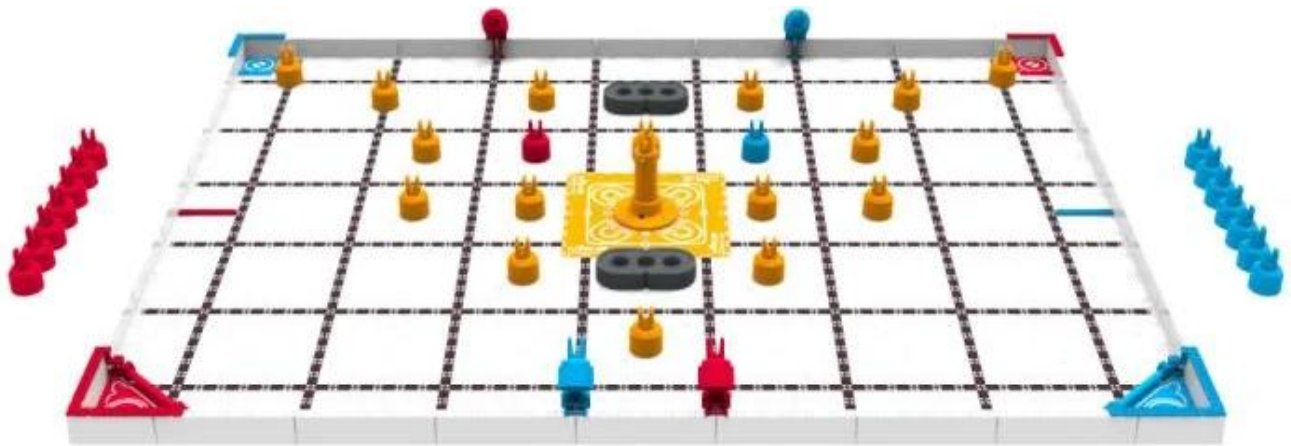
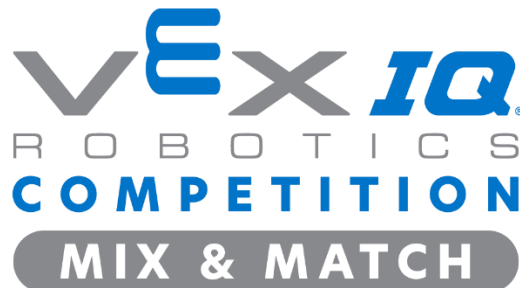




香港少年工程挑戰賽 2026

Hong Kong Tech Challenge Junior 2026



如手冊任何部份與英文版本有所出入，則一律以英文版作準。

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

日期：二月十四日（小學組）&二月十五日（初中組）

時間：08:30-18:00

地點：香港科學園（第三期）12W 大樓 Grand Hall

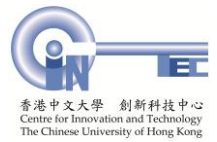


機械人、科藝及綠色創意科普計劃 (第四期)

Secretariat: Centre for Innovation and Technology (CINTEC),

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

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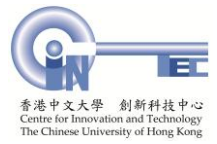


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香港少年工程挑戰賽 2026 安排及守則

為了讓香港青少年有機會體驗及實踐機械人操作，香港中文大學工程學院創新科技中心及亞洲機器人聯盟將攜手舉辦「香港少年工程挑戰賽 2026」。是次比賽承蒙「創新及科技基金」撥款資助，香港專業教育學院（李惠利）工程學系、香港科技園公司和三菱電機（香港）有限公司贊助。

