# Contest Manual









Organizers















1. C	Overview	2
2. lı	ntroduction	3
3. C	Contest Schedule	4
3	3-1. GreenMech (Basic)	4
3	3-2. GreenMech (Advanced)	5
3	3-3. Robot for Mission (Basic/Advanced)	6
3	3-4. GreenMech Junior Science	7
3	3-5. GreenMech Junior Programmer	8
4. C	Contest Floor Plan	9
4	4-1. Campus Map	9
4	4-2. GreenMech	12
4	4-3. Robot for Mission	13
4	4-4. GreenMech Junior	14
5. P	Points to Remember	15
6. A	Awards	18
7. A	Appendix	22
	Restaurant Information	22
	Taxi Information	22
	Sightseeing Recommandation	22



#### 1. Overview

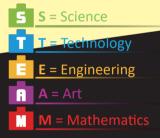
### **Contest Purpose**

The 2023 World GreenMech Contest is a fun engineering competition run by the World Forum For GreenMech Promotion. Using scientific principles, this competition combines the following five aspects of learning and growing: Science, Technology, Engineering, Art, and Mathematics, also referred to as STEAM. There are three contests: (i) GreenMech (ii) R4M and (iii) GreenMech Jr.

The two contests GreenMech & R4M inspire contestants to engage in scientific study, creative problem solving, and help them better understand use of scarce resources in project planning. Contestants can enjoy pitting their different skills and creativity against each other in a fun and friendly environment. There is ample opportunity for all contestants to show the benefit of their contribution

This year the GreenMech Jr. contest has two components – "Jr. Science" and "Jr. Programmer". Jr. Science is an entry level opportunity for learners to get involved in simple engineering projects. It's specially designed for children age 5-9. Jr. Programmer uses a variety of code oriented challenges to develop programming logic and problem-solving skills. Contestants can enjoy all the fun of hands-on design, teamwork and scientific literacy. The structure of the course, combined with a fun learning environment, means that children absorb the knowledge, skills and experience, taking it into their adult lives.





In order to meet the needs of multinational competition promotion, the eight-nation alliance was signed in 2012. In 2014 this grew to become 12 regions.









#### 2. Introduction

The GreenMech contest was established in 2006, this year we are celebrating the 16<sup>th</sup> annual contest!



### GreenMech (GM, since 2006)

- Inspiring children's enthusiasm for learning.
- Giving children the opportunity for hands-on engineering experiences.
- Turning textbook knowledge into real, design solutions
- Work in tight-knit teams (3-4), designing and assembling within challenging time limits.



### Robot for Mission (R4M, since 2015)

- Inspiring creativity and curiosity about scientific techniques.
- Extending experiences from WGM to include remote control and programming functions.
- Work in tight-knit teams (3-4), designing and assembling within challenging time limits.



### GreenMech Junior (GMJr, since 2018)

- Opportunities for our youngest engineers & designers to get involved. (Designed for kindergarten and elementary school grades 1 to 4).
- Simple task design allows students to enjoy hands-on fun while learning valuable teamwork skills.



### 3-1. GreenMech (Basic) Schedule

Time	Item	Remarks
07:40 ~ 08:20	Registration	1. Time to enter the venue and find your own team table. Please put all the contest material under the table in order. Contestant can start to assemble the Jumbo Base Grid (60*180 cm) on table.  2. Only contestants may be in the competition area after 8:00 a.m.Team leaders and parents/guardians are not permitted after this time.
08:00 ~ 08:50	Materials Check & Registration Check	1. The team leaders shall not enter the competition venue after 8:00 a.m. 2. Judges will carry out a building materials inspection. Except for the chain, no blocks may be assembled in advance. 3. After a brief inspection, teams will be given a "qualified" label,whereupon contestants should sit at the table and may not touch the materials. 4. Personal items can be brought into the venue but must be placed on the table in conjunction with the inspection records. 5. Contestants need to present their Certificate of Student Enrollment at this time, see the Regulations more information.
08:50 ~ 09:10	Opening Ceremony & Clarification of Rules	
09:10 ~ 10:40	Production & Testing Time	Please observe all competition rules.     When leaving, do not run, be careful not to touch another group's work.     There will be 90 minutes between commencement and lunch.
10:40 ~ 12:40	Appraisals	Please refer to the Regulations
12:40 ~ 13:00	Award Ceremony	Organizers make every effort to finish on time, but patients may be required depending on announcements and other possible delays.



