



**UNMANNED UNDERWATER SYSTEMS  
COMPETITION TERMS AND CONDITIONS**

1	OBJECTIVE .....	3
2	GENERAL INFORMATIONS REGARDING COMPETITIONS .....	3
2.1	Competition Terms and Participation and Details .....	3
2.2	Important Dates for Competition .....	4
2.3	Competition Process.....	5
2.2.1	Preliminary Design Report .....	5
2.2.2	Critical Design Report .....	5
2.2.3	Impermeability and Movement Capability Videos .....	5
2.2.4	Final Evaluation Report .....	5
3	DETAILS REGARDING COMPETITION AREA AND TEAM WORKING AREAS .....	6
4	TECHNICAL FEATURES AND RESTRICTIONS FOR UNDERWATER ROBOTS.....	6
5	COMPETITION DETAILS.....	6
5.1	RULES.....	6
5.2	Judge Briefing .....	7
5.3	Scoring, Evaluation, and Competition.....	8
5.3.1	<i>General Scoring for Junior Category and Senior Category .....</i>	<i>8</i>
5.3.1.1	<i>Reports, Domestic Production and Originality Points .....</i>	<i>8</i>
5.3.1.2	<i>Size points.....</i>	<i>8</i>
5.3.1.3	<i>Weight Points .....</i>	<i>8</i>
5.3.2	<i>Mission Scoring for Junior Category.....</i>	<i>9</i>
5.3.2.1	<i>First Stage (Remote Controlled Missions).....</i>	<i>9</i>
	<i>A. Underwater Hockey Mission .....</i>	<i>9</i>
	<i>B. Underwater Installation Mission.....</i>	<i>9</i>
5.3.2.2	<i>Second Stage (Autonomous Mission) .....</i>	<i>10</i>
5.3.3	<i>Mission Scoring for Senior Category.....</i>	<i>10</i>
5.4	Total Points Calculation .....	12
6	AWARDS.....	13
6.1	Minimum Criteria for Reward Ranking in Junior Category .....	13
6.2	Minimum Criteria for Reward Ranking in Senior Category .....	13
7	SAFETY REQUIREMENTS .....	13
8.	GENERAL RULES.....	14
	STATEMENT OF LIABILITY .....	16
	Turkish Technology Team Foundation has the right to make any amendments to this terms and conditions.....	16

## **1 OBJECTIVE**

Underwater researches are crucial for civil and military applications such as the conservation and the examination of the natural sources and ensuring the security of a country. A considerable amount of the recent academic and industrial researches are mainly focused on using autonomous unmanned vehicles due to reducing the cost of the underwater or naval works and less risk in humans' lives.

In order to meet this need, our aim is to lead the production and development unmanned vehicles such as remotely controlled and/or capable of doing autonomous missions using the scenarios set by the TEKNOFEST contest committee.

## **2 GENERAL INFORMATIONS REGARDING COMPETITIONS**

### **2.1 Competition Terms and Participation and Details**

- It is obligatory to participate in the competition as a team.
- Teams should consist of 3 to 10 team members. Excluding their team members, teams also can have 1 advisor.
- Teams should be consist of members that are enrolled in secondary education schools ( high school) or universities (graduate and undergraduate).
- With the Preliminary Design Report, the approved student documents must be submitted for the students and the certified document indicating that they are the instructor/assistant, research assistant or teacher for the consultants.
- Teams can be consist of students from a single school, as well as one or more high schools/universities. Competition category in which the team can participate is determined by the highest level of education from the team members.
- The competition consists of Junior Category and Senior Categories.
- Participants at the secondary education level can register for only one of the Junior or Senior Categories.
- Participants at the university level can only enroll in the Senior Category.
- A member of a team cannot be found as a member of another team of the same competition.
- Secondary education teams are obliged to have a teacher who works in the schools of which they are enrolled as an advisor. The document stating that the person who will serve as the Consultant will fulfill the consultancy duties should be uploaded to the system together with the Pre-Assessment Report with wet signature.
- Teams at the university level can have a lecturer/member or research assistant as an advisor.