1. 日期及地點

地點：香港科學園（第三期）12W 大樓一樓 Grand Hall

日期：二月十四日（小學組）、二月十五日（初中組）

時間：**08:30-18:00**（登記處於 08:30-09:30 開始，請查看日程以了解詳情）

由於場地限制，我們最多容許每隊伍有八位學生隊員及兩位隨行成人（教練、老師、家長）進場。每隊伍只獲分配 4 個座位。

請尊重所有參與方及比賽場地。**任何對於比賽場地的刻意破壞（包括但不限於塗鴉）均屬違反 Code of Conduct 及 <G1> & <G3>。**場內不準飲食（純淨水除外），嚴禁亂拋垃圾和攜帶香口膠，大會將保留一切索償權利。

2. 比賽部份

- 團隊賽
- 專項評審

**所有參與隊伍將獲派參與證書。

3. 須攜同之物品

a. 車牌 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.
- 請緊記自行攜帶車牌。**我們可能未會額外提供車牌供未有攜帶的隊伍。

b. 比賽機械人及手掣（請標籤你的手掣以防遺失）

c. 後備零件及工具作維修用途（請標籤你的後備零件及工具以防遺失）

d. 已妥當標籤之電池、充電線及拖板。會場內之充電區只會有限度地提供拖板。

e. 學生證、學生手冊、eClass 頁面或其他身份證明文件。於登記時，學生隊員會被要求提供該文件以確認你的出席。



機械人、科藝及綠色創意科普計劃 (第四期)



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4. 參加者免責聲明

根據 REC 要求，參加者須網上填妥一份免責聲明。各隊伍應於比賽當日前完成該表格。每位最終確定出席的隊員必須各填寫一份（參加團隊賽及決賽的隊員名單須與參加技能賽的隊員名單一致）。請參考以下指示：

<https://kb.roboticseducation.org/hc/en-us/articles/7119161700759-Participant-Release-Form>

5. 團隊賽比賽安排

以下是數項節錄自 Game Manual 的重要提示（如有相異，以英文版本 Game Manual 為準）：

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.
 - 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.

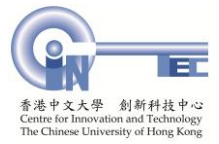


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f. **If only one Drive Team Member is present, the Robot's operation (even prewritten commands) must cease after the first thirty-five (35) seconds of the Match and the Team will not have a Loader during that Match.**

- 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.

*請留意當日賽程宣佈。此手冊附上的比賽日程視乎情況可能有所變動，僅供參考。

***請於參加團隊賽前詳閱 **Game Manual 最新版本!!**

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

6. 專項評審及工程筆記之網上遞交 (PDF 格式)

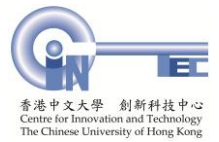
隊伍可於 **2026年2月8日 23:59 或之前** 於網上遞交工程筆記作專項評審用途。於比賽當日，**已經遞交工程筆記的隊伍將可優先進行專項評審面試**。

注意事項：

- 所有工程筆記必須於 **2026年2月8日 23:59 或之前** 於 robotevents.com 遞交。本會強烈建議各隊伍以 PDF 檔案格式遞交工程筆記。若你未能做到，亦可遞交雲端共享 (Google Drive、OneDrive、Dropbox 等) 的連結。**你必須確保該連結的檔案或檔案夾的存取權限已被設為公眾可取。逾時之遞交恕不接受。**
- 我們恕不接受比賽當日即場遞交的工程筆記正本，以避免有遺失的可能。儘管如此，隊伍仍可於面試期間向評審展示筆記正本以作講解。
- 工程筆記必須以電子方式遞交。若你的隊伍的工程筆記是以紙筆形式填寫，煩請將其電子掃描再遞交。
- 我們建議各隊伍只遞交筆記的最終版本一次，而非不斷更新及重復遞交，避免造成不必要的混淆。
- 如貴隊為機構隊伍，請把你的檔案命名為：**隊伍編號_機構名稱.pdf**
- 有意角逐**創新獎**的隊伍**必須**填寫一份自我提名表格，並於**工程筆記最後一頁後附上該表格以一併遞交**。你可在此找到自我提名表格：<https://kb.roboticseducation.org/hc/en-us/articles/17319258476439-Judging-Resource-Innovate-Award-Submission-Information-Form>