### 3-2. GreenMech (Advanced) Schedule

Time	Item	Remarks
07:40 ~ 08:20	Registration	Time to enter the venue and find your own team table. Please put all the contest material under the table in order.     Contestant can start to assemble the Jumbo Base Grid (60*180 cm) on table.
		Only contestants may be in the competition area after 8:00 a.m.     Team leaders and parents/guardians are not permitted after this time.
08:00 ~ 08:50  Materials Check & Registration Check		The team leaders shall not enter the competition venue after 8:00 a.m.     Judges will carry out a building materials inspection. Except for the chain, no blocks may be assembled in advance.     After a brief inspection, teams will be given a "qualified" label, whereupon contestants should sit at the table and may not touch the materials.     Personal items can be brought into the venue but must be placed on the table in conjunction with the inspection records.     Contestants need to present their Certificate of Student Enrollment at this time, see the Regulations more information.
08:50 ~ 09:10	Opening Ceremony & Clarification of Rules	Participants attend the opening ceremony.
09:10 ~ 11:50	Production & Testing Time	Please observe all competition rules.     When leaving, do not run, be careful not to touch another group's work.     There will be 160 minutes between commencement and lunch.     By 11:00 a.m the Scientific Principles reference table will be collected by the Organizer.
11:40 ~ 12:30	Lunch	Remember to assist in sorting the trash.
12:30 ~ 12:50	Announcements	Contestants should wait for the Organizer's announcements and then be prepared to continue.     If Contestants are not present at this time, they may not continue with the competition.
12:50 ~ 13:00	Fine-tuning	Wait for the Organizers instruction to begin.
13:00 ~ 15:30	Appraisals	Please refer to the Regulations.
15:30 ~ 16:00	Grading Time	Parents, teachers and peers may enter and discuss the projects.
16:50	Award Ceremony	Organizers make every effort to finish on time, but patients may be required depending on announcements and other possible delays.



### 3-3. Robot for Mission (Basic/Advanced) Schedule

Time Item		Remarks
07:40 ~ 08:20	Registration	After registration, contestants should enter the venue and not leave until the event has concluded.     After 8:00 a.m. only contestants may be in the competition area.     Team leaders and parents/guardians are not permitted afterthis time.
08:00 ~ 08:50	Materials Inspection	<ol> <li>Team leaders shall stay in their assigned areas after 8:00 a.m. and shall not enter the competition venue.</li> <li>Judges will carry out a building materials inspection. Blocks may not be assembled in advance. Chains are the only exception to this rule.</li> <li>After passing the materials examination, a label will be applied. Students should then sit at the table and wait without touching the materials.</li> <li>Personal items like bags can be brought into the venue but must be placed on the table in keeping with the inspection record.</li> <li>Contestants need to submit their Certificate of Student Enrollment, see the Regulations.</li> </ol>
08:50 ~ 09:00	Clarification of Rules	Clarification of the rules and precautions of the competition
09:00 ~ 09:10	Opening Ceremony	
09:15 ~ 11:15	Assembly & Practice Time	
09:40 ~ 11:30	Work Submission Period	Check to confirm the robot does not contain metal parts.     Participating robots (including any spares and the automation platform) need to be verified by judges and will be retained until the contest time.     5-Points may be deducted for messy or untidy work areas.     For robot size regulations please obey the regulations of R4M Basic and R4M Advanced.     After submitting a project, contestants need to clear away all items from the competition area including notebook, blocks, and any un-used electronic control equipment.
11:30 ~12:30	Lunch	After lunch contestants are expected to assist with sorting trash and keeping the competition area clean.
12:30 ~ 12:50	Announcements	When entering the venue, contestants may only carry a notebook, tablet or mobile phone, other items are not permitted.
13:00 ~ 15:30	Competition Time	
15:30	Awards Ceremony	Organizers make every effort to finish on time, but some patience may be required depending on announcements and other possible delays.