- The consultant is required to upload the document indicating that he / she has worked as a teacher / trainer / academic from the relevant institutions where he / she works, with the Preliminary Design Report.
- It is obligatory that the consultant sends the assignment letter from the relevant education / training institutions to the TEKNOFEST Committee.
- In case of a change in consultant, they have to send it in writing to the relevant TEKNOFEST Committee. (This document is required to change consultants.)
- Transportation and accommodation support for the finalist teams is limited. The number of people to be supported will be notified to the teams later by the TEKNOFEST Competitions Committee.
- TEKNOFEST Competitions Committee has the authority to limit the number of members to be in the festival area. In case of limitation, information will be given by the committee.
- The contestant will be able to participate in the contest by reading and approving all the explanations about the contest and the participation conditions before applying.
- Applicants are deemed to have accepted all of the above conditions.

## 2.2 Important Dates for Competition

Date	Statement
<b>28 February 2021</b>	The Last Date of Application for Competition
<b>25 March 2021</b>	Due Date for Submitting the Preliminary Design Report
<b>24 April 2021</b>	The announcement of Teams Passed the Elimination and Eligible for Pre-Financial Support According to the Results of the Preliminary Design Report
<b>5 May 2021</b>	Giving general information and Q&A meeting
<b>3 July 2021</b>	Due Date for Submitting the Critical Design Report
<b>5 August 2021</b>	Last Submission for Videos of Impermeability and Movement Capability of Underwater Vehicles
<b>24 August 2021</b>	The announcement of the Teams Eligible for Competing in Finals
<b>21-26 Sept. 2021</b>	TEKNOFEST

## **2.3 Competition Process**

Evaluation will be done in six different titles stated as Preliminary Design Report, Critical Design Report, Final Report, Localization, Specificity and competition scoring. A total of 3 reports will be prepared within the scope of the competition. These will be in the form of Preliminary Design Report, Critical Design Report, and Final Evaluation Report after the competition. Pre-Design, Critical Design Report, and teams that do not send an Impermeability and Movement Capability video **will not be eligible to participate in the competition.**

### **2.2.1 Preliminary Design Report**

Teams are obliged to submit their Preliminary Design Reports on the date specified in the 2.2 Competition Calendar. In the Preliminary Design Report; Mechanical, electronic, algorithm and software design of underwater vehicles should be specified. In order to request support within the scope of the competition, the Preliminary Design Report (PDR) must be submitted. A pre-selection will be made according to the results of the PDR. Teams that move to the Critical Design Report (CDR) stage as a result of PDR evaluations will be announced on the date specified in the 2.2 Competition Calendar. As a result of the pre-selection, the teams that are entitled to receive financial support among the teams that have passed to the CDR stage will be announced on the date specified in the 2.2 Competition Calendar. The Preliminary Design Report template will be announced after the application period ends.

### **2.2.2 Critical Design Report**

Teams that move to the Critical Design Report (CDR) stage are obliged to submit their Critical Design Reports by the date specified in the 2.2 Competition Calendar. The template of the Critical Design Report will be shared on the TEKNOFEST website after the application deadline.

### **2.2.3 Impermeability and Movement Capability Videos**

Impermeability and movement capability video is a seamless video that shows that the underwater vehicle can be safely lowered and moved in the water. In order to show the impermeability property of the underwater vehicle, it should be shown that there is no air bubble on the water after the underwater vehicle is completely released into the water. It should also be shown in the video that the underwater vehicle can move from one point to another in the pool or aquarium. The resolution of the video should be at least 720p and the total time should be at least 1 minutes and not more than 3 minutes. In order to participate in the competition, the impermeability and movement capability video must be sent by the date specified in the 2.2 Competition Calendar.

