

# **ROBO** **JAM** *by Mr Roboto*

**RULES**  
**SKILL DRIVE**



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### 1. Summary

The main objective of SKILL DRIVE is to create and / or program a robot that takes an obstacle through a track from a starting point to an ending point, in a time of 120 seconds, without the obstacle leaving the guide line while doing so.

All teams will solve the challenge live on the day of the event. There will be one qualifying round for all teams, a second round for the best 10 teams in the first round and a final round for the best five on the second round. **In case of having 10 or less registered teams, the teams will do the 3 rounds.**

Each section of line covered by the obstacle has a value of 10 points, and one point will be assigned for every second not used, in case the final destination is reached before the time is up.



## SKILL DRIVE

27/09/2022

The competition is open to participants of any age. Each registered team can have a maximum of 3 members and a mentor. If all the 3 members are under the age of 18, the mentor must be 18 y/o or older and must act as the adult responsible for the team.

### 2. Registration

All the information regarding registration can be found in <http://robojam.live/>

### 3. Rules Clarification

All those circumstances not foreseen in this set of rules, will be up to the judges and/or the tournament staff to solve. They will have the final decision on it and cannot be appealed.

By registering the team, the team understands and accepts all the rules presented here.

In case of being disqualified, or not showing up to the event, there will be no reimbursement of any kind for the team.

Rules could be modified until the registration due date. However, if there is any need to clarify one of the rules before the event, the teams will be notified

### 4. Challenge Setup

The team is responsible to get and organize all the elements necessary to participate.

It is strongly recommended to check the internet access and bandwidth ahead of time, along with all the devices (laptop, tablet, Cell phone, etc.) the team will use to stream the challenge.

### 5. Robot

- a) Any type of platform can be used. The robot can have any design.
- b) The maximum size of the robot is 20 cm long x 20 cm wide (7.8 x 7.8 inches), without height restriction. Any element that detaches from it, can be consider an extension of the robot. The robot must not exceed these measurements at any time.
- c) The robot must be Radio Controlled. Any type of signal can be used (Infrared, wifi, bluetooth, etc.) . Cannot use sensors to guide the robot
- d) The robot must push the object. At no time can it be held with clamps or any other element that restricts the movement of the object.
- e) It must have a switch, to turn the robot on and off.

