

Score Sheet: Barista Bots

General Information

Team Name: Agibot
 Aalborg University
 University of Bristol

Date: 13 May (Practice Runs) 14 May (Practice Runs) 15 May (Finals)

Run Number: Practice Run 1 Practice Run 2 Final Run (only 15 May)

Present: Yes No (add -3 under penalties)

Execution Time (20 minutes in total)*:

* Teams may try multiple times within the 20-minute window. Only the best attempt is recorded below.

Attempt Tracker (Referee Internal Use)

Attempt #	Achievement Points (10)	Time Used	Result (Success/Crash/Manual Stop)
1			
2			
3			

Official Best Run Achievements (1 Point per "Yes")

Check "Yes" only if the task was completed without pilot intervention. Maximum score 12 points

Phase	Task Description	Achievement?
General	Moves back to the default location indicating the end of the trial	<input type="checkbox"/> Yes / <input type="checkbox"/> No
Phase 1: Status	Correctly reports all tables that need serving	<input type="checkbox"/> Yes / <input type="checkbox"/> No
	Correctly reports the status of all tables	<input type="checkbox"/> Yes / <input type="checkbox"/> No

Phase	Task Description	Achievement?
	Correctly reports the number of customers for all tables	<input type="checkbox"/> Yes / <input type="checkbox"/> No
Phase 2: Serving	Identifies correct table status (waiting to order, order ready, table needs cleaning or ready for delivery)	<input type="checkbox"/> Yes / <input type="checkbox"/> No
	Reaches an unserved table	<input type="checkbox"/> Yes / <input type="checkbox"/> No
	Asks the customers at the table to select their orders from the menu	<input type="checkbox"/> Yes / <input type="checkbox"/> No
	Correctly understands and informs the order to the counter	<input type="checkbox"/> Yes / <input type="checkbox"/> No
	Recognizes the wrong/missing item and corrects the order	<input type="checkbox"/> Yes / <input type="checkbox"/> No
	Delivers the order to the correct table	<input type="checkbox"/> Yes / <input type="checkbox"/> No
Phase 3: Guiding	Detects and greets the new customer entering the shop	<input type="checkbox"/> Yes / <input type="checkbox"/> No
	Guides the customer to a ready table	<input type="checkbox"/> Yes / <input type="checkbox"/> No

Total Achievement Score: ____ / 12

Data

The Data Bonus is added to the Achievement Score. Maximum extra score is 2 points

Selection	Data Definition	Points
Real-Time	Correct status and number of customers per table stored and available after end of trail	2 pts
No/Poor Data	Correct status and number of customers per table data missing or incorrect	0 pts

Total Data Bonus Score: ____ / 2

Penalties & Disqualifications

Category	Behaviour Description	Penalty
Penalising	Robot hits furniture or objects	<input type="checkbox"/> -1 pt / hit
Penalising	Objects on tray drop or spill due to robot movement	<input type="checkbox"/> -1 pt / instance
Penalising	Robot requires multiple repetition of speech commands	<input type="checkbox"/> -1 pt / instance
Disqualifying	Drone hits a human	<input type="checkbox"/> VOID RUN
Disqualifying	Robot damages objects or furniture	<input type="checkbox"/> VOID RUN
Disqualifying	Leaving the competition area without permission.	<input type="checkbox"/> VOID RUN

Final Calculation & Signatures

Achievement Points:

Data Bonus: +

Total Penalties: -

FINAL SCORE: _____

Tie-Break Metric 1: Shortest minimum execution time (Recorded: _____)

Referee Signature

Team Leader Signature

Comments / Feedback or Remarks