### **2.2.4 Final Evaluation Report**

After the pool stage, the teams will make a final report to the Competition Committee and give a detailed report on the competition process. The content of the Final Evaluation Report should include information such as how the design and plans before the competition can be compared with the actual practices, information about the problems and solutions if there

exists any. Final Evaluation Report will be submitted to the Competition Committee within 3 hours after the pool stage. A template regarding the Final Evaluation Report will be announced after the application deadline.

### **3 DETAILS REGARDING COMPETITION AREA AND TEAM WORKING AREAS**

The Competition committee will construct a pool measuring 10 x 5 x 2m and a location apart from the pool, space will be set for each competitor to use, where one table for each team is located. 220 VAC energy will be supplied in the area. There will also be an environment in which the team will command the underwater robot during their turn in the short side of the pool. 220 VAC energy will be provided to the teams here. Every single team must be convert AC to DC with their own provided converter in the control desk. The highest DC voltage level will be 50 V. Finally, a small plastic pool with no electrical connections will also be provided in the competition area for the teams to check their robots' water sealing and reaction with water.

### **4 TECHNICAL FEATURES AND RESTRICTIONS FOR UNDERWATER ROBOTS**

- The longest edge of the underwater robot (without manipulator) should not exceed 90 cm.
- The energy cable, which is used for transferring data and controlling the robot cannot be shorter than 25 m.
- The underwater robots must be waterproof up to a depth of 3 meters.
- Cable isolation against tears and electric leakages will be performed by the teams
- Prior to the competition, all safety inspections of underwater robots will be performed by the Competition Committee. The team may participate in the competition if deemed appropriate.

### **5 COMPETITION DETAILS**

#### **5.1 RULES**

- Teams will be competing in two different groups during their allocated time for the competition. Team members at the control desk will not be permitted to see the pool or the underwater robot during competition. Team members who release the underwater robot into the pool will not be permitted to return to the control desk. None of the groups may receive outside information and direction with regard to the position of the robot once in the pool. Any attempt to get outside information and direction might result in disqualification of that team with the decision of the judges.
- In the advanced category, the contestant team will compete as a single team. There can be a maximum of 2 team members in the competition area.

- Judges who will be in charge of transferring the underwater information will accompany team groups. Competing teams will pass the underwater measurements and readings to the desk judges using control stations. Desk judges will keep a record of the team points on the pre-prepared competition score-cards.
- The contestant team has 5 minutes of preparation time after being invited to the competition area. At that time, when the underwater robot is left in the pool, the competition will begin. After 5 minutes, the competition will be started regardless of whether the underwater robot is put into the pool or not.
- If there is a condition requiring maintenance or changes after the start of the competition period, the vehicle can be taken out of the pool with the request of the team leader. In this case, the time is stopped and one-time additional maintenance time of 10 minutes is given. During this period the vehicle can be taken out of the competition area. If the support of other team members is needed, the relevant team members may come to the area where the vehicle is located. After a period of 10 minutes, the contest period shall continue to be processed in each case.
- Excluding the maintenance time, in cases that require changes (tangled cables, etc.) on the vehicle during the competition, the vehicle can be taken out of the water for changes/adjustments with the approval of the referee and vehicle can be put back into the water again. However, even if the vehicle is out of the water, the competition period will continue.
- By means of cameras to be placed in the pool and referees on the competition course, the teams will be followed on the subjects such as transfer of information to the control desk, external intervention with cable and robot, and completion of the stages.
- The camera system will be activated for any objections of teams and fraud prevention. In addition, the performance of the teams during the competition can be recorded and used as promotional material.
- For the basic category, when a situation requiring maintenance or change occurs after the competition period has started, the vehicle can be taken out of the pool at the request of the team leader. In this case, the time is stopped and a 5-minute maintenance period is given 2 times, 1 time in Phase 1 (Remote Controlled Tasks) and 1 time in Phase 2 (Autonomous Mission). If the support of other team members is needed, the relevant team members can come to the area where the vehicle is located. At the end of the 5-minute period, the competition time continues in all cases.
- The Competition Committee shall convene and decide on the case for the special cases that are not mentioned in this specification but may arise during the competition.

