

*** General Rule:** Please check the general rule first before read this rule. General rule take precedence over any rules.

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Town Watch	League	Participation	Construction
	Junior/ Challenge	1 Person	1 Robot

1. Game description

Let's suppose you are a local sheriff. There are people and pets who need your help. You must take them to safe place. **Suppose targets are people and pets.** Robot must identify target with color sensor or camera, and escort them to safe place. Therefore, we require color sensor or camera to identify objects. Color sensing, image processing, motor control and skill to apply algorithm will be required in this mission.

2. Robot

2-1. Robot type: Any robot which can use color sensor and recognize color. (If robot can't recognize the color, it will be disqualified.)

2-2. Built on-site

The robot should be built on-site by the participant during the construction time except for the robot controller. Must obey size standard and must be able to be measured at the measuring instrument.

2-2-1. Size of robot

2-2-1-1. Size: Robot should be less than 18cm X 22cm (H*W)

2-2-1-2. League divided

- 1) A league using Smart Phone to recognize the color (Mobile league)
- 2) A league using non-smart phone such as color sensor or camera to recognize the color (Overall league)

2-2-1-3. Size measurement

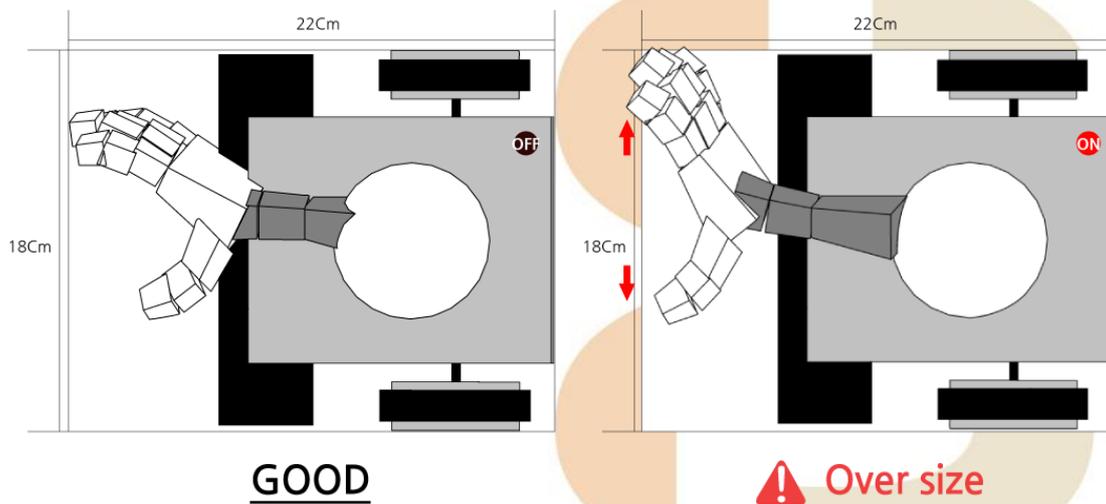
- 1) Self-Check: Participant can check size of the robot while manufacturing and practicing.
- 2) Official inspection: Before the competition, referee will check the size of the robot.
- 3) Ways of Measuring: Referee will check the size of the robot with the measuring materials. Participant cannot give any objection toward the judge.

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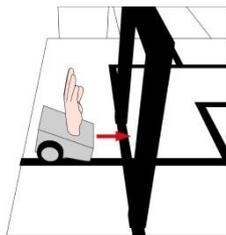
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4) Modify: If it exceeds the size, participant has a minute to modify their robot in front of the judge. participant will be given 1 minute to modify their robot in front of the judge, on a designated desk. If participant fails to fit the standard size, he or she will be disqualified.

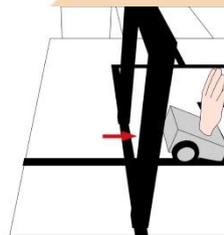
5) If size of the robot is different when the actual match begins, will be disqualified too.



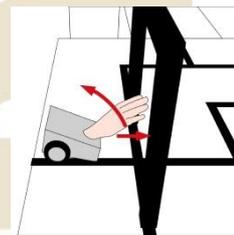
*When Length and weigh is changed, same rule applies.



