FOLKRACE COMPETITION RULES

1. COMPETITION TRACK

The base of the competition track is black.

The edges of the track are surrounded by white walls with a height of 12 ± 1 cm.

The competition track is closed.

The width of the track may vary between 80–120 cm (2025 revision).

The track may include simple obstacles such as hills, pits, or other freely placed obstacles. Walls may also be installed to prevent robots that rely solely on outer wall guidance from completing the track.

The track may have two levels (e.g., a bridge). The incline/decline must not exceed 25°. The maximum bridge height is 20 cm (2025 revision).

On both sides of the start–finish line, no closer than 25 cm, there are two lines (red and blue), 4–5 cm wide. When driving clockwise from the start–finish line, the red line appears first; before finishing, the blue line appears. These lines help the robot determine whether it crosses the start–finish line in the correct direction (2025 revision).

2. ROBOT REQUIREMENTS

The robot must be fully autonomous.

Maximum robot dimensions: 20 × 15 × 19 cm (length × width × height). Maximum robot weight: 1 kg (2025 revision).

The maximum allowed voltage in the robot is 48 V (2026 revision).

The robot must not:

a) Change it’s size.

b) Damage the track surface, barriers, or INJURING PEOPLE.

c) Emit gases, liquids, or dust.

d) Ram other robots.

e) Use other robots for movement.

The robot must have a start/stop button or remote control (recommended).

3. COMPETITION FORMAT

The competition format is determined by the organizers depending on the number of participants and is published on www.roboklubas.lt.

Robots compete in groups of up to five robots.

Each group competition consists of three runs.

Before each run, the referee announces the driving direction, and the participants place robots at the start line.

Each run lasts 3 minutes.

Scoring:

a) +1 point for completing a full lap in the correct direction;

b) −1 point for completing a full lap in the opposite direction.

Starting positions are assigned randomly.

The referee gives the start signal once all participants are ready.

Robots may start moving 5 seconds after the start signal.

Starting earlier than 5 seconds results in a warning and a restart. A second violation results in disqualification.

If a robot becomes stuck, the team may return it to the start position without interfering with others.

Returning a robot to the start position results in a −1 point penalty.

The group winner is the robot with the highest total score after three runs.

4. ORGANIZATION

Robots must be registered before the competition.

During registration, each robot is assigned a number that must be visibly attached. Compliance with Section 2 requirements is verified.

The competition schedule is published on www.roboklubas.lt.

All disputes during the competition are resolved by the Chief Referee.