



機械人、科藝及綠色創意科普計劃 (第四期)

Secretariat: Centre for Innovation and Technology (CINTEC),

Faculty of Engineering, The Chinese University of Hong Kong, Shatin, Hong Kong

Tel: 3943 9395 Fax: 2603 7327 Email: green-stem@cuhk.edu.hk

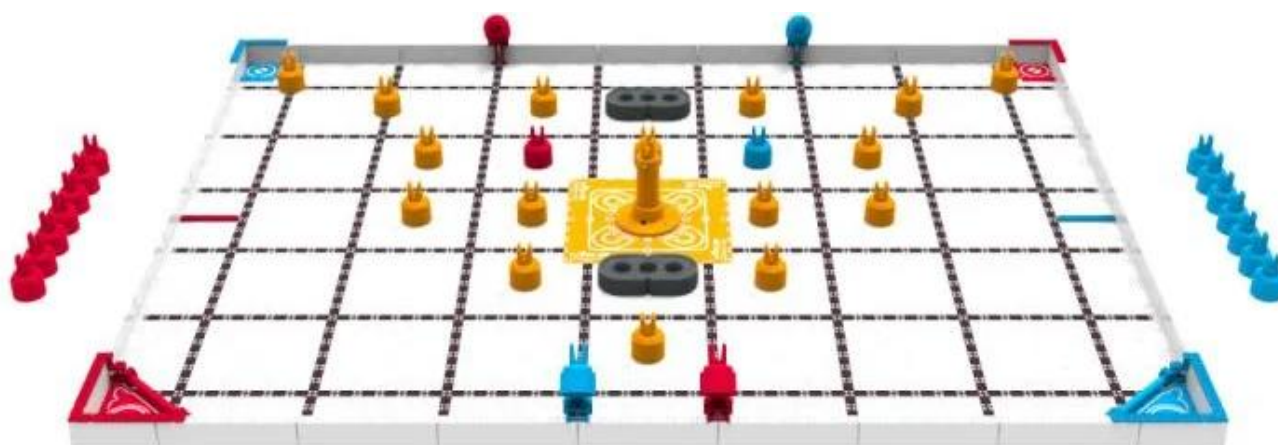


香港中文大學 創新科技中心
Centre for Innovation and Technology
The Chinese University of Hong Kong

香港少年工程挑戰賽 2026

Hong Kong Tech Challenge Junior 2026

VEX IQ ROBOTICS COMPETITION MIX & MATCH



比賽手冊

Competition handbook

This handbook is updated
to game manual v3.0

此手冊更新至 v3.0 賽規

Date: Feb 14 (Elementary School) & Feb 15 (Middle School)

Time: 08:30-18:00

Venue: Grand Hall, 12W, Phase 3, Hong Kong Science Park



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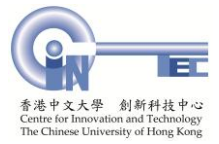
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Hong Kong Tech Challenge Junior 2026 General Arrangement & Regulations

Hong Kong Tech Challenge Junior is an important event for local schools to gain more exposure to STEAM education. To provide more comprehensive platforms for youngsters to practice and apply knowledge and skills in technology, the Centre for Innovation and Technology, the Chinese University of Hong Kong and the Asian Robotics League work together to organise the "Hong Kong Tech Challenge Junior 2026". The competition is funded by the Innovation and Technology Fund and sponsored by the Department of Engineering, Hong Kong Institute of Vocational Education (Lee Wai Lee), the Hong Kong Science & Technology Parks Corporation, and Mitsubishi Electric (Hong Kong) Limited.

1. Venue and Date

Venue: Grand Hall, 1/F, Building 12W, Phase 3, Hong Kong Science and Technology Park

Date: Feb 14, 2026 (Elementary School); Feb 15, 2026 (Middle School)

Time: **08:30-18:00** (Check-in is open between 08:30-09:30, please see the rundown for more details)

We **allow up to 8 student team members and 2 accompanying adults (coaches, teachers, and parents) to come** for each team due to venue capacity. **Only 4 seats are allotted for each team.**

Please respect all participating parties and the event venue. Any intentional destruction of venue or event property (including but not limited to vandalism) is classified as Code of Conduct violation, and <G1> & <G3> violations. We reserve the right to request monetary compensation for the damages.

2. Competition Parts

- Teamwork Challenge
- Judging

**All participating teams will be given a Certificate of Participation.

3. Items to bring on-site

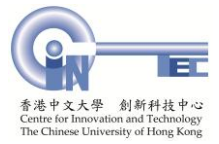
- License plate
 - The team number must be legibly displayed on exactly two (2) VEX IQ Robotics Competition License Plates on opposing sides of the Robot. Teams may use the official VEX IQ Robotics Competition License Plate (VEX Part Number 228-7401) or a plain paper version of matching size.
 - Please remember to bring your own license plate.** We **may not provide extra license plates** for teams that didn't bring their own.
- Competition robot and controller (**Please label your controller in case you lose it**)



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- c. Spare parts and tools for repair (**Please label your spare parts and tools in case you lose it**)
- d. Properly labelled battery, charging cable or power strip. Limited power strips will be provided at the charging stations.
- e. **Student ID, student handbook, eClass page, or similar identification documents**. Student team members will be requested to produce identification documents at the registration table to confirm their attendance.

4. Participant Release Form

Participants are required to complete an online **Participant Release Form**, per request from REC. Teams should complete the form **before the competition day**. **Each finalised team member should submit one form (The list of team members attending the teamwork challenge and finals should be the same as those who attended the skills challenge)**. Please follow the instructions here: <https://kb.roboticseducation.org/hc/en-us/articles/7119161700759-Participant-Release-Form>

5. Competition Arrangement: Teamwork

VEX IQ Robotics Competition Mix & Match is played on a 6'x8' rectangular Field. The primary objectives of the game are to build Stacks out of Pins and Beams, and Place Stacks in Goals. Additional Pins are introduced to the Field by Drive Team Members at the Load Zone. Points are awarded based on how many Pins and Beams are Connected, how many colours are included in each Stack, and for Stacks that match the colour of the Goal.