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於比賽當日，請注意：

- 每場面試需時 5-10 分鐘，期間的討論範圍可能包括但不限於比賽策略、機械人設計等。
- 專項評審將於 17:00 關閉。**現提醒隊伍預留充裕時間盡早排隊。
- 已經遞交工程筆記的隊伍將可優先進行專項評審面試。**
- 評審將首先呼召已經遞交工程筆記的隊伍進行面試，從後再宣佈開放專項評審給予未有遞交工程筆記的隊伍排隊進行面試。
- 團隊賽事將與專項評審同時結束。根據賽規，所有專項評審面試須於決賽開始前完成，故專項評審截止後恕不接受報名。
- 視乎實際情況許可，隊伍可以選擇以廣東話、英語或普通話進行面試。

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.notebooking.vex.com)

<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>

7. General Rules 提醒事項

隊伍須全程遵守 Game Manual (包括但不限於 <G1> 至 <G5>) 及 Code of Conduct 的條文。視乎違規的嚴重性，任何違規情況有可能引至懲罰或取消資格。

Game Manual:

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

以下是數項節錄自 Game Manual 的重要提示 (如有相異，以英文版本 Game Manual 為準)：

- <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.**



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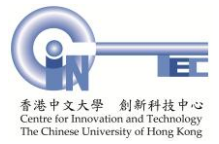
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- b. **<G2> VIQRC is a student-centered program.** Adults should not make decisions about the Robot's build, design, or gameplay, and should not provide an unfair advantage by providing 'help' that is beyond the Students' independent abilities. Students 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.
- 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).
 - 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 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.
 - 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**.
 - Failure to demonstrate evidence of iteration, innovation, and/or modification will result in a Violation.**
 - 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.
 - 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.



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請在此查看有關抄襲及參考的區別的 Q&A : <https://www.robotevents.com/VIQRC/2025-2026/QA/2930>

8. Code of Conduct 提醒事項

隊伍須全程遵守 Game Manual (包括但不限於 <G1> 至 <G5>) 及 Code of Conduct 的條文。視乎違規的嚴重性，任何違規情況有可能引至懲罰或取消資格。

Code of Conduct:

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

以下是數項節錄自 Code of Conduct 的重要提示 (如有相異，以英文版本 Code of Conduct 為準) :

- 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

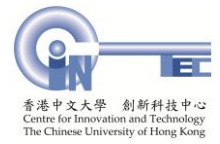
These expectations apply to, but are not limited to team members, mentors, parents, any adult associated with a team, Event Partners, and volunteers. The Code of Conduct may also apply to behavior outside of RECF-sanctioned events where inappropriate actions are related to an event or participating individuals.

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. 機械人檢測提醒事項

以下是數項節錄自 Game Manual 的重要提示 (以英文版本為準) :

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.

- 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").
- 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.

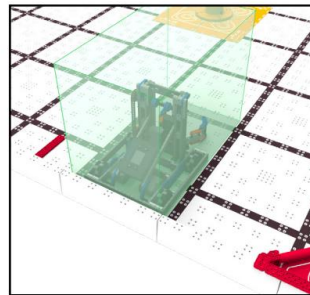


Figure R5-1: The approximate size that a Robot should start the Match in.

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

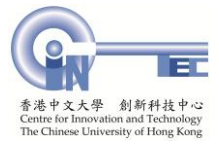
- Rubber bands that are identical in length and thickness to those included in the VEX IQ product line (#32, #64, #117B, & #170).
- 1/8" metal shafts from the VEX V5 product line.
- Other products from the VEX V5 product line that are also cross-listed as part of the VEX IQ product line are legal. A "cross-listed" product is one which can be found in both the VEX IQ and VEX V5 sections of the VEX Robotics website.
- Mechanical/structural components from the VEX Robotics by HEXBUG* product line are legal for Robot construction.
- Mechanical/structural components from the VEX GO product line are legal for Robot construction.
- 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.
- 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:

- Cutting metal VEX IQ or VEX V5 shafts to custom lengths.
- Bending parts which are intended to be flexible, such as string, rubber bands, or thin plastic sheets.