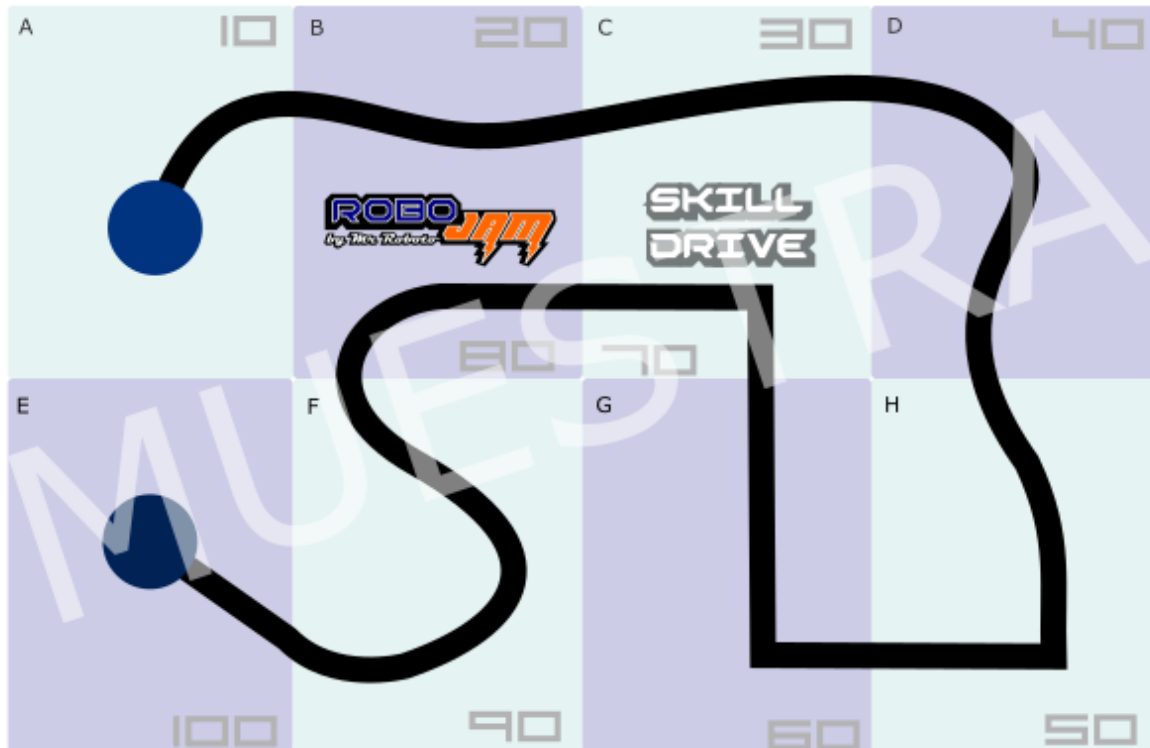


f) We want to clarify, these requirements are mandatory in order for the robot to participate. In case a team starts competing without complying with any of them the round will be considered null and the team can even be disqualified.

## 6. Competition

- a) Attending the captains meeting is mandatory and it is scheduled to take place one hour before the competition, in order to check the tracks and the robot. Failure to connect to the meeting prior to the start of the challenge may have a time penalty.
- b) All teams will have one classifying round. In case there are less than 10 teams registered, teams will skip this step and go straight to the second round.
- c) Each round will have a maximum time of 2 minutes (120 seconds).
- d) The robot must carry an object without it leaving a guide line from a starting point to a final point in the given time (120 seconds).
- e) The obstacle is considered inside, as long as one part is touching the guide line.
- f) At no time can the participants touch the object or the robot, once the round begins. In case of doing so, the round is considered finished.
- g) The robot must be located behind the object, which will be in the starting position indicated by the judges before starting. Your round begins at the order of the judges. Time ends when the object arrives, by following the guide line, to the end point or at the end of 120 seconds. In case of the object leaving the track, your round ends, but the points that you had so far are added, however, you will not be able to have time bonus.
- h) 10 points will be awarded for each section of line traveled in a quadrant. In some quadrants there are two line sections and in others only one. There are a total of 10 sections.
- i) Best 10 teams (10 highest scores) in the first round will classify to a second round. Best 5 teams (5 highest scores) in the second round will classify to a Final round. In case of having 10 or less registered teams, the teams will do the 3 rounds and the score of the 3 rounds will added.
- j) In case of a tie in the last position that gives classification (10<sup>th</sup> place in the first round or 5<sup>th</sup> place in the second round), the teams involve will move to the next round, without doing a tie break.
- k) For in person competitions, the organizer may have different rounds to connect the winners directly or qualifying rounds with final matches to get the winners. If this is done, it will be informed to the teams ahead of time.
- l) In case of a tie in any of the first 3 places in the final round, another round will be done as a tie breaker between the teams involve.
- m) In case of calling a team, and not showing up, the team will be given until the end of the round to be able to show up and make their attempt. Otherwise the round will be declared Invalid.

## 7. Track



*Each line section is 10 points. There is a total of 10 sections.*

- The track is made of 8 letter size sheets, which is divided in 8 quadrants, which must be assembled to compete. -See file annex TRACK-. For in person tournaments, it can be printed in a similar size, if required by the organizer.
- The thickness of the line is about 2 cm. You can use black electrical tape, or any other element to mark those spaces that are missing when gluing the sheets of the track.
- A 7-ounce plastic cup (7 cm in diameter approx.) will be used as an object to guide, which will be upside down, and will be located on the track, as indicated by the judges in one of the two circles that represent the start and the end. In the case of being transparent or white, it needs to be painted with a color that contrasts with the track, to facilitate visibility.

## 8. Penalties

Teams may receive a time penalty for not complying with any of these regulations. The points penalties are -50 points for each foul.

The judges and / or the staff can disqualify any team, at any time, for any fault that in their opinion is serious and is against the respect, ethics and education that is sought in the event. This includes, but is not limited to, any of the following situations:



- a) Fraud in the information shared with the organization or in the competition
- b) Dishonesty in the challenge, deliberately breaking the rules.
- c) Disrespect to judges or participants, during the competition or in the comments during the live streaming.

## **9. Claims**

- a) The captains can file a claim in front of the judges, in case of having any disagreement.
- b) The final decision on any claim is at the discretion of the judges and / or the organizer, who are considered the last instance in the resolution of this situation and their decision is final, cannot be appealed.

## **10. Prizes**

The first 3 places will be awarded with credentials for a ROBOJAM event. All other teams can request participation certificates.

Other additional prizes, such as cash prizes or sponsor gifts, will be assigned and communicated by the organizer at his own discretion, after the registration due date, but before the competition date.

***Any question, please send us a message to***  
***[Info.RoboJam@gmail.com](mailto:Info.RoboJam@gmail.com)***



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SIZE