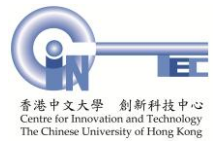
- In the Teamwork Challenge, an Alliance composed of two (2) Robots works together to score as many points as possible in a 60-second Match. Teamwork Challenge includes Qualification Matches and Finals Matches. During Qualification Matches, Match Alliances are randomly generated by computer on competition day. Each team is limited to **8 rounds** in the Qualification Matches.
- Finals Match Alliances are assigned as follows: The first and second-ranked teams form an Alliance; the third and fourth-ranked teams form an Alliance; and so on, until all Teams participating in Finals Matches have formed an Alliance. Each team is limited to **1 round only** in the Final Matches.
- In a given Match,
 - Each Team may send up to three (3) Drive Team Members to their Driver Station for a Match: two (2) Drivers, and one (1) Loader.
 - The two Drivers must switch their controller between thirty-five seconds (0:35 on the Match timer) and twenty-five seconds (0:25 on the Match timer) remaining in the Match.
 - a. No Driver shall operate a Robot for more than thirty-five (35) seconds.
 - b. The second Driver may not touch their Team's controls until the controller is passed to them.
 - c. Once the controller is passed, the first Driver may no longer touch their Team's controls.



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- d. A Driver cannot also be a Loader in the same Match.
 - e. If a Drive Team for a Match only has two members, one must serve as the Driver until the mid-Match Driver switch. The second Drive Team Member may serve as either the 2nd Driver (after the mid-Match Driver switch) or the Loader for the full Match, but cannot fill both roles. If the 2nd Driver position is unfilled, the Robot's operation (even prewritten commands) must cease after the first thirty-five (35) seconds of the Match.
 - f. **If only one Drive Team Member is present, the Robot's operation (even prewritten commands) must cease after the first thirty-five (35) seconds of the Match and the Team will not have a Loader during that Match.**
- The Tournament emphasises the **spirit of cooperation and sportsmanship**, teams (2 robots) should work together to score as many points as possible in a sixty(60)-second Match!!!
 - Please attend the matches **on time**. The Team's Robot must report to the Field for the Team's assigned Match, even if the Robot is not functional. If the Robot is not at the Field for the entire duration of the Match, that Team is considered a **"no show"** and will receive **zero (0) points**. The other Team in the Alliance will still play and receive points for the Match.

***Please pay attention to the Match List Announcement on competition day.** The rundown attached to this handbook is subject to change and shall be treated as an overall arrangement reference only.

*****Please read the latest Game Manual before attaining Teamwork Challenge!!**

<https://link.vex.com/docs/25-26/viqrc-mixandmatch-manual>

6. Judging and Engineering Notebook Online Submission (PDF Format)

For the Judging session, teams can submit their engineering notebooks online (in PDF format) **on or before 8 Feb 2026, 23:59**. On the competition day, **teams that have submitted their engineering notebook will have priority in Judge Interviews.**

Notes for submission:

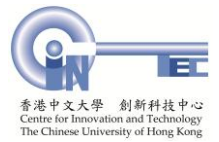
- a. **All engineering notebooks must be submitted via roboevents.com on or before 8 Feb 2026, 23:59.** Teams are *highly encouraged* to submit their engineering notebook in PDF format. In case that is not possible for you, teams may still submit a drive link (Google Drive, OneDrive, Dropbox, etc.) to their notebook. **You must ensure that the folder/file is publicly accessible and viewable. Late submissions are not accepted.**
- b. To avoid losing the team's original copy, we do not accept on-site hardcopy or original copy submission. However, teams may show their latest notebook to the judges during the interview.



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- c. Engineering notebooks must be submitted digitally for evaluation. Teams who have completed their notebooks physically, please try to scan your notebook for submission.
- d. Teams are advised to submit their final version once only, instead of updating it multiple times, to avoid confusion.
- e. For organisations, please make sure your file name format is: **Team number_Organisation name.pdf**
- f. For teams who wish to compete for the **INNOVATE AWARD**, you **must** fill in a self-nomination form and **attach it after the last page of your engineering notebook and submit it together with your notebook**. You can find the self-nomination form here: <https://kb.roboticseducation.org/hc/en-us/articles/17319258476439-Judging-Resource-Innovate-Award-Submission-Information-Form>

On the competition day, please be aware that:

- a. Each interview will take around 5-10 minutes. The discussion may include competition strategy, robot design, etc.
- b. **The judging panel will close at 17:00**. Teams are advised queue up as early as possible and allot enough time for queuing.
- c. **Teams who have submitted their engineering notebook will have priority in Judge Interviews.**
- d. **The judges will call teams with prior engineering notebook submission to join the interview first, then gradually open for queue up upon the judges' announcement.**
- e. Please pay attention to the scheduled deadline as the tournament and Judge Interviews will happen at the same time. Registration after the deadline will not be accepted, as it must be completed before Finals according to game rules.
- f. The judging sessions will offer Cantonese, English and Mandarin options if possible.

Judging guideline (English): <https://kb.roboticseducation.org/hc/en-us/articles/4788499711127-Guide-to-Judging-Introduction-and-Terms>

Engineering Notebook (English)

(Example) [Notebooking.vex.com](https://www.roboticseducation.org/documents/2016/11/vex-iq-challenge-engineering-notebook.pdf)

<https://www.roboticseducation.org/documents/2016/11/vex-iq-challenge-engineering-notebook.pdf>

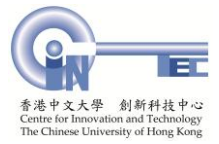
(Templates) <https://kb.roboticseducation.org/hc/en-us/articles/8369508470935-VEX-Digital-Notebook-Templates>



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7. General Rules Reminder

Teams are reminded to always abide by all the rules as stated in the **Game Manual (including but not limited to <G1> to <G5>)** and the **Code of Conduct**. Non-compliance may result in penalties or disqualification depending on the offence.