### 3-4. GreenMech Junior (Science) Schedule

Time	Item	Remarks
08:00 ~ 08:50	Registration & Materials Inspection	1. Contestants should refer to the team location map on the official website before the contest begins, so they can go directly to their team table and report on the day of the contest.  2. Contestants should check the provided materials against the list they are given. If there is any part missing, the staff must be informed before the contest begins. Once the production time begins, materials cannot be replenished or replaced.  3. Contestants need to present their Certificate of Student Enrollment at this time.
08:50 ~ 09:10	Opening Ceremony & Clarification of Rules	1.Rules remind er. 2.Lot drawing for scoriog area.
09:10 ~ 09:35	Competition One: Assembly & Practice Time	Contestants can only use materials provided by the Organizer on site, please see the Regulation for more information.     Models produced for the competition are built and tested at the same time.
09:35 ~ 10:15	Competition One: Swimming Turtle Competition Time	During the competition, the work and heavy objects should be placed on the box, and the rest of the materials should be stored in the box, and no other parts may be used for modification or production.     Models will be weighed before the competition begins.
10:15 ~ 10:35	Competition Two: Assembly & Practice Time	Contestants can only use materials provided by the Organizer on site, please see the Regulation for more information.
10:35 ~ 11:15	Competition Two: Spawning Seahorse Competition Time	During the competition, the work and the peg remover should be placed on the box, the rest of the materials should be stored in the box, and no other parts may be used for modification or production.
11:15 ~ 11:50	Calculation and Confirmation of Scores	
11:50	Awards Ceremony	Following the instructions of the chief referee, all teams move to the awards venue.



### 3-5. GreenMech Junior (Programmer) Schedule

Time Item Remarks				
13:30 ~ 13:50	Registration & Materials Inspection	Teams may bring up to 3 robot control boxes, but all device memories must be erased during inspection.		
13:50 ~ 14:00	Clarification of Rules			
14:00 ~ 14:20	Practice Time	15 minutes before the official competition, teams draw lots to determine their goals. They will then have 15 minutes to practice on their own in the team preparation area. (Teams have 7 minutes to complete their contest)		
14:20 ~ 15:30	Official Competition Time (Lot drawing)			
15:30 ~ 16:20	Grading Time			
16:20	Awards Ceremony	Following the instructions of the chief referee, all teams move to the awards venue.		

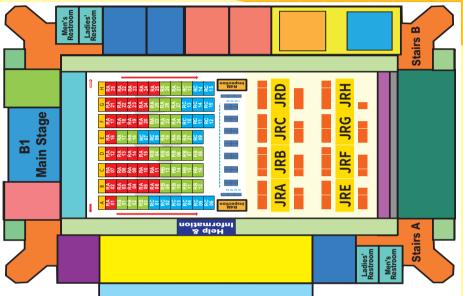
# Contest Floor Plan

### 4-1. Campus Map



# EUEE

Contest Floor Plan



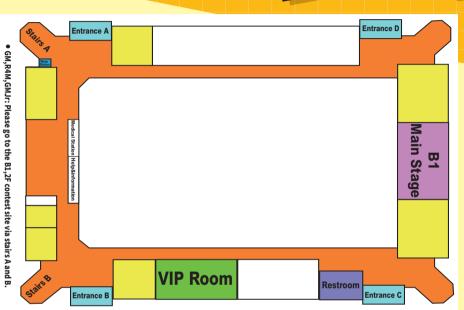
Hain Stage
Information
Restroom
Referon
Refero

