

**MakeX Inspire** 

'Smart Logistics'

National 01 June 2025



# MakeX Inspire - Smart Logistics (National 2025) - 01 June 2025 -

### **Competition Overview**

The **MakeX Inspire - Smart Logistics** competition is divided into two categories based on participants' age groups. Each section has specific mission structures and scoring criteria.

- 7-9 Years Old Category: Participants must be no older than 9 years old on the competition day.
- 10-12 Years Old Category: Participants must be no older than 12 years old on the competition day.

#### **Robot Sharing & Competition Format**

- Robot Sharing: A single robot can be shared by up to three students, with each student using a different name and program.
- Manual & Automatic Combination: Participants can combine manual and automatic control within a mission.
  - Manual Control: Students use a Bluetooth controller to operate the robot.
  - o Automatic Control: The robot follows pre-programmed instructions and runs autonomously.
  - Combination Example: A student may program the robot to move cubes automatically but use manual control for fine adjustments or additional tasks.

## **Arena Regulations & Pre-Match Preparation**

- Once students enter the competition arena, they cannot communicate with coaches or other external members.
- Participants will be guided to their designated area, where they can:
  - Work on their robot.
  - o Perform necessary testing and adjustments.
  - o Use the **test arena** until their match begins.

# **Competition Format by Age Group**

# **7-9 Years Old Category**

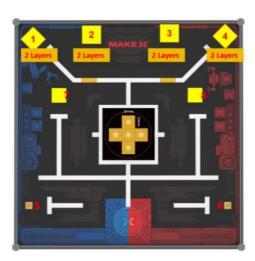
• Participants will compete in **two rounds**:



- 1. Round 1&2 Regular Mission: The robot must transport cubes to the warehouse area.
- 2. Round 3 Mysterious Mission: The mission objective will be announced on competition day.
- Final Score Calculation: The sum of all three rounds determines the participant's ranking.

## **10-12 Years Old Category**

- Participants will compete in three rounds:
  - 1. Round 1 Classic Mission: The robot must distribute 10 yellow cubes to warehouse areas.
  - 2. Round 2 Advanced Mission: The robot must distribute cubes according to the specific warehouse placement rules:
    - Warehouses 1,2,3&4 should be covered by two cubes.
    - Warehouses 7&8 should be cover by 1 cube.
    - Cubes must **fully cover** the warehouse area without touching the robot.



- 3. Round 3 Surprise Mission: A new challenge will be announced after the opening ceremony.
  - Participants will have **5 minutes** to discuss with their coaches before testing begins.



• Final Score Calculation: The sum of all three rounds determines the participant's ranking.

### **Scoring & Mission Rules**

- Regular Mission Scoring:
  - o Each validly placed cube = 50 points.
  - o Partially covering cube (covering the x on the warehouse)= 25 points
  - Partially covering cube (touching the warehouse but Not covering the x)= 10 points
  - o A maximum of **500 points per round** (if all 10 cubes are placed correctly).
- Surprise Mission Rules:
  - o Mission rules will be decided after a meeting between the head of judges and a representative of each participating club or school.

### **What MakeX Provides**

Each participant will receive:

- √ Competition Arena & Required Props
- **✓** Official MakeX T-Shirt
- **✓** Lunch Box
- **✓** Participation Certificate
- √ Medal of Participation