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- c. Cutting VEX IQ pneumatic tubing to custom lengths. d. Tying knots to shorten or connect string or rubber bands.
- 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).

*重要提示：請詳閱 Game Manual 重溫檢測要求。

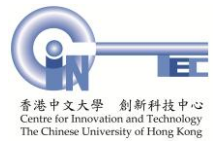
10. 安排事項

(請小心細閱以下特別事項。)

- a. 所有學生隊員必須於登記時出示學生證、學生手冊、eClass 頁面或其他身份證明文件以確認出席。
- b. 於比賽前，所有機械人必先接受檢測。檢測後，如果你對機械人進行任何屬於基本維修以外的改動，必須在參加下一場賽事前再次接受檢測。已經於技能賽成功通過檢測的機械人可預計再次成功通過是於檢測（不允許作出重大改動）。
- c. 來自同一機構的所有隊伍必須同時進行登記及機械人檢測。
- d. 基於會場內的充電區有限，請各位共享該空間，且標籤你們的電池及其他有關物品。建議各位攜帶後備電池。
- e. 是於活動將不會提供免費泊車。如果隊伍會以旅遊巴士離開，請通知司機預留足夠時間接送學生，因為賽事有可能因突發原因延遲。
- f. 如果隊伍因私人原因決定退賽，請盡早通知我們。如果賽事因其他原因而取消（如惡劣天氣、疫情等），報名費恕不獲退款。
- g. 學生 - 定義為任何出生於 2010 年 5 月 1 日後的人（即在 VEX Worlds 2026 時年滿 15 歲或以下）。具有延遲教育至少一年的殘疾學生亦可獲得參賽資格。學生是指在成人協助最少的情況下設計、製作、維修及編寫機械人程式的人士。
 小學學生 - 定義為任何出生於 2013 年 5 月 1 日後的學生（即在 VEX Worlds 2026 時年滿 12 歲或以下）。小學學生可選擇「越級」參加初中組。
 初中學生 - 定義為任何不屬於小學學生的合資格學生。
- h. 此手冊附頁的日程只屬暫定，僅供作參考用途。
- i. 請準時參加你的賽事。若你的機械人在整局賽事都不在賽場內，該隊會被視為「缺席」並會獲得 0 分。團體賽的另一隊會繼續作賽並獲得該局的分數。請留意當日公佈的賽程表及召集的宣佈。
- j. 隊伍可於 2026 年 2 月 8 日 23:59 或之前於網上遞交工程筆記作專項評審用途。於比賽當日，已經遞交工程筆記的隊伍將可優先進行專項評審面試。詳情請參考手冊以上部份。



機械人、科藝及綠色創意科普計劃 (第四期)



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- k. 於賽事期間，請所有隊員根從裁判及工作人員的安排。
- l. 於賽事期間，隊伍有責任保管自己的物品。
- m. 會場內嚴禁飲食。離場請務必清理自己的垃圾。
- n. 隊伍及學校須對於任何對會場造成的損壞負責。

11. 頒獎典禮安排

- 頒獎典禮暫定於 **3 至 4 月** 於香港中文大學舉行。勝出的隊伍將獲邀請出席該典禮。詳情將於比賽完畢後以電郵方式宣佈。

緊急聯絡人電話 Emergency Contact Phone Numbers

Alexis: 3943 9395

Andy: 6580 2600



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獎項清單

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

*技能賽獎項會根據 1 月技能賽成績而頒發。

體育精神是 VEX 比賽中重要的一環。如果隊伍被發現作出違反體育精神的行為，將有可能被取消獲得所有獎項評審的獎項，嚴重的案例有可能視作 <G1> 違例判決且可導致取消比賽資格。

