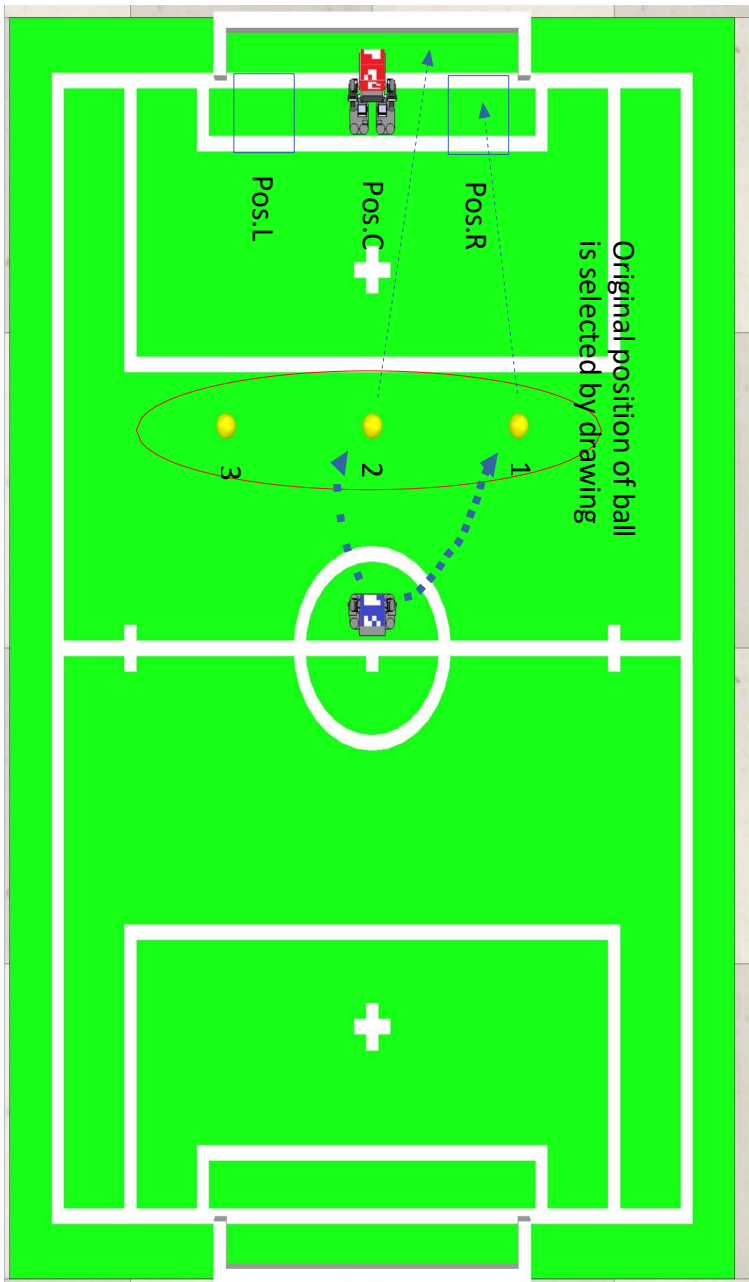


## 2025 FIRA AndroSot Challenge 1 – Dribble and Attack

Team						Total Time	
		Score (pt.)				Summary	
Task	Away Touch (10)	1st pass (10)	2nd pass (10)	Goal (20)	Sum (50)	1. <b>(Away touch)</b> The 1 <sup>st</sup> Android needs to dribble ball away more than 10cm firstly and then the 2 <sup>nd</sup> Android just can touch the ball. (if yes, it scores <b>10 pt.</b> ) 2. <b>(1st, 2nd pass)</b> The ball is only dribbled by the 2 <sup>nd</sup> android then past the 1st and/or the 2nd defenders, <b>each adds 10 pt.</b> 3. <b>(Goal)</b> If condition 1, 2 are all satisfied, and then goal, it will add another <b>20 pt.</b> (it means a goal gets total 50pt.)	
<b>Pos.1</b> (1) (Draw) 2 or 3							
<b>Pos.1</b> (2) (Draw) 2 or 3							
<b>Pos.2</b> (1) (Draw) 1 or 3							
<b>Pos.2</b> (2) (Draw) 1 or 3							
<b>Pos.3</b> (1) (Draw) 1 or 2							
<b>Pos.3</b> (2) (Draw) 1 or 2							
Total							
Total Score	Rules A					Signature	
	Rules B (x2)						

## 2025 FIRA AndroSot Challenge 2 – Free Kick

Team				Total Time	
	Score (pt.)			Summary <b>Each pos. (Draw) 1 or 2 or 3</b>	
Task	PA Kick (20)	Goal (30)	Sum (50)	<div>1. <b>(Defender)</b> The defender is assigned by the drawing at first of the three pos. in turn.</div> <div>2. <b>(Draw)</b> The pos. of the ball is draw from 1, 2, 3 twice, facing each pos. of the defender. It may be one of 11, 12, 13, 21, 22, 23, 31, 32, 33.</div> <div>3. The android has to kick the ball <b>within 60 seconds</b> after <b>its movement</b>. However, in each task, the android is only allowed to <b>kick the ball once</b>.</div> <div>4. <b>(Touch Ball, PA Kick, Goal)</b> Just touch ball gets <b>10 pt</b>; a PA kick gets additional <b>20 pt (i.e. total 30 pt)</b>; and a goal gets total <b>50pt</b>.</div>	
Pos.R (1)					
Pos.R (2)					
Pos.C (1)					
Pos.C (2)					
Pos.L (1)					
Pos.L (2)					
Total					
Total Score	Rules A			Signature	
	Rules B (x2)				