## **5.2 Judge Briefing**

Judges will read technical reports of the teams to collect team information. During the competition, one of the judges will be in charge of the control desk while the other oversees the pool area. Participants will inform the judges on the operations they run during the competition. The pool judge, on the other hand, will oversee conditions, which may affect

the operation of the robots after being released in the pool and stop the competition in an adverse situation. Judges will be in charge of ensuring compliance with competition rules.

Judges have the authority to stop the competition and cut the power to the underwater vehicle in the event of potential safety risks and/or problems. This authority is given to ensure safety and the protection of electronic components of the teams' underwater vehicles.

After the completion of competition stages, the judging panel will assess the final evaluation reports of the teams through team interviews. Teams who built the underwater vehicle will be expected to answer technical questions with regard to the underwater robots they have built. Advisors cannot join interviews.

### 5.3 Scoring, Evaluation, and Competition

Scoring and evaluation will be evaluated differently for the Junior and Senior Category. For both categories, the scores will be divided into two parts as the first and second sections as detailed below. The sum of the points from both sections will determine the final score of the team at the end of the competition. First part; the reports will consist of locality, originality criteria and size scoring. The second part consists of the scoring of the competition stages. **Competitor teams, in order to be able to take time points from the stages, must fulfill all the tasks successfully**

#### 5.3.1 General Scoring for Junior Category and Senior Category

##### 5.3.1.1 Reports, Domestic Production and Originality Points

Report	Points
Preliminary Design Report	20 point
Critical Design Report	50 point
Final Evaluation Report	30 point
Originality	40 point
Locality	40 point

##### 5.3.1.2 Size points

Dimensions (The longest edge will be taken into consideration.)	Points
Vehicle $\leq$ 50 cm	40 Points
50cm < Vehicle $\leq$ 60 cm	20 Points
60 cm < Vehicle $\leq$ 75 cm	10 Points
75cm < Vehicle < 90 cm	0 Points

##### 5.3.1.3 Weight Points

The weight of the Vehicle	Points
---------------------------	--------



Weight ≤ 8kg	40 Points
8 kg < Weight ≤ 10 kg	20 Points
10 kg < Weight ≤ 12 kg	10 Points
12 kg < Weight	0 Points

### 5.3.2 Mission Scoring for Junior Category

This section includes the competition section, mission and time scoring for the Junior Category

#### 5.3.2.1 First Stage (Remote Controlled Missions)

##### A. Underwater Hockey Mission

3 underwater hockey puck randomly positioned on the pool floor must be thrown into the randomly positioned goal by the competitor team. Teams will be scored according to the number of puck thrown into the goal. The underwater hockey puck is prohibited and will be pushed to the goal. The maximum time determined for this track is 5 minutes.

<i>Underwater Hockey Mission</i>	<b>Points</b>
Throwing 5 Underwater Hockey Pucks into the Goal	100 Points
Throwing 4 Underwater Hockey Pucks into the Goal	80 Points
Throwing 3 Underwater Hockey Pucks into the Goal	60 Points
Throwing 2 Underwater Hockey Pucks into the Goal	40 Points
Throwing 1 Underwater Hockey Pucks into the Goal	20 Points
Throwing 0 Underwater Hockey Pucks into the Goal	0 Points

**Mission Points (MP)** = Underwater Hockey Puck Throwing into the Goal

**Time Point (TP)** = MP × (Time Left on Related Track (Seconds) / 300)

**Track Point** = **Mission Point** + **Time Point**

**Competitor teams must get full mission points from the relevant track in order to receive time points from this track.**

##### B. Underwater Installation Mission

7 were followed using a random position in the bottom of the basin-shaped object in the pool will be assembling the map of Turkey. The maximum time determined for this track is 5 minutes.