有意角逐**創新獎**的隊伍**必須**填寫一份自我提名表格，並於**工程筆記最後一頁後附上該表格以一併遞交**。你可以在此找到自我提名表格：<https://kb.roboticseducation.org/hc/en-us/articles/17319258476439-Judging-Resource-Innovate-Award-Submission-Information-Form>



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VEX Worlds 提醒事項

獲得參加 VEX Worlds 資格的隊伍將透過電郵及 robotevents.com 收件匣收到 由 RSM 直接發出的邀請函。隊伍應定期查閱 VEX Worlds 網站獲取更多如住宿及簽證等資訊。請參考 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>



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參賽學校 / 機構名單 (小學組)

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 Xianggang Putonghua Yanxishe Primary School of Science and Creativity	7
13200B		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 Tuen Mun Government Primary School	11
13210B		12
13221A	梨木樹天主教小學 Lei Muk Shue Catholic Primary School	13
13221B		14
13236A	優才 (楊殷有娣) 書院 G.T. (Ellen Yeung) College	15
13236B		16
13606T	東華三院蔡榮星小學 TWGHs Tsoi Wing Sing Primary School	17
13606W		18
15463B	天佑小學 Mary of Providence Primary School	19
15463Y		20
15888A	獅子會何德心小學 Lions Clubs International Ho Tak Sum Primary School	21
15888B		22
16828A	香海正覺蓮社佛教黃藻森學校 HHCKLA Buddhist Wong Cho Sum School	23
16828B		24
16900H	軒尼詩道官立小學 Hennessy Road Government Primary School	25
16900R		26
17000A	聖保羅書院小學 St. Paul's College Primary School	27
17000B		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 Leung Kui Kau Lutheran Primary School	29
20218B		30
2380A	聖公會基榮小學 S.K.H. Kei Wing Primary School	32
2380B		33
2380C		34
2454A	僑港伍氏宗親會伍時暢紀念學校 HKECA Wu Si Chong Memorial School	35
2454B		36
24586B	五邑鄒振猷學校 F.D.B.W.A. Chow Chin Yau School	45



機械人、科藝及綠色創意科普計劃 (第四期)



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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
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
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 Y.O.T. Tin Ka Ping Primary School	61
3415B		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 S.K.H. Yautong Kei Hin Primary School	75
6106K		76



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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
6689A	香海正覺蓮社佛教陳式宏學校 HHCKLA Buddhist Chan Shi Wan Primary School	85
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	95
85200B		96
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	97
8882B		98
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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參賽學校 / 機構名單 (初中組)

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 Hong Kong Joint School Technology Education Association	1
10863B		2
12634A	張祝珊英文中學 Cheung Chuk Shan College	11
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	12
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



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22300A	地利亞修女紀念學校 (協和二中)	39
22300B	Delia Memorial School (Hip Wo No.2 College)	40
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	51
33943A	福建中學 (小西灣) Fukien Secondary School (Siu Sai Wan)	52
33943B		53
33943X		54
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	55
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	69
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



機械人、科藝及綠色創意科普計劃 (第四期)



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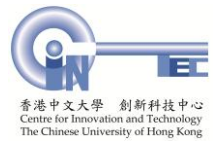
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5253A	American International School Hong Kong	75
5253C		76
5253D		77
5253G		78
61499A	新生命教育協會平安福音中學 NLSI Peace Evangelical Secondary School	81
61499B		82
61499C		83
61499D		84
62444A	漢華中學 Hon Wah College	<u>70</u>
6627B	MakerSpark Education & Technology	<u>71</u>
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	<u>79</u>
68364B		<u>80</u>
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	<u>92</u>