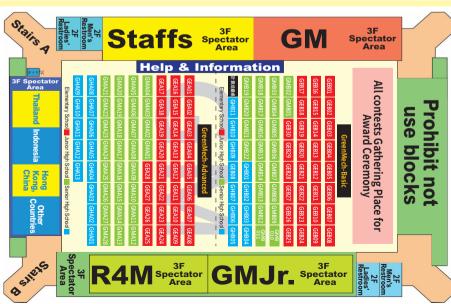
R4M & GMJr. Science Floor Plan - B1 in the morning

R4M & GMJr. Programmer Floor Plan - B1 in the afternoon

# EUEE

Contest Floor Plan





Floor Plan - 1F



### 4-2. GreenMech

**Team Location Map** 

# **Main Stage**

2F

GreenMech-Basic		Elementary School		Junior High School		Senior High School	
GEB01	GEB02	GEB03	GEB04	GEB05	GEB06	GEB07	GEB08
青梅竹馬	藍色妖姬	潭陽smile隊	黑白戰隊	地球我救你星隊	大安向前衝	動如脫兔隊	凱旋旅行家
GEB16	GEB15	GEB14	GEB13	GEB12	GEB11	GEB10	GEB09
菜鳥聯合	We Are Winners.	光速炫風	中信機關隊	中港綠巨人2	小海豚創客隊	寶可夢	小小兵
GEB17	GEB18	GEB19	GEB20	GEB21	GEB22	GEB23	GEB24
四通八達	光復前兔無量	南投至誠國小	Great Master	傳說對決隊	勇創佳積	高原1A3B	White Bear
GMB02 好朋友湊一隊	GMB01 北新我第一	GEB30	GEB29	GEB28 無敵戰神	GEB27 月光閃閃	GEB26 Carlo Scientis 2	GEB25 Carlo Scientis 1
GMB03	GMB04	GMB05	GMB06	GMB07	GMB08	GMB09	GMB010
對對對對隊	你說對不隊	北斗國中A隊	北中一隊	瘋狂海蟹	後空翻的貓	STS	Star of the sea
GMB18	GMB17	GMB16	GMB15	GMB14	GMB13	GMB12	GMB011
三光國中	A-1000	創意apple隊	三秒抓毛	勝利鍬形蟲	靈機一動	Enjoy	宇安王號
GMB19 匠心	GMB20 太陽能合唱團	GMB21	GMB22	GHB01 好朋友組一隊	GHB02 機關無雙	GHB03 北極星之夜	GHB04 ALMAKA FAITHFUL
計算成績桌	GHB11 實中小公主 YLSH Princesses	GHB10 宜中Tony的鳳梨冰茶	GHB09 阿姆斯特朗回旋加速噴氣 式阿姆斯特朗砲	GEB08 二林高中-好厲害	GHB07 築夢追光	GHB06 畢達哥拉斯隊	GHB05 科學小飛俠