<b><i>Underwater Installation Mission</i></b>	
7 Placing the Object in the Right Place	100 Points
6 Placing the Object in the Right Place	90 Points
5 Placing the Object in the Right Place	75 Points
4 Placing the Object in the Right Place	60 Points
3 Placing the Object in the Right Place	45 Points
2 Placing the Object in the Right Place	30 Points
1 Placing the Object in the Right Place	15 Points

***Scoring in the table above will be calculated separately for each object.***

***Mission Points (MP) = Placing the Object in the Right Place***

***Time Points (TP) = MP × (Time Left on Related Track (Seconds) / 300)***

***Track Point= Mission Point+Time Point***

**Competitor teams must get full mission points from the relevant track in order to receive time points from this track.**

### ***5.3.2.2 Second Stage (Autonomous Mission)***

During the autonomous mission, no external commands will be given to the vehicles, except for the command to give the first movement. Vehicles can be dropped from anywhere in the pool. Mission software can be found on the vehicle or on the computers in the control desk.

- A. Door Passing Mission:** The vehicle will pass through 1 door (Width = 1.5m Height = 1m) to be positioned on the pool floor. Teams will be scored according to the successful passing of their vehicles through the obstacle in the water. The maximum time determined for this track is 5 minutes..

<b>Door Passing Mission</b>	<b>points</b>
Passing through the door without contact	100 Points
Contact through the door	50 Points
Can't pass through the door	0 Points

***Mission Points (MP) = Passing through the door without contact***

***Time Points (TP) = MP × (Time Left on Related Track (Seconds) / 300)***

***Track Points= Mission Points+Time Points***

**Competitor teams must get full mission points from the relevant track in order to receive time points from this track.**

### **5.3.3 Mission Scoring for Senior Category**

This section includes the competition tracks, task and time scores for the Senior Category. The senior category will only include the autonomous race track. The tasks at this stage will be carried out. In this category, the power requirement of the underwater vehicle will be provided by a battery in the vehicle. All task software will run on the vehicle (image processing etc.). The competition program will not allow any communication from the underwater vehicle or go to the underwater vehicle, and there will be no cable connection between the vehicle and the

control desk. Missions vehicles can be dropped from anywhere in the pool. The first command will be given to the vehicle, joystick, remote control, etc. will not be used. Tools, calibration in preparation and maintenance time, etc. For the purpose, wired / wireless connection can be made with pool tools.

**Passing Through Door Mission:** The vehicle will be positioned on the pool floor and pass through the door with 2 compartments of different sizes (Lower Compartment Width = 1.5m Height = 1m, Upper Compartment Width = 1m, Height = 50cm). Teams will be scored according to the successful passing of their vehicles through the obstacle in the water. The maximum time determined for this track is 5 minutes. When the contact / non-contact passage through the door is completed, the track time is stopped and the track is completed. Teams can restart the course within the remaining time to get higher scores.

<b>Obstacle Crossing Mission</b>	<b>Points</b>
Passing through the upper chamber of the door without contact	100 Points
Passing through the bottom section of the door without contact	75 Points
Contact passing through the upper chamber of the door	50 Points
Contact pass through the lower chamber of the door	25 Points
Can't pass through the door	0 Points

**Mission Points (MP) = Passing through the door without contact**

**Time Points (TP) =  $MP \times (\text{Time Left on Related Track (Seconds)} / 300)$**

**Track Points = Mission Points + Time Points**

**Competitor teams must get full mission points from the relevant track in order to receive time points from this track.**

- A. Detection of Submarine and Positioning of Underwater Vehicle:** There will be 3 circles having the same center with different diameters located in the pool floor and a submarine model will be located at the center of these circles. The expectation in this mission is to determine the location of the submarine and position the underwater vehicle closest to the submarine model in an autonomous manner. Scoring will be done according to the region where the underwater vehicle is located. The maximum time for this section is 5 minutes. Sualtı aracı konumlandırıldığında parkur süresi durdurulur ve parkur tamamlanmış olur. Ancak takımlar daha yüksek puan alabilmek için kalan süre içinde parkura yeniden başlayabilir.

