



International Robotic Olympiad 2017

Land-based Robot Competition Rules (V4.2)

(Primary School Division)

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General Rules

Game Rules

1. Single motor category robots may use only one set of motor gear box.
2. Multi-motor category robots may use over two sets of gear box but only two sets of them for the walking actions.
3. All contestants should wear uniform during the competition.
4. Name list of the student contestants should not be altered without the Organizer's permission.
5. Contestants not accompanied by their instructors or teachers are not allowed to take part in the competition.
6. Instructors or teachers cannot enter the restricted area to instruct students to play the game.
7. Judges have the right to give warning or disqualify the contestants, instructors or teachers who do not obey the rules or the decision of judges.

Robot Rules

8. All participating robots may only move in walking mode except the worm robots.
9. Except for the servo motor robot category, all participating robots must use Tamiya70093 gear box (203.7:1, 58.2:1, 16.6:1) and its matching motor for competition. The gear ratio may only be adjusted in accordance to the manufacturer's instructions. Contestants are not allowed to modify the motor or the gear box in any way. Gearbox should be exposed and cannot be sealed. Transparent materials must be used if gear box is to be sealed. Before and after the game, sealed gear box must be disassembled for checking.
10. Prior to the matches, all participants must submit their robots for inspection by the judges. These robots are then kept in a designated location. When the matches begin, participants may take their robots away from the designated location to the game field for competition. These robots must be returned to the same designated location after the competition. All these participating robots will then be sent to the testing centre by the judges for motor performance check.
11. Participating robot and motor will be dissembled for further inspection if the performance of the motor is found exceeding that of the original motor. Participants will be disqualified if found not using original motor or additional devices are used for the competition and a three-year suspension penalty will be served to the participants and their schools.
12. All motors must pass the power consumption check. The motor cannot consume more than 280mA when 3V supplied by the power regulator.
13. The weight of the robot means the total weight including all accessories and parts (including batteries).
14. Participating robots must comply with the dimensions, weights and specific requirements set by the Organizer.
15. All robots cannot add on control devices not approved by the Organizer. All wireless installations must be able to alter frequency channels. Transmitters found interfering must be immediately changed channel; otherwise it would be disqualified for the competition. 2.4 G wireless remote control device are recommended. All approved models of electronic controller accessories, wireless installations and their suppliers would be announced on the website.
16. The competition aims to encourage participants to apply their science and technology knowledge to create and build their own robots. Through this process, their ability, skill set and experience of building robots will further be enhanced. As such, any robotic kits available in the markets are not allowed to be used in the competition. Except for screws, nuts, washer and gear box, the mechanical parts (including perforated plastic strip or metal strip) of the robots must be made by the participating students from raw materials themselves. No ready-made model nor toy be used as the major part of the robot. However, decorative accessories from ready-made toy components may be used but not exceeding 30% of the overall parts of the robots.





17. In the “Hand Generator Category Competitions” (attachment 1), more than one student contestants are allowed to operate the hand generator. They can change at any time.
18. Pneumatic device cannot be used.

Other Points to Note

19. Hand generators (attachment 1) and batteries provided by the Organizer should only be used in the international competition (batteries will be prepared by contestants in regional competitions).
20. Registration number of the robot must be engraved or printed with permanent ink on its chassis.
21. The Organizer may check robots on their specifications any time after registration. Units found not meeting specifications would be disqualified for the competition.
22. The Organizer reserves the right to use all participating items for marketing and publicity purposes.
23. Violation of the above rules would lead to immediate disqualification of the competition and its result.
24. The Organizer reserves the right to modify the game rules and announce them on its website.