GreenMech-Advanced		Elementary	School	Junior High	School	Senior Hig	gh School
GEA01	GEA02	GEA03	GEA04	GEA05	GEA06	GEA07	GEA08
素肚與積綦	小花機關王	東光特攻隊	無名隊	中港綠巨人	永立安身隊	賣番薯的阿伯	任詣王
GEA16	GEA15	GEA14	GEA13	GEA12	GEA11	GEA10	GEA09
陸行鳥	超級瑪利歐	新民機動組	鯉魚王	新興的希望	永續正義就是隊	三和GO GO GO	東升的太陽
GEA17	GEA18	GEA19	GEA20	GEA21	GEA22	GEA23	GEA24
SDGs SHOW	菲爾普斯	灌籃三劍客	特級廚師小當家	天下第一我最行	三代同堂	機冠王	信小拯救隊
GMA04 潘朵拉星球	GMA03 理想國度	GMA02 東光玩美客	GMA01 阿煩達	GEA28 Candy Crash	GEA27 The Farm of BeeCowVen	GEA26 BRN. SAVING THE EARTH MISSION	GEA25 PSP AWESOME ARCHITECHS
GMA05	GMA06	GMA07	GMA08	GMA09	GMA10	GMA11	GMA12
俺關節太酥	林中樹子	佑一個隊	破壞王	黑胡椒雞胸肉	年輕人	繼承	Temrak Clean Energy
GMA20	GMA19	GMA18	GMA17	GMA16	GMA15	GMA14	GMA13
Ecobot	不赢怎麼隊	關關難過關關過	我鵝醒我驕傲	當天才變蠢材	你愛我對不隊	神奇海螺	高捷好舒服
GMA21	GMA22	GMA23	GMA24	GMA25	GMA26	GMA27	GMA28
湯姆小火車	綠色庇護	成就福安洋溢	超級馬力歐	Planet Protector	TCCS STEM TEAM	福中科研會	動物園
GHA08	GHA07	GHA06	GHA05	GHA04	GHA03	GHA02	GHA01
邁向巓蜂	小熊闖天關	第一名	晉太元中曉明人	工業化社會	豬穆朗瑪蜂	LOOKPUDUM 2	SK SPACE WAY
GHA09 颳蜂鳴旅	GHA10 美麗知性隊	GHA11 substainable relief team	GHA12 EScape	GHA13 IDK			

EUEZ

Robot for Mission

4-3. Robot for Mission

Team Location Map

**Main Stage** 

**B1** 

# R4M-Basic

Venue <b>A</b>			
Referee	決	<del></del>	
Second Referee	ED)	尼教授	
No.	Team ID	Name	
RA01	RO06201001	GENESIS 3.0	
RB01	RO06202003	STS CFD	
RB02	RO06202002	AUTOBOT P2C	
RB03	RO06202001	EDITH	
RC01	RO06203004	Interstellars	
RC02	RO06203003	VICTORIOUS	
RC03	RO06203002	Ern n Frens	
RC04	RO06203001	Rupert Jones	
RC05	RB88603001	R4M光華A	
RC06	RB88601019	宜中-對不隊	

Venue <b>B</b>				
Referee	施慧如			
Second Referee	許靜怡			
No.	Team ID	Name		
RA02	RB88601018	Golden Team		
RA03	RB88601017	燦爛時光		
RA04	RB88601016	文雅1269A		
RA05	RB88601015	中港綠巨人		
RA06	RB88601013	德化戰隊		
RB09	RB88602015	TCJL		
RB10	RB88602014	牧瓜股份有限 公司		
RB11	RB88602009	蘭中科技戰士		
RB12	RB88602006	雞腿便當		

Venue <b>C</b>				
Referee	李志	5輝		
Second Referee	盧素	<b>蒸</b> 貞		
No.	Team ID	Name		
RA07	RB88601010	草國小創客 B隊		
RA08	RB88601009	名字太難取		
RA09	RB88601008	宇宙戦士隊		
RA10	RB88601007	從小玩車B隊		
RA11	RB88601006	獨眼獨角獸		
RB13	RB88602005	NZJH		
RB14	RB88602004	米奇不妙屋		
RB15	RB88602002	大道Robot1		
RB16	RB88602001	安中黑騎士		

	Venue <b>D</b>				
Referee	謝清	仁			
Second Referee	許雅	如			
No.	Team ID	Name			
RA12	RB88601005	成功芭拿拿			
RA13	RB88601004	德化衝鋒隊			
RA14	RB88601003	從小玩車A隊			
RA15	RB88601002	214隊			
RB04	RB88602021	njjhC			
RB05	RB88602020	njjhD			
RB06	RB88602019	njjhB			
RB07	RB88602018	njjhA			
RB08	RB88602017	蘭中晨星			

