

Evaluation Sheet

	[1] Score for Run		[2] Crossing with a Traffic Signal			[3] T-junction			[4] Traffic Signal				[5] Obstacles				[6] Tasks Related to Pedestrians							Total Score
	(1) Corner	(2) Straight Line	Right turn	Left turn	Going straight ahead	Right turn	Left turn	Going straight ahead	Red Signal		Green Signal		(1) An obstacle on one's own lane (Making a detour)	(2) An obstacle on the opposite lane	and crossing with a crosswalk		signal			Others				
									(1) Pedestrian waiting at the side of a crosswalk	(2) Pedestrian crossing while ignoring a crosswalk signal	(3) Pedestrian waiting at the side of the road	(4) Pedestrian crossing in the lane of one's own car			(5) Pedestrian crossing in the opposite lane	(6) Pedestrian standing at the side of the road and at a good distance from the crosswalk signal	(7) Pedestrian crossing the road							
Score	Number of tiles × 20	Number of tiles × 10	80	80	60	30	30	10	80	0	80	0	160	0	40	0	120	120	120	120	120	120	120	120
Preliminary round																								
Final round																								
Annotation	If a wheel runs off the road, the score for that tile is zero. For cars with wheels not visible from the outside, "running off the road" is judged by observing the car body exterior.								(1) The distance from stop line is measured as far as the head of the car body. (2) Even if a car fails to restart when the red signal turns to a green one, you are not allowed to manipulate the car. (3) You may not manually restart a car that has stopped mistakenly at a green signal.				(1) You may not manually restart a car that has mistakenly stopped for a green signal.				You shall stop at the tile where a pedestrian is crossing or at the tile next to that tile.							

Framework Rule (1) Use of sensors other than CCD/CMOS camera will reduce the score by one half.

- (2) Trial terminates when all wheels run off.
- (3) Trial terminates when a car strays off its designated course.
- (4) Trial terminates when a car stops for more than 30 s for no reason, such as stopping at a green signal.
- (5) We choose teams moving into the final contest as the top 4 teams of total score in each trial in the preliminary contest.
- (6) Preliminary contest is done on road (C).
- (7) Lots are drawn to decide the trial order in the preliminary contest.
- (8) Trial is just once in final contest. We added the score in preliminary contest to that in final contest to choose the order of the final score.
- (9) Final contest is done in road (C).
- (10) Lots are drawn to decide the order of trials in the final contest.
- (11) Both in preliminary and final contests, participants are asked to sit on the designated spectators' chairs no later than 5 min before the start after putting their car (robot) on the designated position. Meanwhile, they are not allowed to set the car or to input learning to it or tune it. Only charging the battery is allowed.
- (12) It would be preferred if you could start your car (robot) merely by one manipulation of the switch.
- (13) To relieve first action trouble, we allow you to restart your car at start operation if you declare "restart" while any part of your car is on the start line. However, a restart is allowed just once for each trial run.
- (14) Restarting will never be allowed except in the situation described in (13). However, if the host of the contest is responsible for any trouble or negligence, a restart will be done.
- (15) If the final scores of two or three teams in the top three teams are equal, then the evaluation committee will decide the order by examining the submitted papers.
- (16) If a car approaches a pedestrian or obstacle in less than 10 cm, officials will remove these to prevent collision with them. (This is to protect the road, obstacle, pedestrian doll, and car.) The score associated with this event is evaluated as zero points.
- (17) If the removal of a pedestrian or obstacle described in (16) was unsuccessful, then a collision occurs and something unusual, such as running off road, happens, no relief measure will be provided with that car. However, the referee might allow that car to restart at the referee's own judgment.
- (18) Both in preliminary and final contests, a team will be judged as retired if it fails to let its car start within three minutes after the team name is called.
- (19) When a traffic light is changed or a doll is moved, your car has to do the corresponding action within 5 seconds. Otherwise, the score is estimated as zero.