機械人、科藝及綠色創意科普計劃 (第四期)



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比賽日程

(視乎情況可能有所變動)

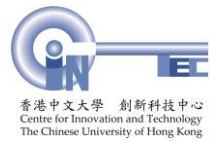
2月14日(星期六)小學組 Elementary School		
2月15日(星期日)初中組 Middle School		
時間 Time	內容 Content	
08:30 – 09:30	報到及流程簡報 Team Check-in at reception	
08:30 – 09:30	檢測 Inspection	
09:30 – 10:30		專項組評審 Panel Judging
10:30 – 10:45	選手會議 Driver meeting	公佈賽程 Matchmaking announcement
10:45 – 12:30	初賽 Qualification Match	專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

** 比賽日程視乎情況可能有所變動。實際比賽結束時間可能會因當日情況而有所調整。當日的登記處開放時間不變 (08:30 am)。

- ❖ 每隊伍將進行 8 場團隊賽以及最多 1 場決賽。請各隊伍留意你們的賽事時間及召集。若錯過賽事，恕不提供額外賽事填補。
- ❖ 所有工程筆記必須於 2026 年 2 月 8 日 23:59 或之前於 robotevents.com 遞交。本會強烈建議各隊伍以 PDF 檔案格式遞交工程筆記。若你未能做到，亦可遞交雲端共享 (Google Drive、OneDrive、Dropbox 等) 的連結。你必須確保該連結的檔案或檔案夾的存取權限已被設為公眾可取。逾時之遞交恕不接受。
- ❖ 於比賽當日，已經遞交工程筆記的隊伍將可優先進行專項評審面試。從後再宣傳開放專項評審給予未有遞交工程筆記的隊伍排隊進行面試，但名額有限。專項評審將於 17:00 關閉。



機械人、科藝及綠色創意科普計劃 (第四期)