<Size Measurement with figure>



<Right Start>



<Wrong Start>

2-2-2. Sensor of the Robot: No restriction

2-2-2-1. Definition of Color: Robot must distinguish the color using its camera or color sensors to transfer the designated cubes to the corresponding destination.

Movement by distinguishing only white and black won't be counted as point.

2-2-3. Vision of Robot: No restriction

2-2-4. Power

2-2-4-1. Robots should work with an independent electric power supply; it cannot use



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a combustibile device.

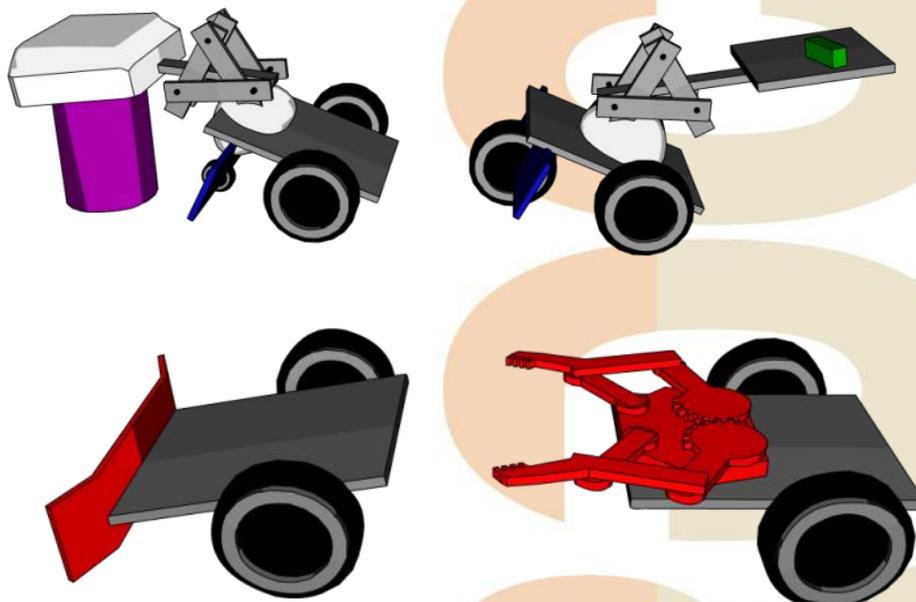
2-2-4-2. There is no limitation on type of battery or voltage.

2-2-5. Operation: No restriction

2-2-6. Parts: Allowed to attach parts to push or pull objects

EX

Example of possible components in mission challenge



2-3. Robot must move autonomously by the program except the starting point and it cannot be operated from outside.

3. Competition Site

3-1. Competition site: Playfield approved by International Robot Olympiad committee.

3-2. Size and Composition: The size of playfield has to be 160cm X 120 cm ($\pm 10\%$) and connecting two playfields has to be connected with bridges.

3-2-1. Connection: The size of bridge has to be 25cm ($\pm 10\%$) and will be connected in a straight line or a curved line.

3-2-2. Allowable range of error in the stadium: The slope that is less than 2° ($\pm 10\%$) and a gap or bump that is less than 3mm ($\pm 30\%$) is allowable.

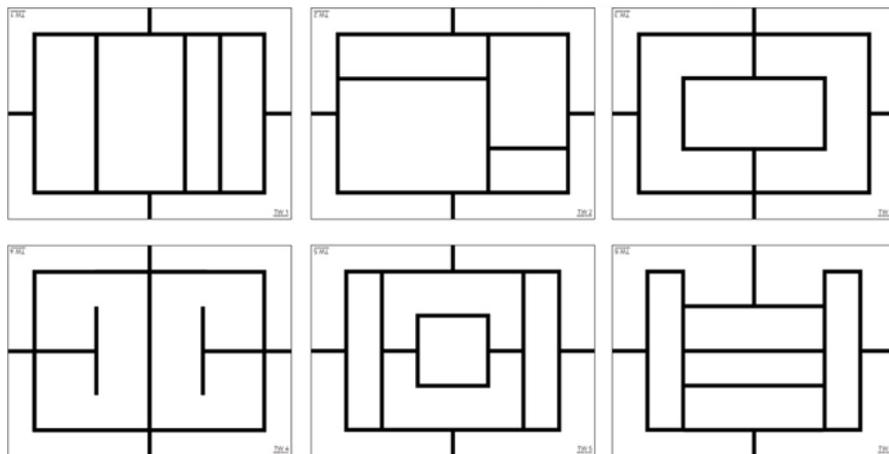
3-2-3. Prevention for falling robot: There will be no special structure for falling robot.