<b>Detection of Submarine and Positioning of Underwater Vehicle</b>	
Positioning in the Inner Circle Area	100 Points
Positioning in the Middle Circle Area	75 Points
Positioning in the Outer Circle Area	50 Points
Positioning Outside of the Circle Area	0 Points

**Mission Points (MP) = Positioning in X Circle Area**

**Time Points (TP) =  $MP \times (\text{Time Left in the Considered Section} / 300)$**

**Section Points = Mission Points + Time Points**

**Competitor teams must get full mission points from the relevant track in order to receive time points from this track.**

**Target Identification and Destruction:** On this track, there will be 2 colored targets, 1 with a pinger and 1 without a pinger, with a ball on it at different positions on the floor of the pool. The expected target in this mission is to drop the ball. Dropping the ball on the pinged target will result in higher points. Scoring for the first dropped ball will be taken into account and the course will be completed. The pinger features to be used in the task will be shared with the teams in the Critical Design phase.

The maximum time determined for this track is 5 minutes.

<b>Target Identification and Destruction</b>	
Dropping the Ball on the Pinged Target	100 Points
Dropping the Ball on the Punchless Target	50 Points
Cannot Drop Balls on Targets	0 Points

**Mission Points (MP)** = Dropping the Ball on Target

**Time Points (TP)** =  $MP \times (\text{Time Left on Related Track (Seconds)} / 300)$

**Track Points** = Mission Points + Time Points

**Competitor teams must get full mission points from the relevant track in order to receive time points from this track..**

#### 5.4 Total Points Calculation

##### TOTAL POINTS CALCULATION FOR JUNIOR CATEGORY (EXCLUDING TIME POINTS)

No	Description	Point
1	<b>Reports, Domestic Production and Originality Points</b>	180
2	<b>Size Points</b>	40
3	<b>Weight Points</b>	40
4	<b>Mission Points</b>	-
4.1	<b><i>Remote Controlled Mission Scoring</i></b>	
4.1.1	<i>Underwater Hockey Mission</i>	100
4.1.2	<i>Underwater Installation Mission</i>	100
4.2	<b><i>Autonomous Mission Scoring</i></b>	
4.2.1	<i>Passing Through Door Mission</i>	100
<b>Total</b>		560

##### TOTAL POINTS CALCULATION FOR SENIOR CATEGORY (EXCLUDING TIME POINTS)

No	Description	Point
1	<b>Reports, Domestic Production and Originality Points</b>	180
2	<b>Size Points</b>	40
3	<b>Weight Points</b>	40
4	<b>Mission Points</b>	-
4.1	<i>Passing Through Door Mission</i>	100
4.2	<i>Detection of Submarine and Positioning of Underwater Vehicle</i>	100
4.3	<i>Target Detection and Destruction</i>	100
<b>Total</b>		560

## 6 AWARDS

Awarded teams in the category of Junior and Senior teams will be awarded as stated in the following table. The prizes mentioned in this table show the total amount that will be awarded to the teams who are eligible for the award. The first, second and third prizes will be divided into equal amounts according to the total number of Team Members and deposited into the bank account to be specified by each person.

Payment will be made to the consultants of the winning team within the scope of the competition. A payment of 3.000,00 TL will be made to the consultants of our ranked teams.

	Senior Category	Junior Category
<b>First</b>	50.000 TL	35.000 TL
<b>Second</b>	40.000 TL	25.000 TL
<b>Third</b>	30.000 TL	15.000 TL

### 6.1 Minimum Criteria for Reward Ranking in Junior Category

In order to enter the ranking in the Junior category, teams must at least have 50 points from mission points.

### 6.2 Minimum Criteria for Reward Ranking in Senior Category

In order to enter ranking in Senior category, teams must at least exceed 50 points from mission points.