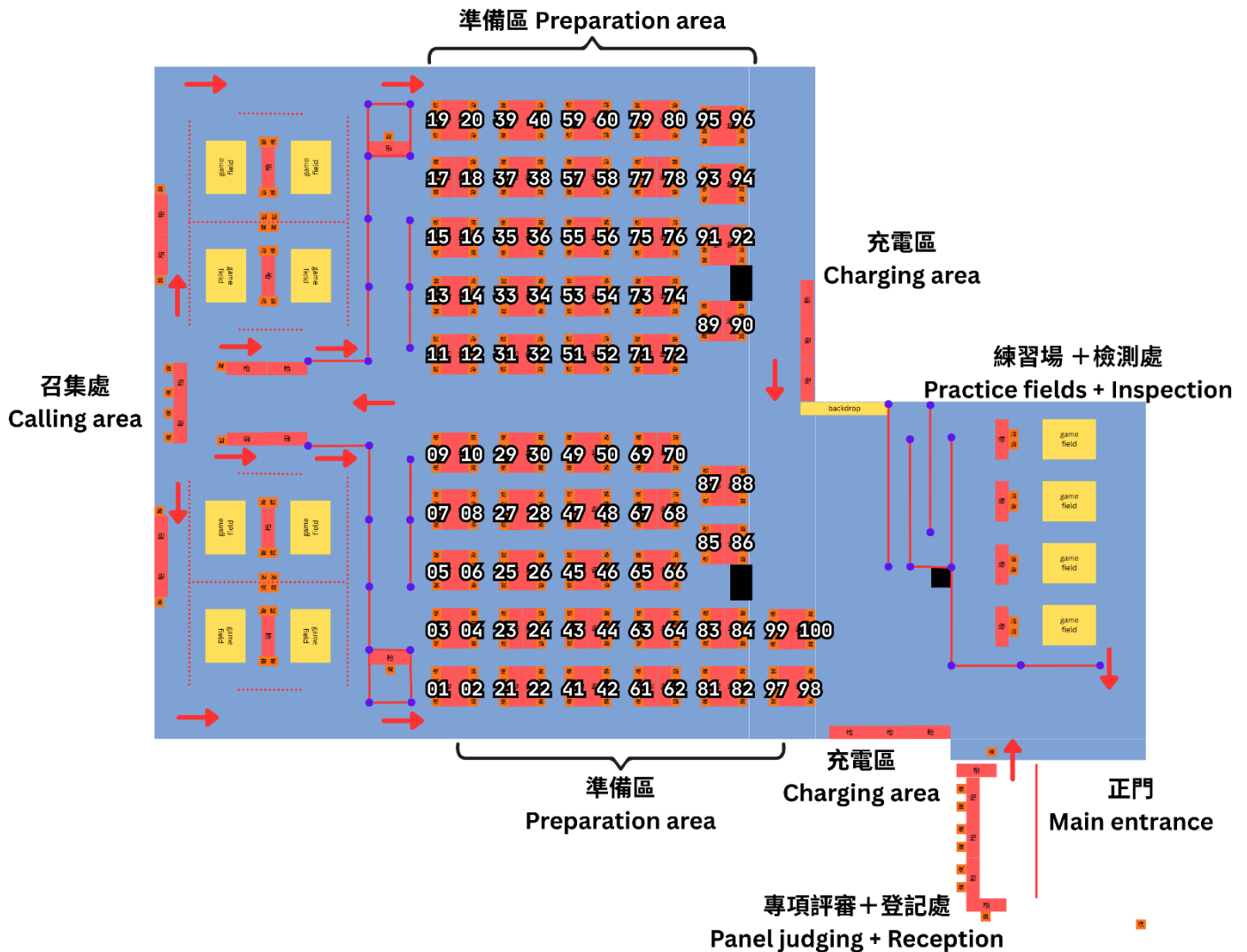


Secretariat: Centre for Innovation and Technology (CINTEC),

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

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

平面圖



- 聯賽賽場 × 8
- 練習賽場 × 4
- 準備區：每隊伍將獲分派 4 張椅子及 1 張桌子 (2' × 6')，請參考隊伍名單查看你獲派的枱號。
- 充電區 × 2：建議隊伍自備充電器材 (充電線、拖板等)。



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場地地圖



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.



旅遊巴士上落地點 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



前往 To Grand Hall



1. 上扶手電梯 Go up



2. 進入 Into 12W



3. 直走 Go straight

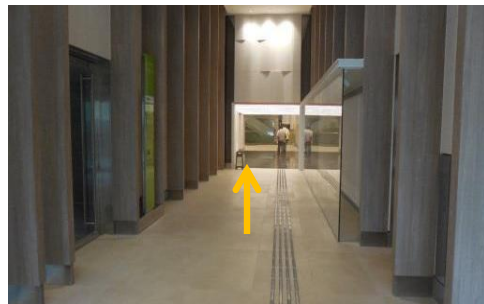


4. 不通過玻璃門，轉右 Turn right

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



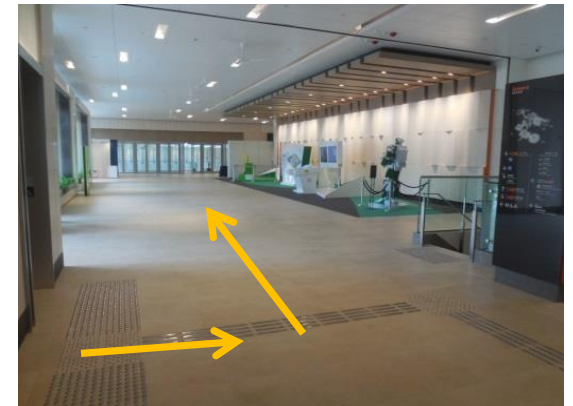
3. 直行轉右 Go straight and Turn right
再轉左利用斜路前往升降機大堂
Turn left to elevator



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