Game Manual:

<https://link.vex.com/docs/25-26/viqr-mixandmatch-manual>

You are reminded of the following general rules, excerpted from the game manual:

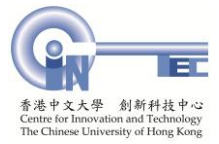
- a. **<G1> Treat everyone with respect.** All Teams are expected to conduct themselves in a respectful and professional manner while competing in VEX IQ Robotics Competition events. If a Team or any of its members (Students or any Adults associated with the Team) are disrespectful or uncivil to event staff, volunteers, or fellow competitors, they may be Disqualified from a current or upcoming Match. Team conduct pertaining to <G1> may also impact a Team's eligibility for judged awards. Repeated or extreme Violations of <G1> could result in a Team being Disqualified from an entire event, depending on the severity of the situation. Event attendees are not allowed to record audio or video of Teams' discussions with Head Referees or other event staff/volunteers. **Any Violation of <G1> may be considered a Major Violation and should be addressed on a case-by-case basis.**
- b. **<G2> VIQRC is a student-centered program.** Adults should not make decisions about the Robot's build, design, or gameplay, and should not provide an unfair advantage by providing 'help' that is beyond the Students' independent abilities. Students must be prepared to demonstrate an active understanding of their Robot's design, construction, and programming to judges or event staff. Students should build, design, and code the Robot with minimal Adult involvement. **By definition, all Violations of this rule become Score Affecting as soon as a Robot which was built or programmed by an Adult scores points in a Match.** Adults cannot transcribe or type notebook entries for Students.
- c. **<G4> All work must represent the skill level of the Students on the Team.** The Team's design, Robot, coding, strategy, and ongoing work must represent the skill level of the Students currently on the Team.
 - a. Teams must **avoid academic dishonesty and should not copy a Robot or mechanism that has been provided for them.** This includes, but is not limited to, the use of instructions, pictures & videos, notebooks, CAD designs, and/or any other documentation useful to the design process provided by anyone that is not a Student on the Team (including Students on another Team).
 - b. Teams may be inspired by designs by other Teams, and use an idea from someone else to spark innovation, but are expected to **document and demonstrate this in their engineering notebook**



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alongside evidence of iteration. Teams are required to present this evidence if asked to do so by a Robot inspector, Head Referee, Event Partner, or Judge.

- i. Using elements of another design as a starting point is acceptable if the Team is capable of demonstrating evidence of iteration, innovation, and/or modification that makes the design uniquely their own. Documentation should clearly demonstrate the idea that was used for inspiration, and how it was changed for the final implementation on the Team's Robot. It should be clear that this final implementation is **not an exact copy of ANY other original design.**
- ii. **Failure to demonstrate evidence of iteration, innovation, and/or modification will result in a Violation.**
- c. Teams may use Robot plans and code (e.g., the annual Hero Bot, VEXcode configurations, etc.) provided by VEX Robotics or the RECF, but are encouraged to use these Robots, mechanisms, and code only as a starting point that Students modify, improve, or replace as their skills increase. Plans provided by VEX Robotics or the RECF are the only legal plans available for use in competition.
- d. **This rule still applies to Teams within the same school, organization, or club.** Robots and/or code sets that are identical or substantially similar to one another across Teams within the same school/organization/club will be considered in Violation of this rule, regardless of whether they compete in the same or different events. Clause D does not apply in situations where both/all Teams are using the unmodified Hero Bot design, as allowed by clause C of this rule.

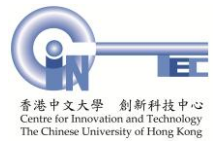
Please see <https://www.robotevents.com/VIQRC/2025-2026/QA/2930> for a Q&A about the delineation between copying and getting inspiration.



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8. Code of Conduct Reminder

Teams are reminded to always abide by all the rules as stated in the **Game Manual (including but not limited to <G1> to <G5>)** and the **Code of Conduct**. Non-compliance may result in penalties or disqualification depending on the offence.

Code of Conduct:

<https://kb.roboticseducation.org/hc/en-us/articles/4826703367831-Code-of-Conduct>

You are reminded of the following rules, excerpted from the code of conduct:

- Act with integrity, honesty, and reliability
- Behave in a respectful and professional manner with all event participants, attendees, and RECF staff members
- Exhibit maturity and professionalism when dealing with difficult and stressful situations
- Respect individual differences
- Respect the facility and equipment provided at an event
- Follow all rules as listed in the current game manual(s)
- Operate as student-centered teams according to the Student Centered Policy
- Prioritize safety in actions and design
- Demonstrate good sportsmanship, which includes supporting your alliance partners

These expectations apply to, but are not limited to team members, mentors, parents, any adult associated with a team, Event Partners, and volunteers. The Code of Conduct may also apply to behavior outside of RECF-sanctioned events where inappropriate actions are related to an event or participating individuals.

Judges will consider team conduct and ethics when determining awards.

Repeated or egregious violations of the expectations in this policy may result in consequences up to the disqualification of the team or organization from the current event and/or future events, and potentially removal from the program after review by the RECF.

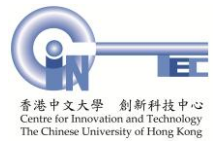


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9. Inspection Reminders

1. Robots **must fit within a 11" x 20" x 15" (279.4mm x 508mm x 381mm) volume at any time.**

<R5> Robots must fit within an 11" x 20" x 15" (279.4mm x 508mm x 381.0mm) volume.

- a. Teams using more than one possible Robot configuration at the beginning of Matches must tell the inspector(s) and have the Robot inspected in all configurations. Rule <R3c> will apply if a Robot is placed in an uninspected configuration (i.e., will not be permitted to play until re-inspected, but will not be considered a "no-show").
- b. A Team may NOT have its Robot inspected in one configuration and then place it in an uninspected configuration at the start of a Match.

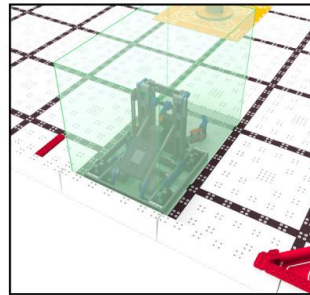


Figure R5-1: The approximate size that a Robot should start the Match in.