Elementary School

Junior High School

Senior High School

# R4M-Advanced

Venue <b>E</b>				
Referee	王世	王世恩		
Second Referee	林弘偉			
No.	Team ID	Name		
RA16	RS06601001 SYB Robot			
RB17	RS06602002	LOOKPUDU M 77		
RB18	RS06602001	SK PLAY ALL TIME		
RC7	RS06603002	SURABOT		
RC8	RS06603001	SK MAGUIRE		
RB19	RA88602015	三星國中 R4M特攻隊		
RB20	RA88602014	瘋狂印鈔機		
RB21	RA88602013	搖滾觀落音		
RC09	RA88603012	宜中-新青年 霹靂戰隊		

Venue <b>F</b>			
Referee	賴建宏		
Second Referee	張慧	頻	
No.	Team ID	Name	
RA17	RA88601016	匠人世家	
RA18	RA88601015	綠草如茵	
RA19	RA88601014	特務King	
RA20	RA88601013	想不到吧	
RB22	RA88602012	njjhONEA	
RB23	RA88602011	njjhONEB	
RB24	RA88602007	超神外送	
RC10	RA88603011	宜中-垚鱻猋麤	
RC11	RA88603010	宜中-火箭老爹	
RC12	RA88603009	我要發大財	

venue <b>G</b>			
Referee	吳豪承		
Second Referee	陳怡秀		
No.	Team ID	Name	
RA21	RA88601012	什麼都不會!	
RA22	RA88601011	不要告訴你	
RA23	RA88601008	宜蘭新希望	
RA24	RA88601006	R4M得第一	
RB25	RA88602006	伊裴爾塔爾	
RB26	RA88602005	小可愛石頭	
RB27	RA88602004	比賽吧	
RC13	RA88603008	森上狠有錢	
RC14	RA88603004	我們很猴塞雷 對不隊	
RC15	RA88603003	拿個第一 不是夢	

Venue <b>H</b>			
Referee	曾如意		
Second Referee	李美諄		
No.	Team ID	Name	
RA25	RA88601005	草國小創客A隊	
RA26	RA88601004	龍海A隊	
RA27	RA88601003	興龍華鳳	
RA28	RA88601002	臺中好棒棒C	
RA29	RA88601001	CO2隊	
RB28	RA88602003	EDKH	
RB29	RA88602002	萬和 A-Team	
RB30	RA88602001	北新飆車族	
RC16	RA88603002	蹦蹦炸彈	
RC17	RA88603001	阿對對對對隊	



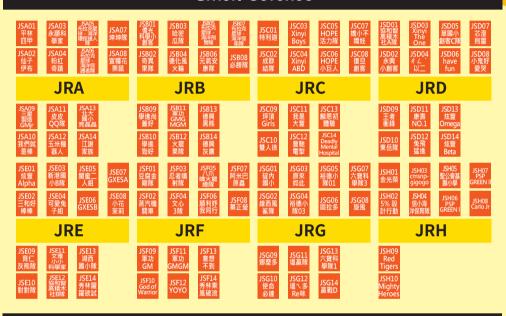
4-4. GreenMech Junior

Team Location Map

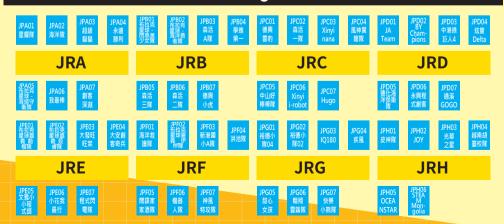
**Main Stage** 

**B**1

### GMJr. Science



### GMJr. Programmer





#### 5. Points to Remember

#### 5-1. GreenMech FAQ

- Q1:Does the label of creative device have to be marked with SDGS?
- A1: The association has combined the label of creative device with SDGS. Please print new label file and affix it on the creative device!
- Q2: Can creative device and green energy can be regarded as the same device?
- A2: Creative devices and green energy devices should be separated into different devices, and both of them should affix their own labels.
- Q3:How many scientific concepts does the GM advanced group have?
- A3: The 3 general devices must demonstrate 6 scientific concepts.
- Q4: How many actions does the Sophistication of the creative devices require?
- A4: Basic 5 different movements for full marks; Advanced 6 different movements for full marks;
- Q5: Does the order of creative device must follow the SDGs6 \ 7 or 9?
- A5: The order can be changed but must be labeled.
- Q6: How to identify as one action? Can it be repeated?
- A6: Different principles or different mechanisms are considered different actions, which can be repeated.
- Q7:Does the level of the basic group need to explain the scientific principle when explaining it?
- A7: When judging and scoring, questions will be asked depending on the status of the level.



