. The participating team requests to end the round.
2. The competition time runs out.
3. The UAV doesn't take off 30 seconds after the competition starts.
4. The UAV passes through all Obstacle Frames according to the rule.

5. There is manual interference with the UAV.
6. Flight routes in certain areas do not meet requirements.
7. The UAV comes into contact with the ground or gets stuck on props for more than 30 seconds.
8. The referee determines that there are other situations that may have seriously affected the fairness of the competition.

- **Results Confirmation**

After a round ends, the referee will record information from that round, such as the results of passing through Obstacle Frames and the time taken, on the Match Results Confirmation Form. Within 3 minutes after a round ends, the Captains of both teams must confirm the match results by signing at the Referee Area. If a team Captain is not at the Referee Area within 3 minutes to sign and confirm the results or has not requested an appeal, it is deemed that the team agrees with the match results. Once the team Captain has signed the Form, all rights to an appeal are forfeited.

- **Check-out Area**

Participating teams are required to remove the pass card from the UAV in the Check-out Area.

4. Challenge (Classic)

4.1 Event Summary

The Challenge competition takes place concurrently with the Comprehensive competition (Classic), and utilizes the same site and tasks as the Comprehensive competition (Classic). This competition aims to promote the development of automatic perception algorithms that outperform human pilots. Participating teams must build UAVs, develop algorithms that enable automatic perception, positioning, navigation, and obstacle sensing, and compete with human pilots on the same track and tasks within a specified timeframe.

4.2 Competition Rules

During the round, the UAV must pass through the Obstacle Frames in sequence according to the rules. Obstacle Frames that are not completed in order will not be counted towards the final score. Each challenge is limited to 10 minutes.

The Challenge competition, held concurrently with the Comprehensive competition (Classic), will utilize the same site and follow the same rules of the Comprehensive competition (Classic).

4.3 Competition Process

During the Challenge competition, human pilots will take the lead. Generally, the human pilot will complete 3 consecutive rounds of challenge, and their performance will be recorded respectively. The best result obtained will be deemed the human pilot's final score.

Likewise, each team has 3 chances to complete the challenge, and the best result obtained will be deemed the final score for the team.

The ranking will be determined based on the content of the Comprehensive competition (Classic), and the team whose final score surpasses that of human pilots will succeed in the challenge.

Please refer to “3.4Competition Process” for the competition details.

Appendix 1 UAV Building Specifications

Participating UAVs are required to meet all specifications listed in this chapter. A pre-match inspection will be carried out against the specifications. If any safety incident has occurred due to a violation of rules, the RoboMaster Organizing Committee (RMOC) reserves the right to hold the offending team legally responsible. Any dispute arising from this Specification Manual will be settled based on the interpretations provided by the Chief Referee or Head Inspector.

1. Energy

- The use of combustion engines, explosives, and hazardous chemicals is forbidden.
- Use of hydraulic or other propulsion methods capable of causing pollution is forbidden.
- UAVs can be powered only by electricity.

2. Power Supply

- UAVs can only be operated using the lithium batteries produced by official manufacturers, and the maximum battery voltage should not exceed 27 V.
- The batteries used by UAVs need to have certificates of conformity issued by official manufacturers or authoritative organizations.
- The UAVs must not use batteries with a bulging or damaged surface.

3. Communication Equipment

- The UAVs designed by participating teams must be equipped with an emergency braking function that allows manual control of the UAVs to stop and land in case of an emergency.
- It is recommended that participating teams design remote controllers for safe control to prevent accidents on site.

4. Structure Design

To ensure that the operation of the UAV is not affected by improper design of its appearance and protective shell, the following specifications must be followed during the design and construction of the UAV:

Basic Requirements:

- The cables of the UAV are neatly arranged and secured to the frame.
- Do not use materials that will have an obvious impact on the aesthetics of the UAV, such as washbasins, plastic bottles, corrugated paper, bed sheets, and expandable polystyrene (EPS).