2. Robots are allowed to use the following additional "non-VEX IQ" components:

- a. Rubber bands that are identical in length and thickness to those included in the VEX IQ product line (#32, #64, #117B, & #170).
- b. 1/8" metal shafts from the VEX V5 product line.
- c. Other products from the VEX V5 product line that are also cross-listed as part of the VEX IQ product line are legal. A "cross-listed" product is one which can be found in both the VEX IQ and VEX V5 sections of the VEX Robotics website.
- d. Mechanical/structural components from the VEX Robotics by HEXBUG* product line are legal for Robot construction.
- e. Mechanical/structural components from the VEX GO product line are legal for Robot construction.
- f. Aerosol-based cooling/freeze spray may be used to assist in cooling motors. Teams using freeze spray or similar products in ways that may reasonably be deemed unsafe could be subject to Violations.
- g. Cleaners, disinfectants, and/or sanitizers may be used to assist in cleaning Robots, parts, components, etc. Robots are limited to ONE (1) VEX IQ Robot Brain and up to six (6) VEX IQ Smart Motors.

3. Parts may NOT be modified unless specifically listed as an exception in this rule. Examples of illegal modifications include, but are not limited to, bending, cutting, sanding, gluing, lubricating, taping, and melting. The following exceptions are the only legal modifications of parts:

- a. Cutting metal VEX IQ or VEX V5 shafts to custom lengths.
- b. Bending parts which are intended to be flexible, such as string, rubber bands, or thin plastic sheets.
- c. Cutting VEX IQ pneumatic tubing to custom lengths.
- d. Tying knots to shorten or connect string or rubber bands.



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4. Robots using parts from the VEX IQ Pneumatics Kit (228-8795) must satisfy all of the following criteria:
 - a. No more than two (2) Air Tanks, including any that aren't connected.
 - b. No more than (1) Air Pump, including any that aren't connected.
 - c. No additional parts that are not included in the VEX IQ Pneumatics Kit (e.g., unofficial tubing or fittings).

***Important Notes:** You are recommended to re-read the Game Manual for the Inspection Rules.

10. Arrangement Remarks

(Please read the special remarks below carefully.)

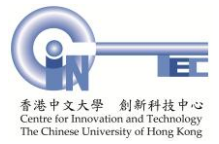
- a. All student team members **must produce their own student ID, student handbook, eClass page, or similar identification documents at reception to confirm their attendance.**
- b. Before the competition, **all robots must be inspected.** Once the initial inspection is over, any further robot modifications would require the robot to pass another inspection before it can enter any other matches; repairs are still allowed. Robots that already passed the inspection in the Skills challenge are still expected to pass this inspection, and no huge structural change is allowed.
- c. **Teams belonging to the same organisation must perform registration and robot inspection together.**
- d. There will be a limited number of charging areas at the competition venue. Please **share the space** and **label your battery** or related equipment. You are advised to bring backup batteries.
- e. **No free parking will be offered at this event.** If teams will be leaving the venue by coach, please inform the coach driver to allow extra time to pick up students, because an unexpected delay may happen for the competition.
- f. If any teams ultimately decide to **withdraw from the competition due to personal reasons, please inform us as soon as possible.** In case of cancellation due to different circumstances (e.g. bad weather, epidemic, etc.), the registration fee will not be refunded.
- g. **Students** – Defined as anyone born after May 1, 2010 (i.e., who will be 15 or younger at VEX Worlds 2026). Eligibility may also be granted based on a disability that has delayed education by at least one year. Students are the individuals who design, build, repair, and program the Robot with minimal Adult assistance.
Elementary School Student – Defined as any Student born after May 1, 2013 (i.e., who will be 12 or younger at VEX Worlds 2026). Elementary School Students may “play up” and compete as a Middle School Student.
Middle School Student – Defined as any eligible Student who is not an Elementary School Student.
- h. The rundown attached to this handbook is subject to change and shall be treated as an overall arrangement reference only.
- i. **Be at your match on time.** The Team's Robot must report to the Field for the Team's assigned Match, even if the Robot is not functional. If the Robot is not at the Field for the entire duration of the Match, that Team is



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considered a **“no show”** and will receive **zero (0) points**. The other Team in the Alliance will still play and receive points for the Match. **Please pay attention to the match list and on-site callings.**

- j. For the Judging session, teams can submit an engineering notebook online (in PDF format) **on or before 8 Feb 2026, 23:59**. On the competition day, teams that have submitted their engineering notebook will have priority in Judge Interviews. Please refer to the above section for details.
- k. During matches, all team members must obey the referees’ and staff’s arrangements.
- l. During matches, all team members should be responsible for protecting their equipment and properties.
- m. No eating or drinking allowed in the venue. Please take away all litter before leaving the venue.
- n. Teams and schools are responsible for compensation if they cause any facility damage.

11. Awards Ceremony Arrangement

- The award presentation ceremony dates are **TBC** and will be held at the Chinese University of Hong Kong **around Mar to Apr**. The winning teams will be invited to attend the award presentation ceremony. Details will be announced via email after the competition.

緊急聯絡人電話 Emergency Contact Phone Numbers

Alexis: 3943 9395

Andy: 6580 2600



機械人、科藝及綠色創意科普計劃 (第四期)

Secretariat: Centre for Innovation and Technology (CINTEC),

Faculty of Engineering, The Chinese University of Hong Kong, Shatin, Hong Kong

Tel: 3943 9395 Fax: 2603 7327 Email: green-stem@cuhk.edu.hk



香港中文大學 創新科技中心
Centre for Innovation and Technology
The Chinese University of Hong Kong