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3-3. Playfield: It is cover with matt coat polyethylene terephthalate paper which includes advertisement and logo from the organizers.

3-3-1. Mission Map: It consists of connection and intersection of straight line and curve line and it fix with sheets and tapes in the playfield.



<Example of Mission map>

3-3-2. Line: The color of line is black and its width is 2cm ($\pm 10\%$)

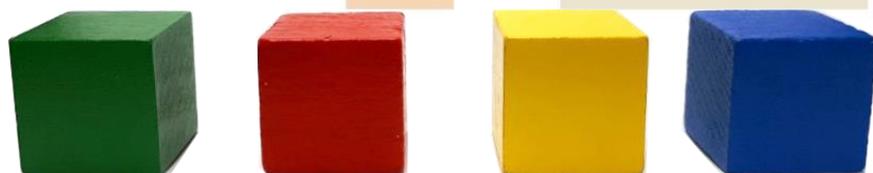
3-3-3. Installation of measuring instrument: In order to measure the time, measuring instrument will be installed at starting point and ending point, direction can be changed according to the mission.

3-4. Appendage of Competition

3-4-1. Target: The weight is between 10~30g ($\pm 10\%$) and it is composed of a polyhedron. It is made of wood.

3-4-1-1. Size of a Target

1) Cube: Less than 2.5cm x 2.5cm x 2.5cm ($W*L*H, \pm 10\%$), 10g($\pm 10\%$)



<Examples>

3-4-1-2. Target color: Green, Red, Yellow, Blue (This color can changed.)

3-4-1-3. Allocating Targets : Targets can be located in anywhere on mission map.

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3-4-2. Destination

It will be assigned and allocated according to the mission and it will be painted as similar color with the tartget cube.

3-4-2-1. Size of destination

- 1) 18cm x 18cm (W*L*H, $\pm 10\%$)
- 2) It will be using papers from Samone company named magic touch 180g M20(Red), M26(Green), M43(lemon), M45(Blue)

3-4-2-2. It will be fixed by insulation tape around the destination.

3-4-2-3. Damage of destination

- 1) Participants should design their robot that do not destroy the destination
- 2) Even if the destination gets damaged, match will still be continued.
- 3) After the match, the damaged destination will be fixed before the new match begins.

3-4-2-4. Time of destination color changing

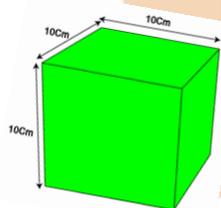
The color of destination will be decided according to the mission, participants need to change the color of destination during their practice time. It will be changed randomly every 30 minutes later by referee.

3-4-3. Obstacle

It will be a fixed object. It can give the physical limitation in the game process.

3-4-3-1. Size of obstacle

It will be size of a regular hexahedron 10Cm*10Cm*10Cm (W*L*H, $\pm 10\%$)



<Obstacle>

3-4-3-2. Allocation of obstacle

According to the mission, obstacles can be located anywhere on the mission map and it will be fixed in the playfield

4. Competition progress

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4-1. Game process

Chance will be given twice. After first trial there will be repair time.

4-2. Construction and practice time

Construction and practice time will be given more than 2 hours and it will be announced on the matchday.

4-3. Allocation of playfield

It will be allocated based on number of participant and difficulty level of the game.

4-4. Production and Practice time

Participants can practice until the end of announced practice time; however, they're not allowed to practice before their seat's been assigned.