Structure Design:

- The UAV must be equipped with a propeller guard. This protective cover should be able to support the UAV's weight at any angle without significant deformation and should not interfere with the propellers.
- The battery mounting location should be designed in a way that ensures secure mounting and adequate protection of the battery. The battery cell should not come into contact with any rigid surface when approached at any angle.
- Do not design or use sharp structures to prevent damage to the battlefield or injury to personnel.



It is recommended that participating teams implement protective measures to ensure that the UAV can continue competing even after accidentally falling to the ground.

Appearance Design:

- A UAV must display a school badge or a team badge. The size of a single school badge or team badge must not be larger than 100 mm × 100 mm.
- The size of a single UAV advertising space should not be more than 100 mm × 100 mm. Each UAV can be set with up to two advertising spaces for the display of sponsor information. If the exterior of a UAV does not meet specifications, an inspector may require the position or size of an advertising space to be altered.

5. Sensors & Optical Equipment

- The approved sensors for this season include: single-lens cameras, multi-lens cameras, RGBD sensors, optical flow sensors, laser rangefinders, ultrasonic rangefinders, IMUs, magnetometers, and barometers.
- It is prohibited to use sensors such as T265 that has a built-in odometer.
- It is prohibited to use LiDAR devices.
- When using a laser sensor or infrared sensor, ensure that the light source on the sensor complies with Class I specifications.
- The use of non-functional infrared light sources and infrared fill light is prohibited.
- Do not use any means to interfere with the operation of the official referee system and battlefield components.
- **In the challenge category, UAVs can only use a single-lens RGB camera and an IMU.**

6. UAV Specifications

- Maximum weight: 1.7 kg
- Maximum wheelbase: 450 mm

Appendix 2 Violation Penalties

R1 Participating teams must meet the requirements of all the latest competition specifications documents for this season.

Violation penalty: The highest penalty that can be imposed on the offending team is disqualification.

R2 Participating teams must not damage any official equipment (including but not limited to equipment in the Competition Area and Inspection Area).

Violation penalty: The team may be issued a maximum penalty of disqualification and compensation as per the price, based on the team's subjective intention and the impact of its violation on the competition process.

R3 Apart from pit crew members who have entered the Staging Area and Competition Area due to match-related reasons, no participants are allowed inside the Inspection Area, the Staging Area, and the Competition Area without special reasons.

Violation penalty: Verbal warning. If the verbal warning is ineffective, the offending team member may be disqualified as the maximum penalty.

R4 Any participant who has entered the Staging Area and Competition Area may not leave either area without permission.

Violation penalty: Offenders are not allowed to enter the Staging Area and Competition Area. The highest penalty that can be imposed is disqualification from the competition.

R5 Without the permission of the referee, pit crew members entering the Competition Area must not communicate with anyone from the outside.

Violation penalty: Verbal warning. If the verbal warning is ineffective, the offender may be disqualified as the maximum penalty.

R6 Except for emergency situations, teams must be present at the Inspection Area before the start of each match for Pre-match Inspection. The team must stand by at the Staging Area 10 minutes before each match.

Violation penalty: The maximum penalty is a match forfeiture.

R7 During an Official Technical Timeout, pit crew members are not allowed to fix faults other than those in modules related to the referee system.

Violation penalty: Verbal warning will be given; if it does not work, the offender will be ejected from the Competition Area.

R8 Pit crew members are not allowed to power their equipment using the power supply for official equipment in the Competition Area. However, they may bring their own power supply.

Violation penalty: Verbal warning will be given; if it does not work, the offender will be ejected from the Competition Area. The highest penalty that can be imposed on the offending team is disqualification.

R9 During the competition, pit crew members must ensure their UAVs are operating safely and will not cause harm to any person or equipment in the Competition Area.

Violation penalty: The offending team must bear the relevant responsibility.

R10 Behaviors such as failure to use the remote controller as required during the competition, building Wi-Fi networks, and using other wireless communication devices for cheating.