Award List

獎項 Awards	小學組 Primary School	初中組 Middle School
VEX ROBOTICS COMPETITION EXCELLENCE AWARD 香港工程挑戰賽 2026 VEX 機械人錦標賽 卓越獎	1	1
VEX ROBOTICS COMPETITION TEAMWORK CHAMPION 香港工程挑戰賽 2026 VEX 機械人錦標賽 聯賽冠軍	2	2
VEX ROBOTICS COMPETITION DESIGN AWARD 香港工程挑戰賽 2026 VEX 機械人錦標賽 設計獎	1	1
VEX ROBOTICS COMPETITION INNOVATE AWARD 香港工程挑戰賽 2026 VEX 機械人錦標賽 創新獎	1	1
VEX ROBOTICS COMPETITION CREATE AWARD 香港工程挑戰賽 2026 VEX 機械人錦標賽 創造獎	1	1
VEX ROBOTICS COMPETITION ROBOT SKILLS CHAMPION 香港工程挑戰賽 2026 VEX 機械人錦標賽 機械人技能冠軍	1	1
VEX ROBOTICS COMPETITION THINK AWARD 香港工程挑戰賽 2026 VEX 機械人錦標賽 思考獎	1	1
VEX ROBOTICS COMPETITION TEAMWORK 2ND PLACE 香港工程挑戰賽 2026 VEX 機械人錦標賽 聯賽亞軍	2	2
VEX ROBOTICS COMPETITION AMAZE AWARD 香港工程挑戰賽 2026 VEX 機械人錦標賽 驚奇獎	1	1
VEX ROBOTICS COMPETITION BUILD AWARD 香港工程挑戰賽 2026 VEX 機械人錦標賽 建構獎	1	1
VEX ROBOTICS COMPETITION ROBOT SKILLS 2ND PLACE 香港工程挑戰賽 2026 VEX 機械人錦標賽 機械人技能亞軍	1	1
VEX ROBOTICS COMPETITION JUDGES AWARD 香港工程挑戰賽 2026 VEX 機械人錦標賽 評判推薦獎	2	2
VEX ROBOTICS COMPETITION SPORTSMANSHIP AWARD 香港工程挑戰賽 2026 VEX 機械人錦標賽 體育精神獎	1	1
VEX ROBOTICS COMPETITION INSPIRE AWARD 香港工程挑戰賽 2026 VEX 機械人錦標賽 啟思獎	1	1
總數 Total	17	17

***Skills Challenge-related awards will be given according to the January Skills Challenge results.**

Sportsmanship is an important part of VEX competitions. Teams who are found to be unsportsmanlike may be discounted for all judging awards; severe cases may be classified as <G1> violation and result in disqualification from the event.

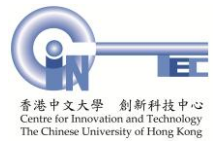
For teams who wish to compete for the **INNOVATE AWARD**, you **must** fill in a self-nomination form and **attach it after the last page of your engineering notebook and submit it together with your notebook**. You can find the self-nomination form here: <https://kb.roboticseducation.org/hc/en-us/articles/17319258476439-Judging-Resource-Innovate-Award-Submission-Information-Form>



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VEX Worlds reminders

Teams who qualify for the VEX Worlds will receive their invitation via email and the in mail of robotevents.com **by RSM directly**. Teams who won qualifying spots will need to visit the VEX Worlds site regularly for more info, such as lodging and visa letter requests. Please also see the [Event Region Championship Double Qualification Process](https://kb.roboticseducation.org/hc/en-us/articles/5474199602071-Qualifying-Criteria-for-VEX-Robotics-Competition-Events#event-region-championship-double-qualification-process-dgjhd) here: <https://kb.roboticseducation.org/hc/en-us/articles/5474199602071-Qualifying-Criteria-for-VEX-Robotics-Competition-Events#event-region-championship-double-qualification-process-dgjhd>



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List of Participating Schools/Organisations (Elementary School Division)

隊伍編號 Team Number	學校 / 機構名稱 School/Organisation Name	準備檯號碼 Table Number
10863C	香港聯校科技教育協會	1
10863D	Hong Kong Joint School Technology Education Association	2
1162A	勵志會梁李秀娛紀念小學	3
1162B	The Endeavourers Leung Lee Sau Yu Memorial Primary School	4
1189A	Matt Robotics	5
1243A		6
13200A	香港普通話研習社科技創意小學	7
13200B	Xianggang Putonghua Yanxishe Primary School of Science and Creativity	8
13200C		9
13204A	東涌天主教學校 (小學部) Tung Chung Catholic School (Primary Section)	10
13210A	屯門官立小學	11
13210B	Tuen Mun Government Primary School	12
13221A	梨木樹天主教小學	13
13221B	Lei Muk Shue Catholic Primary School	14
13236A	優才 (楊殷有娣) 書院	15
13236B	G.T. (Ellen Yeung) College	16
13606T	東華三院蔡榮星小學	17
13606W	TWGHs Tsoi Wing Sing Primary School	18
15463B	天佑小學	19
15463Y	Mary of Providence Primary School	20
15888A	獅子會何德心小學	21
15888B	Lions Clubs International Ho Tak Sum Primary School	22
16828A	香海正覺蓮社佛教黃藻森學校	23
16828B	HHCKLA Buddhist Wong Cho Sum School	24
16900H	軒尼詩道官立小學	25
16900R	Hennessy Road Government Primary School	26
17000A	聖保羅書院小學	27
17000B	St. Paul's College Primary School	28
18880A	博愛醫院歷屆總理聯誼會鄭任安夫人學校 AD and FD of Pok Oi Hospital Mrs Cheng Yam On School	31
20218A	路德會梁鉅鏐小學	29
20218B	Leung Kui Kau Lutheran Primary School	30
2380A	聖公會基榮小學	32
2380B	S.K.H. Kei Wing Primary School	33
2380C		34
2454A	僑港伍氏宗親會伍時暢紀念學校	35
2454B	HKECA Wu Si Chong Memorial School	36
24586B	五邑鄒振猷學校 F.D.B.W.A. Chow Chin Yau School	45



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24656A	道教青松小學 (湖景邨)	37
24656B	Taoist Ching Chung Primary School (Wu King Estate)	38
24979A	青衣商會小學	39
24979B	Tsing Yi Trade Association Primary School	40
25489C	Singapore International School (Hong Kong)	41
25489D		42
2559A	新會商會學校	43
2559B	San Wui Commercial Society School	44
2594A	聖文德天主教小學 St. Bonaventure Catholic Primary School	46
2594B		47
2594C		48
26054A	太古小學	49
26054B	Taikoo Primary School	50
2706A	東華三院王余家潔紀念小學 TWGHs Wong Yee Jar Jat Memorial Primary School	51
2706B		52
2706C		53
2714A	ONEDPRO	54
3298B	Brainchild	55
3298D		56
3298E		57
3299B	Sun Power	58
3308A	嶺南大學香港同學會小學 Lingnan University Alumni Association (Hong Kong) Primary School	59
3415A	仁愛堂田家炳小學	61
3415B	Y.O.T. Tin Ka Ping Primary School	62
3708A	滬江維多利亞學校 Victoria Shanghai Academy	63
3708B		64
3708C		65
3708F		66
3708R		67
40878A		保良局莊啟程第二小學 Po Leung Kuk Vicwood K.T. Chong No.2 Primary School
40878B	69	
40878C	70	
44698A	聖公會天水圍靈愛小學 S.K.H. Tin Shui Wai Ling Oi Primary School	60
5253H	American International School Hong Kong	71
5354A	港澳信義會明道小學 Hong Kong And Macau Lutheran Church Ming Tao Primary School	72
5354B		73
5354C		74
54355A	Encode Education	77
6106H	聖公會油塘基顯小學	75
6106K	S.K.H. Yautong Kei Hin Primary School	76
63041A	東莞工商總會張煌偉小學 G.C.C.I.T.K.D. Cheong Wong Wai Primary School	78
63041B		79
63041C		80