### 5-2. R4M FAQ

- Q1: What is the sequence order of R4M contest?
- A1: In the event that teams have the same score, the first priority will be the completion time. If the completion time is still the same, the final result will be determined by the sequence order in Section 8-5-3 of the regulations.
- Q2: Are the robot D of the R4M advanced capable of both bluetooth and program automation, and there is no difference in score?
- A2: Bluetooth and programs are automatically regarded as remote control (refer to task 1 in the regulation).

#### 5-3, GMJr, Science FAQ

- Q1: If I'm doing a four wheeler, can I score as long as any two wheels enter the scoring area?
- A1: If the team has more than four tires, the referee will ask the team which two tires will be used as the basis for scoring
- Q2: When the model returns from Operation Area 2 to Operation Area 1, does the feet need to walk as it moves?
- A2: No need to move on the return trip
- Q3: Please introduce the extra rubber bands provided by organizer
- A3: We only use ordinary rubber bands. Since the purpose of the competition is to expect players to learn the ability to adjust the model, the brand and specifications are not announced.
- Q4: Does the spool car use the elasticity of the rubber band as power?
- A4: Yes, please use the elasticity of the rubber band as the source of power. Contestants can refer to #1261 Spool Car Model



### 5-4. GMJr. Programmer FAQ

- Q1: Is the contestant's preparation area all on the ground next to the map (without a tabletop) this time? How big is the area?
- A1: The preparation area will be as close to the map as possible, but the map cards need to be tidied up after the practice time of each group is over, and the map cards can only be arranged on the track two minutes before the start of the competition to avoid unfairness.
- Q2: Can the direction of the Start map card be changed to up, left or right?
- A2: The direction of the Start map card is unlimited and can be modified.
- Q3: When performing mission 3, can i passthrough the work station area as a path to traverse? (Because it spans two map card positions)
- A3: You can pass through the work station area
- Q4: When the map card is insufficient, can the map card that has been walked be disassembled and connected to the back?
- A4: Yes, but pay attention to the possible displacement of the map card.
- Q5: The time for each task is (2+5) minutes?
- A5: The total time for team competitions is 2+5 minutes, not 2+5 minutes for a task.
- Q6: Misson 5: Will the robot do actions when it arrives the star icon of base card or the arrow icon of base card ?
- A6: When you reach the "star icon" on the base card, and the front of the main control box faces the arrow on the base card, the action will be executed.
- Q7: Mission Two: Seawater acidification
- A7: Each team draws entry positions before the competition from these four options(
  ① (L3), ② (K4), ③ (K5),or ④ (L6)) .Green land area can only be entered via the port in the direction shown. Teams going onto the land, but not using the port earn a 10 point deduction.



### 6. Awards

### 6-1. World GreenMech Awards (GM Basic & R4M Basic)

Position	Prizes	Number of Awards	
Gold Medal (1 <sup>st</sup> place)	Award certificate for contestants and team leaders     USD \$ 330     One Princess Cup Trophy	One team for each division	
Silver Medal (2 <sup>nd</sup> place)	Award certificate for contestants and team leaders     USD \$ 165     One Princess Cup Trophy	One team for each division	
Bronze Medal (3 <sup>nd</sup> place)	Award Certificate for Contestant and team leaders     NTD USD \$ 80     One Princess Cup Trophy	One team for each division	
Honorable Mention Award	Award certificate for contestants and team leaders	For top 50 <sup>th</sup> percentile in eachdivision, except teams receiving a gold, silver or bronze award	
STEAM Overseas Educational Contribution Award Award  Award  Award  Award  Award  Award  Award  Award  Award  Award  Award  Award  Award  Award		For overseas countries	