4-5. End of Production and Practice time

After production and practice time, participants must stop their robot and follow the instruction of referee and staffs.

4-6. 1st Trial

After the construction and practice time the 1st trial will begin.

4-6-1. Preparation of the game

All participants must take out the robot and be ready for referee's instruction.

4-6-2. Standby after the game.

When participant finished their 1st trial, they have to line up and watch all participants' game until end of that trial

4-7. Repair Time

After the end of 1st Trial, all participants have some time to repair their robot and practice. The repair time will be announced on the day of match.

4-8. 2nd Trial

Right after the repair time, 2nd trail will begin.

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4-8-1. preparation of the game

All participants must take out the robot and be ready for referee's instruction.

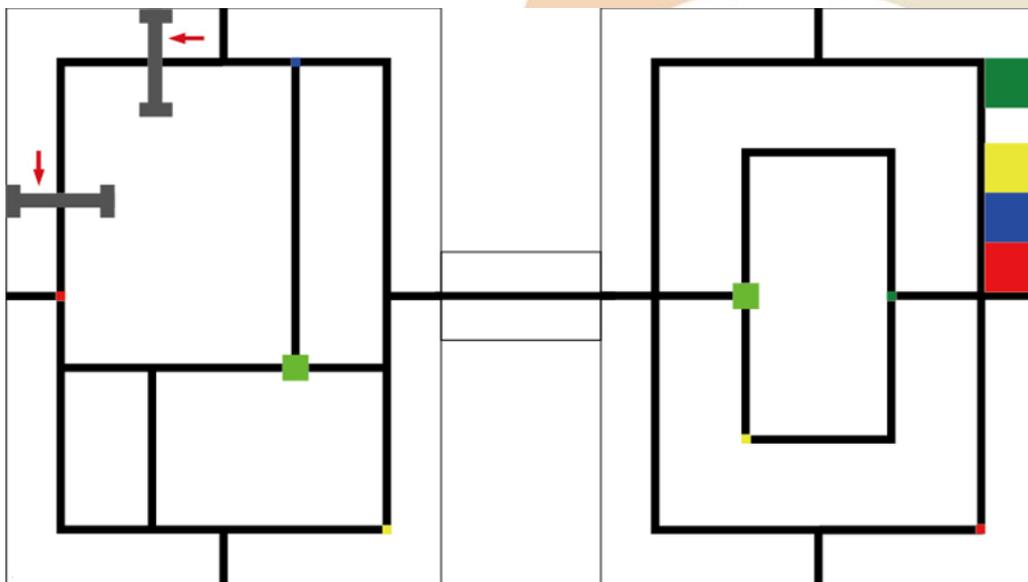
4-8-2. Standby after the game.

If a participant finishes his/her 2nd trial, they will go back to their seats.

5. Competition

5-1. Perform the mission

Course of run and order of carrying is not designated but participant can decide it freely.



5-1-1. Mission: Participant should transport the colored cube to the same colored destination by their robot. For example, you have to move the yellow cube to yellow destination, not red one.

5-1-2. Moving the target: The target can be moved to a location other than the destination.

5-1-3. Numbers of moving target: No restriction.

5-2. Points

A participant gets points on number of success to put targets in the destination. It will be counted as 1 point per 1 target.

5-3. Start A participant should start the robot when the referee starts the game. If robot pass over the measuring instrument, it is considered game start.

5-3-1. Miss Start

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If participant couldn't start within 5 counts from referee's signal, it will be declared as 'Miss Start' and they have two more chance to restart for this miss start.

5-3-2. False start

If the participant starts the robot before the referee's signal, it is declared as 'False start' and they have only one more chance to restart.

5-3-3. Restart

The chances are only twice when you are declared as 'miss start' and only once when you are declared as 'False start'. If there is no move after the restart signal from the referee, it will be disqualified.

5-4. Arrival

It will be declared as arrival when robot arrives at the line where measuring instrument or intersection is installed and measuring instrument will stop the time recording. (Robot needs to stop at the line or intersection point of measuring instrument)

5-4-1. Arrival mission

When robot arrives at the finishing point, the referee will count 3 seconds. It must be staying over there for 3 seconds at the finishing point.