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6689A	香海正覺蓮社佛教陳式宏學校 HHCKLA Buddhist Chan Shi Wan Primary School	<u>85</u>
833A	保良局林文燦英文小學 Po Leung Kuk Lam Man Chan English Primary School	81
833B		82
833C		83
833D		84
85200A	保良局何壽南小學 P.L.K. Stanley Ho Sau Nan Primary School	<u>95</u>
85200B		<u>96</u>
852K	青年願景基金會有限公司 Youth Vision Foundation Limited	86
86021A	香港教育工作者聯會黃楚標學校 HKFEW Wong Cho Bau Secondary School	87
86021B		88
8882A	光明英來學校 Kwong Ming Ying Loi School	<u>97</u>
8882B		<u>98</u>
93901A	大埔舊墟公立學校 Tai Po Old Market Public School	89
93901B		90
93901C		91
97686A	元朗朗屏邨惠州學校 Yuen Long Long Ping Estate Wai Chow School	92
97686B		93
97686C		94



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List of Participating Schools/Organisations (Middle School Division)

隊伍編號 Team Number	學校 / 機構名稱 School/Organisation Name	準備檯號碼 Table Number
10863A	香港聯校科技教育協會	1
10863B	Hong Kong Joint School Technology Education Association	2
12634A	張祝珊英文中學 Cheung Chuk Shan College	<u>11</u>
13205A	東涌天主教學校 (中學部) Tung Chung Catholic School (Secondary Section)	3
13205B		4
13205C		5
13205D		6
13205S		7
13251A	鳳溪第一中學 Fung Kai No.1 Secondary School	8
13251C		9
13251D		10
13804A	東華三院辛亥年總理中學 TWGHs Sun Hoi Directors' College	13
13804B		14
16016A	鄧鏡波學校 Tang King Po School	15
16016B		16
16181A	啓新書院 Renaissance College Hong Kong	<u>12</u>
18180A	明愛屯門馬登基金中學 Caritas Tuen Mun Marden Foundation Secondary School	17
19375A	港島民生書院 Munsang College (Hong Kong Island)	18
19375B		19
19375C		20
19799A	寶安商會王少清中學 Po On Commercial Association Wong Siu Ching Secondary School	21
19799B		22
19799C		23
19841H	保良局甲子何玉清中學 Po Leung Kuk Ho Yuk Ching (1984) College	24
19841P		25
19841Y		26
20230A	南島中學 South Island School	27
20230B		28
20230C		29
20230D		30
21169A	Stamford American School Hong Kong	31
21169G		32
21169J		33
21169K		34
21169W		35
22300A	地利亞修女紀念學校 (協和二中) Delia Memorial School (Hip Wo No.2 College)	<u>39</u>
22300B		<u>40</u>



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24016A	新界鄉議局元朗區中學 N.T. Heung Yee Kuk Yuen Long District Secondary School	36
24016B		37
24016C		38
24270A	香港中文大學校友會聯會陳震夏中學 CUHKFAA Chan Chun Ha Secondary School	41
24270B		42
25779A	佛教黃鳳翎中學 Buddhist Wong Fung Ling College	43
25779B		44
3299A	Sun Power	<u>51</u>
33943A	福建中學 (小西灣) Fukien Secondary School (Siu Sai Wan)	<u>52</u>
33943B		<u>53</u>
33943X		<u>54</u>
3708S	滬江維多利亞學校 Victoria Shanghai Academy	45
3708T		46
3708U		47
3708V		48
3708W		49
3708X		50
38026A		皇仁書院 Queen's College
40638A	German Swiss International School	56
40638B		57
40638C		58
40807A	港島中學 Island School	59
40807B		60
4275A	廠商會蔡章閣中學 CMA Choi Cheung Kok Secondary School	61
45292A	保良局董玉娣中學 Po Leung Kuk Tang Yuk Tien College	<u>69</u>
4815A	張沛松紀念中學 Chang Pui Chung Memorial School	62
4815B		63
4815C		64
50013A	聖公會聖三一堂中學 S.K.H. Holy Trinity Church Secondary School	65
50013B		66
50013C		67
50013D		68
50901A	福建中學 Fukien Secondary School	72
50901B		73
50901C		74
5253A	American International School Hong Kong	75
5253C		76
5253D		77
5253G		78



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61499A	新生命教育協會平安福音中學 NLSI Peace Evangelical Secondary School	81
61499B		82
61499C		83
61499D		84
62444A	漢華中學 Hon Wah College	70
6627B	MakerSpark Education & Technology	71
68364A	香港道教聯合會圓玄學院第三中學 HKTA. The Yuen Yuen Institute No.3 Secondary School	79
68364B		80
70909S	佛教志蓮中學 Chi Lin Buddhist Secondary School	85
70909Z		86
76540A	聖瑪加利男女英文中小學 St. Margaret's Co-educational English Secondary and Primary School	87
76540B		88
82246G	英華女學校 Ying Wa Girls' School	89
82246W		90
82246Y		91
85202M	中聖書院 China Holiness College	93
85202R		94
8882C	光明英來學校 Kwong Ming Ying Loi School	95
8882H		96
9360U	Hong Kong International School	97
9360W		98
9360X		99
9360Y		100
99899X	東華三院邱子田紀念中學 TWGHs Yau Tze Tin Memorial College	92



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Competition Rundown

(Subject to change)

2月14日(星期六)小學組 Elementary School		
2月15日(星期日)初中組 Middle School		
時間 Time	內容 Content	
08:30 – 09:30	報到及流程簡報 Team Check-in at reception	
08:30 – 09:30	檢測 Inspection	
09:30 – 10:30		專項組評審 Panel Judging
10:30 – 10:45	選手會議 Driver meeting	公佈賽程 Matchmaking announcement
10:45 – 12:30	初賽 Qualification Match	專項組評審 Panel Judging
12:30 – 13:30	午膳時間 Lunch	
13:30 – 17:00	初賽 Qualification Match	專項組評審 Panel Judging
17:00 – 17:15	決賽隊伍召集 Callings for Finals Teams	
17:15 – 17:45	決賽 Finals	

** The Competition Rundown is **subject to change**; the exact end times of the competition may shift depending on real-time circumstances. The competition check-in time remains unchanged (08:30 am).