Violation penalty: The maximum penalty is cancellation of the result of this round.

R11 Participating teams must comply with the safety instructions published by the sponsor in the Participant Manual during the competition.

Violation penalty: The highest penalty that can be imposed on the offending team is disqualification.

Serious Violations

The following actions are considered serious violations of rules. The highest penalty the RMOC may impose on an offending team for serious violations is disqualification. In the event of any violation against local laws and regulations, the RMOC will fully cooperate with the relevant authorities in pursuing appropriate legal action against the offender.

Appendix Table 1 Serious Violations Types

Rule	Type
1.	Malicious destruction of the Battlefield, Battlefield Components, other Official Equipment, or the drones or equipment of other teams.
2.	Falsification, assumption of a false identity, or any other behavior determined as cheating.
3.	Tampering with or damaging the referee system, or interfering with any detecting function of the referee system through technical means.
4.	Circumstances that violate the specifications documents and determined by the Chief Referee as serious violations.
5.	Disobedience over penalties, refusal to cooperate, deliberate delay, disrupting the competition, forfeiting without valid reasons, boycotting, or other behavior that hinders the competition.
6.	Match throwing or manipulation.
7.	Providing property to others or illegally soliciting or accepting property from others for the purpose of obtaining an unjust competition outcome or improper benefits.
8.	Uncivilized and immoral conduct involving defamation, verbal abuse, rude gestures, malicious heckling, or malicious throwing of objects.
9.	Publishing, spreading or disseminating to the media false or irresponsible remarks.
10.	Deliberately attacking or colliding with others in a manner that endangers themselves or others.
11.	Carrying hazardous items or contrabands.
12.	Other behavior that violates the spirit of the competition and is deemed a serious violation.

Rule	Type
13.	Other conduct that violates the core socialist values, sports ethics, public order and norms, the culture and discipline of the competition, laws and regulations, or that causes an adverse impact on society.

Appendix 3 Appeal

Each team has one opportunity to appeal in each event of each category during the current season. If an appeal is successful, the team involved retains its right to appeal again in future matches. If it is unsuccessful, the team will have exhausted its one opportunity to appeal. When a team has exhausted its opportunity to appeal, the Arbitration Commission will no longer accept any appeal from the team. The Arbitration Commission reserves the final right of interpretation with regard to its appeal decisions.

The following situations do not constitute a basis for appeal:

- The types and processes of Technical Timeouts initiated.
- A Match Results Confirmation Form has been signed, or a match has ended 3 minutes ago.
- Wi-Fi connection is unstable during the competition.
- Human timing error.
- Visual error in resetting the location of the Obstacle Frame by the referee.

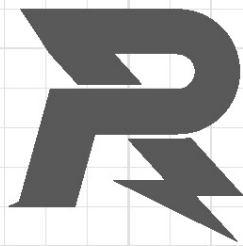
The appeal process is as follows:

1. Lodging of an appeal: Within 3 minutes after the end of a match (based on the time recorded on the Match Results Confirmation Form), the Captain who made the appeal should submit an appeal request to the referee. Any appeal made 3 minutes after a match has ended will be deemed invalid. No appeals are allowed before and during the competition.
2. Filling in the Appeal Form: Within 10 minutes after the end of the match, the Captain of the appealing team needs to fill in and sign the Appeal Form. By signing, the appealing party confirms that it is initiating the appeal process, and details on the Form cannot be changed after it has been signed. If the appeal is withdrawn after the signing, the appeal opportunity will be deemed forfeited.
3. After the appeal is accepted, the Arbitration Commission will deliberate on the appeal materials and relevant evidence. On behalf of the Arbitration Commission, the Chief Referee will then communicate and confirm the appeal decision.

Each participating team has only one chance to appeal. Winning an appeal does not use up the appeal opportunity.

Unsuccessful appeal will result in the loss of one appeal opportunity. Appeal decisions include:

1. Appeal successful: correcting the competition results or rematch
2. Appeal failed: maintaining the original match results



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