### 6-2. World GreenMech Awards

(GM Advanced & R4M Advanced)

Position	Prizes	Number of Awards	
Gold Medal (1 <sup>st</sup> place)	Award certificate for contestants and team leaders     USD \$ 660     One Princess Cup Trophy	One team for each division	
Silver Medal (2 <sup>nd</sup> place)	Award certificate for contestants and team leaders     USD \$ 330     One Princess Cup Trophy	One team for each division	
Bronze Medal (3 <sup>nd</sup> place)	Award Certificate for Contestant and team leaders     NTD USD \$ 160     One Princess Cup Trophy	One team for each division	
Honorable Mention Award	Award certificate for contestants and team leaders	For top 50 <sup>th</sup> percentile in eachdivision, except teams receiving a gold, silver or bronze award	
STEAM Overseas Educational Contribution Award	Award certificate for contestants and team leaders	For overseas countries	



# 6-3. GreenMech Junior Contest Award (Jr. Science & Jr. Programmer)

Position	Prizes	Number of Awards	
Gold Medal (1 <sup>st</sup> place)	Award certificates for contestants and team leaders     One product prize for each participant.     One Princess Cup Trophy	One team for each division	
Silver Medal (2 <sup>nd</sup> place)	Award certificates for contestants and team leaders     One product prize for each participant.     One Princess Cup Trophy	Two teams for each division	
Bronze Medal (3 <sup>nd</sup> place)	Award Certificates for contestants and team leaders.     One product prize for eachparticipant.     One Princess Cup Trophy	Three teams for each division	
Honorable Mention Award	Award certificate for contestants and		
STEAM Overseas Educational Contribution Award  Award certificate for contestants and team leaders		For overseas countries	



#### Remarks

- 1.The Contest Organizers hold the right to adjust the above prize schedules for any reason, which may mean increasing or decreasing them. The total number of teams entered in the competition may be a factor in deciding final prizes if the number of contestants' changes.
- 2.The Gold Medal, Silver Medal, Bronze Medal winners will be announced on the day of the contest. All certificates will be sent to the first named person listed on the registration document. Certificates will be sent after the contest and can be expected to arrive within one month of the award ceremony.
- 3.All contestants will be presented with digital certificates as a gesture of encouragement. These certificates will be downloadable by contestants and team leaders after the contest, and can be printed by participants.
- 4.Merit certificates for winning teams will be sent out within one month of the completed contest. Please pay attention to official website announcements. Winning teams that have not received awards should contact the Organizer for replacements. In the event of incorrect personal information being submitted during registration (i.e. wrong name, mail or email address) postage and other costs for replacement will be borne by the contestant for USD\$7.
- 5.Winning Team Obligations Winning teams must cooperate with the Organizer to display and preserve their works. The Gold, Silver and Bronze Medal winners of the world-series of GM \ R4M are required to provide their model for filming within one month of the competition, to facilitate promotion and further education. The award cash will be transferred to the team after the team provides the video.

#### GM, R4M & GMJr. Trophies

#### **Contestant Medals**





### On Site

NCHI I Student Center Restaurant

Links: http://oga1.nchu.edu.tw/recruit1/recruit.html Actual business hours may be subject to change.

### Taxi Information

Metro Taxi Co., Ltd.

(04)4499178

Direct Taxi Contact Number 55178 Taiwan Taxi Co., Ltd. (04)22591918

(04)22465555 Direct Taxi

Contact Number 55688

ZhongNanHai Co., Ltd. (04)23163388

### Sightseeing Recommandation

National Library of Public Information https://www.nlpi.edu.tw/






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### Co-organisers





















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