## 7 SAFETY REQUIREMENTS

- “The compliance of each underwater vehicle participating in the competition with the safety aspects defined in the rules will be checked. The underwater vehicles that are not seen as safe as a result of the controls will not be allowed to enter the pool.
- Teams can only provide energy to their vehicles after applying the required safety rules

- There will be an emergency stop button on the control desk for wired vehicles.
- For battery-powered vehicles, there will be an emergency stop button at an easily accessible location on the vehicle.
- For vehicles with battery, the operating voltage will not exceed 50 V DC.
- Power cables must be fully and properly isolated. Open wires and electrical connections are strictly forbidden. Control station communication cables of underwater vehicles must be equipped with suitable fuses in accordance with the cable's power and current specifications. In case of a fuse on the power supply, no additional fuse is required.
- Before the competition, whether the vehicles take in water or not will be tested by the judges by immersing the whole vehicle in water (without electrical connection).
- Electrical motors of the vehicles must be water sealed.
- There will not be any open sharp edges in the motor/propeller systems, which help move the vehicles. All sharp edges will be blunted or covered by a nozzle.
- There cannot be any sharp edges on the vehicle body and all edges will be rolled.
- Electrical connections between the vehicle and the control station should be sufficiently loose to provide flexibility during abrupt maneuvers
- The power supply of surface devices which run on 220V AC must be completely separated from the power supply of the underwater vehicle.
- The competition is not suitable for using hydraulic systems.
- There cannot be any loose parts (cameras, etc.) on the underwater vehicle.
- Vehicles, which are not approved by the judging panel due to in compliance with safety requirements, are not permitted to participate in the competition.

## **8. GENERAL RULES**

- Teams have the right to object to the concerned judge through their team leaders. Objections can be made verbally if they are submitted in writing at a later time. Verbal objections must be put in writing within 24 hours. In any case, non-written objections will not be taken into consideration. Objections will be finalized within 72 hours after having examined by the judge panel.
- After the evaluation results are announced, team leaders are required to submit their objections and justifications in writing. Objections must be received from [iletisim@teknofestistanbul.org](mailto:iletisim@teknofestistanbul.org)
- The appeal process must be made within one week - 7 days - after the results of the competition are announced. Otherwise, the objections are not taken into consideration.
- The role of the advisor; to help students to plan their own education, to guide them in academic, social and cultural issues, to help prepare the appropriate environment for the development of the student's personality as a whole with its mental, social and emotional aspects, etc. tasks and services. The role of the advisor in the team is to provide the academic support that will be needed in the project, to guide the team members to find solutions to their problems.
- Each contestant is responsible for taking the necessary precautions and showing the expected attention to his/her peers and the environment.
- Turkish Technology Team (T3) Foundation and the organization committee reserve the right to make any amendments to the specifications in order for the contest to take place in accordance with the specified impartial criteria so that any violations may result in judicial outcomes, to better meet all sorts of requirements by the contestants, to provide necessary safety precautions and to maintain the functionality of the contest specifications.
- Having made the necessary evaluations following the application deadline, T3 Foundation and the organization committee reserves the right to cancel the contest given that sufficient number of applications is not reached with the required technical knowledge and skills.
- TEKNOFEST Safety and Security Terms and Conditions will be communicated to all contestants,

delegations and concerned parties. All competing teams are responsible for observing the safety terms and conditions specific to their respective categories specified in TEKNOFEST Safety and Security Terms and Conditions. In this regard, with the exception of security precautions contained in the aforementioned security instructions, it is the contestants' responsibility to take additional precautions arising from the systems employed.