5-5. Time limit

2 minutes

5-6. Officialize of the Mission

5-6-1. Location of targets, obstacles and destinations

The location of targets, obstacles and destinations will be announced on the day of match by in form mission paper. There won't be described which color targets are exactly on the location in playfield. Robot should recognize the color of targets on their own and transport the targets to right places when the game starts.

5-6-2. Mission

Mission including the color of targets and destinations will be announced after the practice time.

5-6-3. Mission for 2nd trial

A different mission from the 1st trial will be announced for 2nd trial. Same process as above.

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5-6-4. Loss of target

Target which had fallen out of the playfield cannot be reused.

5-7. End of Competition

5-7-1. Robot arrival

If robot arrives at or passes through the finishing line before time limit where measuring instrument is installed, match is over and points will be recorded when it is finished.

5-7-2. Time limit

If robot couldn't complete the missions within 2 minutes, it will record the points at the end point of the time.

5-7-3. Robot Stop

If the robot doesn't move, the referee will count 10 seconds and if the robot still could not move, will call it a robot stop and count the points.

5-7-4. TKO (technical knockout): During the match, referee can declare of TKO without 10 counts when referee judge that the robot can't drive properly anymore. (Ex. robot had been stopped over the structure and obstacle, robot drive settled zone repeatedly)

5-8. Disqualification

Participants can be disqualified if violation is spotted by referee or staff.

5-8-1. Robot Touch

During matches, If participants touch the robot without judge and supervisor authorization, it will be declared as 'Robot Touch' and will be disqualified for that trial.

5-8-2. Repair during the match

During the match, additional, remove, exchange, changing the tool is prohibited, during the standby If the participants has additional battery or tools to repair the robot, the team will be disqualified.

5-8-3. Sensor tuning

Before the competition, if participants try to tune the sensor, then will be disqualified.

5-8-4. Disobey of seat allocation

If participant practice or play the game at the playfield that they're not assigned,

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participant will be disqualified.

5-8-5. False Start

If participant conduct 'False Start' twice, participants will be disqualified.

5-8-6. Miss Start

If participant conduct 'Miss Start' three times, participants will be disqualified.

5-8-7. Color non-recognition

If robot does not recognize the color of cubes or destination, it will be disqualified.

(Refer to 2-2-2)

5-9. Rematches

During the match if expected situation occurs, such as blackout or breakdown of measuring instrument, referee can decide to do rematch.

5-10. Match break

5-10-1. If any parts of playfield or structure or appendages has been destroyed because of robot's movement, referee can break the match and repair it. While this repair moment, record time will be stop and robot should be placed where it was stopped.

5-10-2. Referee can stop the match if he/she needs time to make his/her decision of 'Robot stop', 'Robot falls' and to repair playfields. While this repair moment, record time will be stop and robot should be placed where it was stopped. If violated by participant will get a warning from referee.

5-11. Referee will control all situations from and referee have authority to control participants. The judgment of game result is exclusive authorization of referee. The declaration shall be final.

6. Evaluation

6-1. Ranking decision factors

Mission points, time record and stop mission of finishing line.

6-2. Mission points

After declaring end of the game, referee will judge points based on final state of the map. If cube is touching the border of the line, will not be counted as points. The referee will decide the judgement after looking over all aspects of the target. The

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entire decision is up to the referee.

6-3. Time record

Time record is based on the measuring instruments. (If you are declared as TKO, Robot stop by referee, it will not be recorded.)

6-4. Final score

Better score out of 1st and 2nd trial will be the final score.

6-5. Order of priority to result

Groups will be divided depending to the mission points and they have to have time record. After these criteria, success of stop mission goes second priority to the result.

Number of success object > Time record > Success of stop mission > Compare to time result

6-5-1. Order of priority according to trials

If result is same, winner will be decided after looking at the result of another trials.

6-5-2. Order of priority according to Tie-Breaker

Better score out of 1st and 2nd trial will be accepted as final point, but if tied, player with better result in 1st trial will win the game.