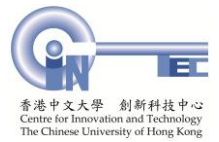
- ❖ 8 rounds for each team at the Teamwork Challenge Qualification Match and 1 round only for the Finals. Teams, please be aware of your team competition time and call-in; no extra rounds will be provided should teams miss their rounds.
- ❖ **All engineering notebooks must be submitted via robotevents.com on or before 8 Feb 2026, 23:59.** Teams are *highly encouraged* to submit their engineering notebook in PDF format. In case that is not possible for you, teams may still submit a drive link (Google Drive, OneDrive, Dropbox, etc.) to their notebook. **You must ensure that the folder/file is publicly accessible and viewable. *Late submissions are not accepted.***
- ❖ On the day of the competition, **teams that have submitted their engineering notebook will be given priority to complete their judging session.** We will announce the queuing period for the open judging session on-site, but please note that the quota will be very limited. **The Judging Session will close around 17:00 on the competition day.**



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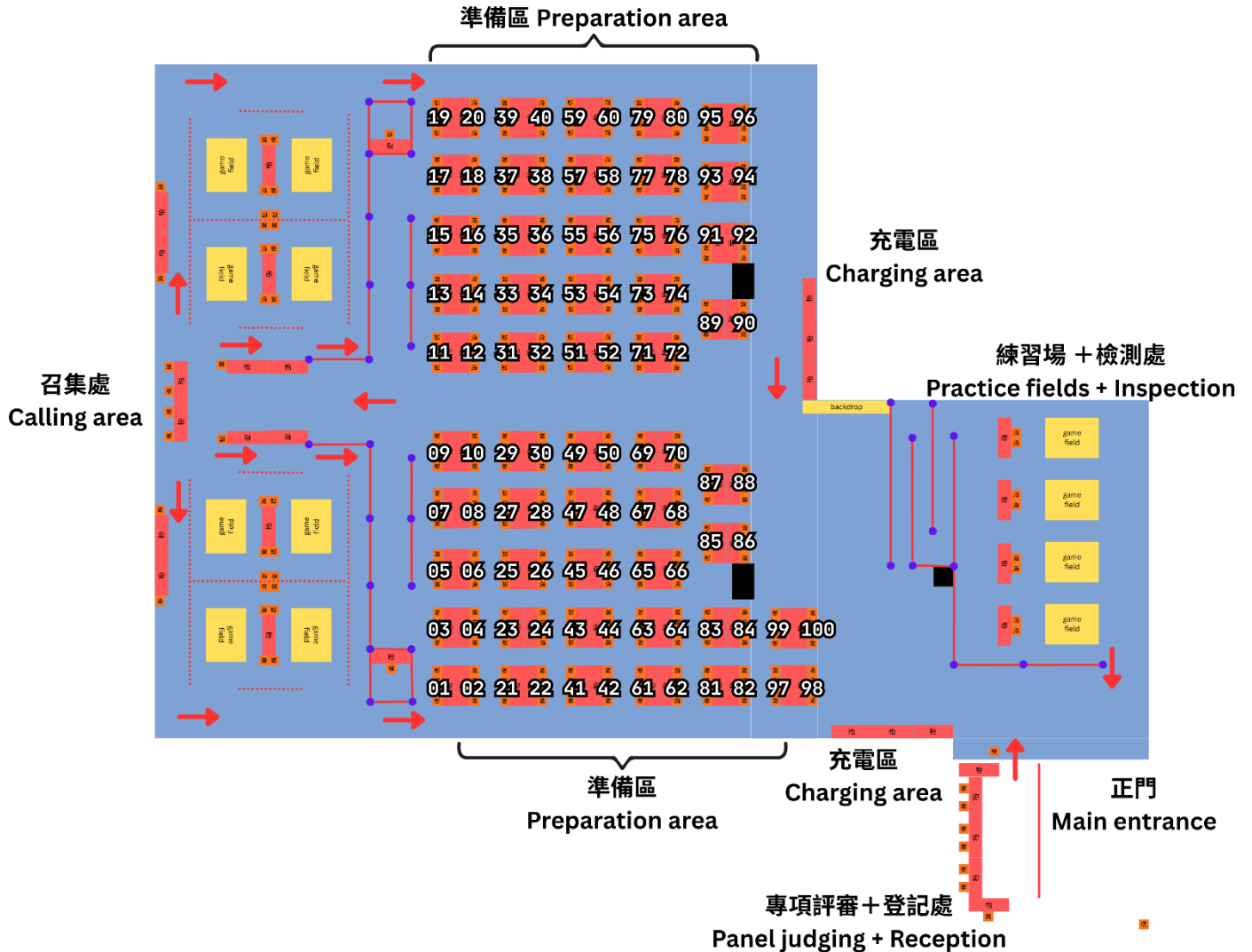
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Floorplan



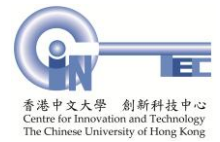
- Teamwork Challenge Game Fields ×8
- Practice Fields ×4
- **Preparation Area:** Each team will be assigned 4 chairs with 1 table (2' × 6'). Please refer to the participating teams list to find your assigned table number.
- **Charging Areas ×2:** You are advised to bring your own charging equipment (charging cables, power strips, etc.).