- T3 Foundation and the organization committee has the right to exclude any and all teams from the contest who do not fulfill the terms and conditions of TEKNOFEST Safety and Security Terms and Conditions to provide a safe environment for holding the contest. T3 Foundation and organization officials cannot be held responsible for damages arising from the violation of terms and conditions by the contestants, delegations and concerned parties.
- Regarding the competition, the competitor hereby accepts and consents to any kind of written or visual promotion, publication, social media and internet broadcasting to be made by the T3 Foundation and / or TEKNOFEST before or after the competition. In addition, the competitor agrees and submits that any and all intellectual property generated as pertains to the competition, including but not exclusive to designs, code, and manufactured products, belongs exclusively to the T3 Foundation and / or TEKNOFEST and that the competitor does not have any rights to or demands on these artifacts. T3 reserves the right to disclose all intellectual property thereby for public consumption in a manner it deems fitting.
- If a competitor infringes upon the intellectual property rights of any product, and T3 Foundation and/or TEKNOFEST incur damages, the responsibility for such damages will be borne entirely by the relevant participant(s).
- All teams who qualify to compete in the contest will be given a Participation Certificate.

## **9. ETHICAL RULES**

- The legal process will be urgently initiating for the people who performs a situation, action, speech, etc. contrary to social morality in the festival area or during the competition process (report stages, evaluation process, etc.) And team will be banned from all kinds of events and activities of T3 Foundation to participate at least 2 years.
- The issues to be considered in the language used in all communication with the TEKNOFEST Competitions Committee are as follows.
  - Rude and impolite words and behaviors must be avoided,
  - Insults, threats and bad words must be avoided,
  - Direct targeting and insulting with social media tools such as E-mail, Facebook, skype, messenger, WhatsApp, twitter etc. must be avoided,
  - It is necessary to pay attention to the spelling rules and style in your petitions and objections.
- Situations, verbs, words etc. that will affect the functioning and motivation of other teams in the festival area must not be exhibited.
- Social peace in the dormitory and its surroundings where accommodation services are provided should be taken into consideration. Otherwise, the initiation of the legal process against the person will be carried out by the relevant institutions.
- During the project and product development process, it is the responsibility of the team to back up / store the necessary equipment and materials in advance, taking into account all kinds of negativity, and to change parts in case of a possible negativity. Product supply from another team must not be provided.
- Care should be taken to act in accordance with the service requirements in neutrality, without discrimination of language, religion, philosophical belief, political opinion, race, age and gender, and without giving rise to behaviors and practices that prevent equal opportunity in the festival area and in all kinds of services offered by TEKNOFEST.
- It is necessary to pay attention not to use and use TEKNOFEST and other company-institution-

organization goods and resources outside of their purposes and service requirements, and not to waste these goods and resources.

- It is necessary to support the activities carried out to facilitate the functioning of the festival, to meet its needs in the most effective, fast and efficient way, to increase the quality of service and to increase festival satisfaction.
- Be careful about all kinds of benefits and financial or other liabilities and similar personal interests provided to themselves, their relatives, friends or the persons or organizations with whom they are in contact and that affect or seem to affect the competitors in the festival area to perform their duties impartially and objectively, to act and take the necessary precautions to avoid conflicts of interest.
- When using TEKNOFEST buildings and vehicles and other public goods and resources, it is necessary to avoid waste, to act effectively, efficiently, and economically while using working time, public goods, resources, labor and facilities.
- TEKNOFEST team members must be accountable for their responsibilities and obligations during their execution, and are open and ready for corporate evaluation and supervision, advisors should take the necessary measures to prevent corruption with the actions or actions that are not in line with the goals and policies of their institutions, and train their members on ethical principles of behavior, It should be monitored whether these principles are followed or not and provide guidance on ethical behavior.
- While fulfilling their duties, team members should not make any commitments, promises or attempts binding the institutions they work for, and should not make deceptive and untrue statements.

#### **STATEMENT OF LIABILITY**

- Turkish Technology Team Foundation and TEKNOFEST are in no way liable for any injury or damage caused by any entry, any entrant, or by the disqualification of an entry. Turkish Technology Team Foundation and TEKNOFEST at large are not responsible for ensuring teams operate their systems within the law of the Turkish Republic. The Turkish Technology Team Foundation and TEKNOFEST, and organization officials cannot be held responsible for the damages inflicted upon third parties by the contestants.

**Turkish Technology Team Foundation has the right to make any amendments to this terms and conditions.**