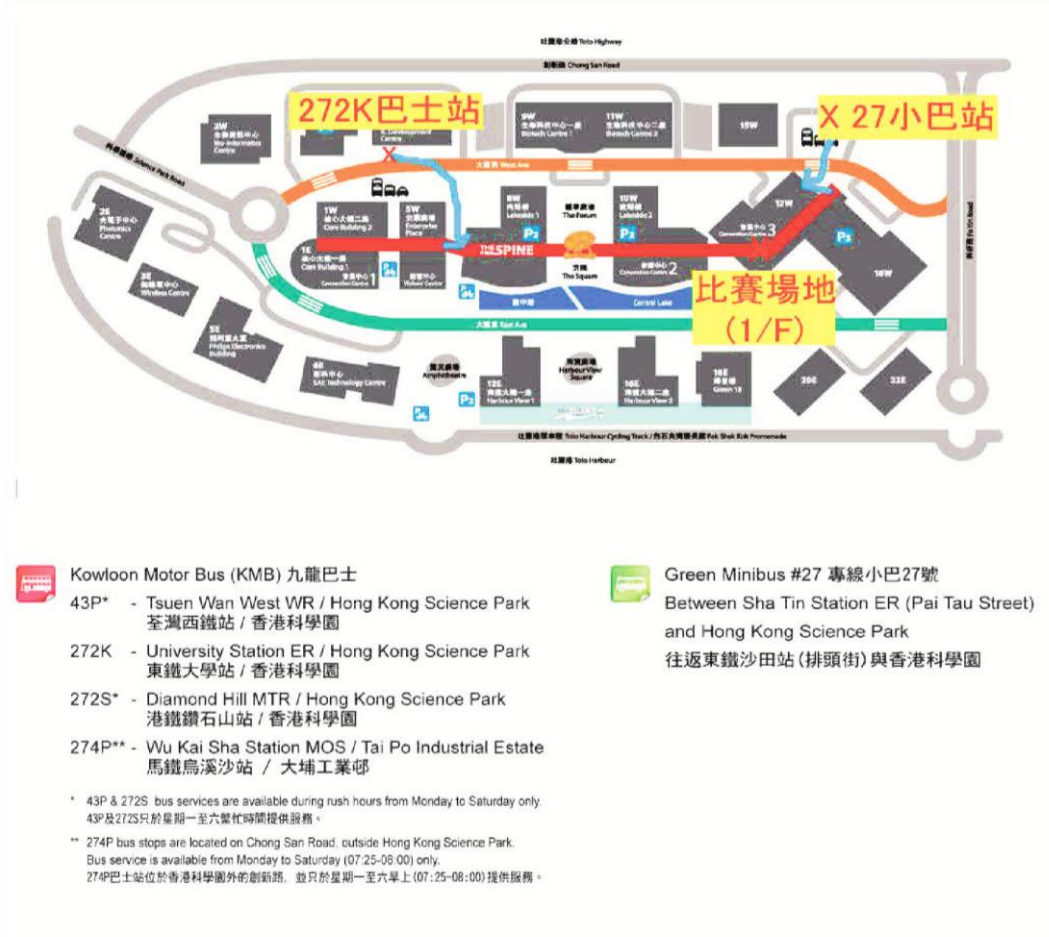
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Venue Location Map



1. By public transport

- By taking KMB 272K at University Station

Please get off the bus at “Hong Kong Science Park” and walk into the “SPINE” corridor as shown in the map, then walk to near the end. When you arrive at Convention Center 3, please get on the escalator to 1/F and enter the door. The venue is at your left hand side.

- By taking GMB 27 at Sha Tin Station (Pai Tau Street, under the bridge)

Please get off the minibus at “Hong Kong Science Park Phase 3” and cross the street. Then get on the escalator to 1/F and enter the door. Walk through the corridor until you see the other escalator. The venue is at your right hand side.



旅遊巴上落地點 Tour bus pick-up and drop-off areas



旅巴進入科學園路線 Route to venue for tour bus



參加者前往會場的路線 Route for participants

3 期上落客地點 Phase 3 Drop-off Points



前往 To Grand Hall



1. 上扶手電梯 Go up



2. 進入 Into 12W



3. 直走 Go straight

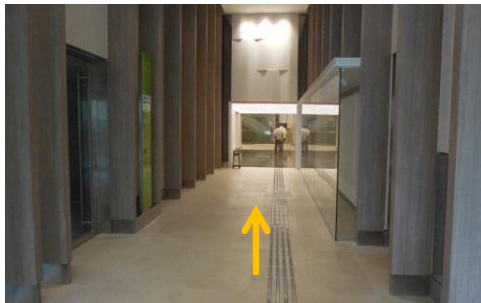


4. 不通過玻璃門，轉右
Turn right

前往 To Grand Hall (用手推車 With Trolley)



1. 通過玻璃門進入大樓
Pass through Glass door



2. 往前行 Go straight



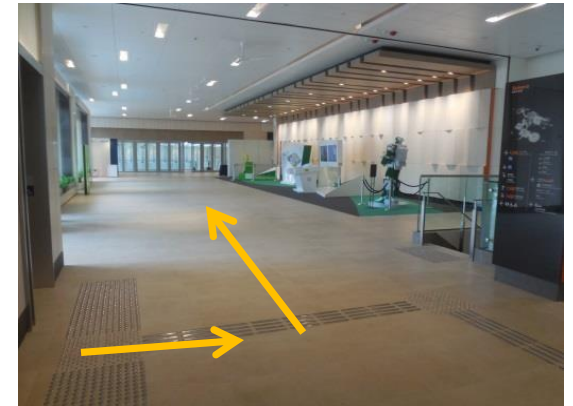
3. 直行轉右 Go straight and Turn right
再轉左利用斜路前往升降機
Turn left to elevator



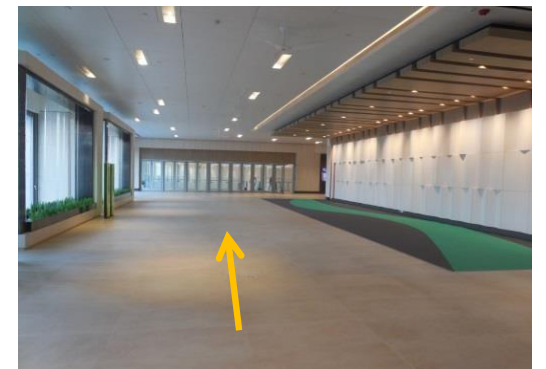
7. 不通過玻璃門，轉右 Turn right



4. 按 1 字 (1/F)



5. 離開升降機後轉左 Turn left



6. 直走 Go straight