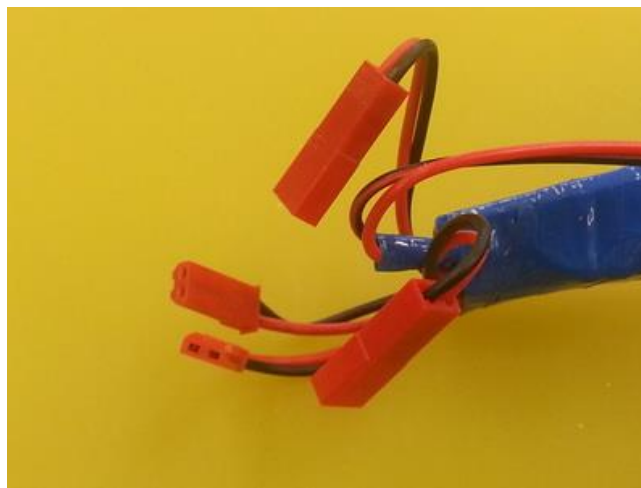


Hand Generator (24V 350rpm)

Attachment 1



24V 350rpm Hand Generator



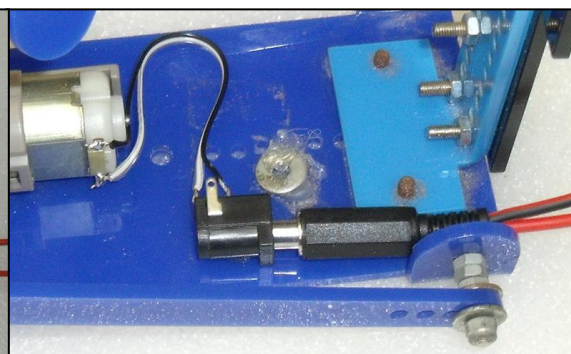
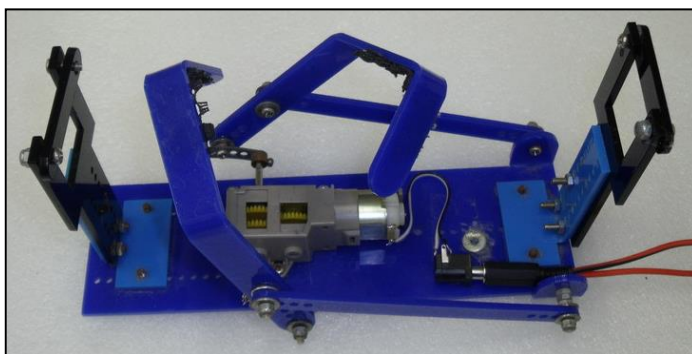
Exchange the plugs to change the polarity and turning direction of handle



2.1mm plug and socket



Different types of 2.1mm socket



Each Single Motor Robot should be equipped with a 2.1mm socket for the plug of hand generator.





Individual competition rules

Category A: Single Motor Robot

1. Hand Generator Robot Horse Short Distance Run Competition
2. Robot Horse Relay Competition
3. Hand Generator Robot Sled Race
4. Hand Generator Triathlon Robot Relay Competition
5. Hand Generator Single Motor Robot Appearance Design Competition
6. Hand Generator Bouncing Robot Short Distance Run Competition
7. Hand Generator Bouncing Robot Appearance Design Competition

Category B: Multi-motor Robot

8. Robot Boxing Competition
9. Robot Rugby Competition
10. Robot Sheepdog Competition
11. Robot Ant Obstacle Avoidance Competition
12. Multi Motors Robot Appearance Design Competition
13. Robot Penalty Shoot-out Competition

Category C: Innovative Model Design

14. Life Inspired Innovative Model Design competition



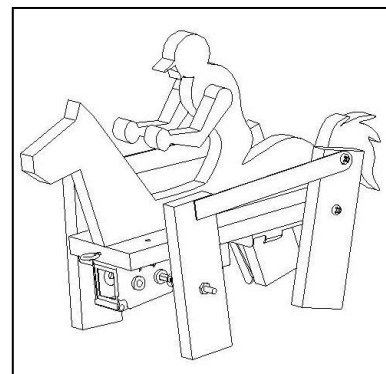
1. Hand Generator Robot Horse Short Distance Run Competition

6

Robots compete for speed in this game. A hand generator will be used to provide power for the 4 legs robot horse. The robot that finishes 2M run with the shortest time is the winner.

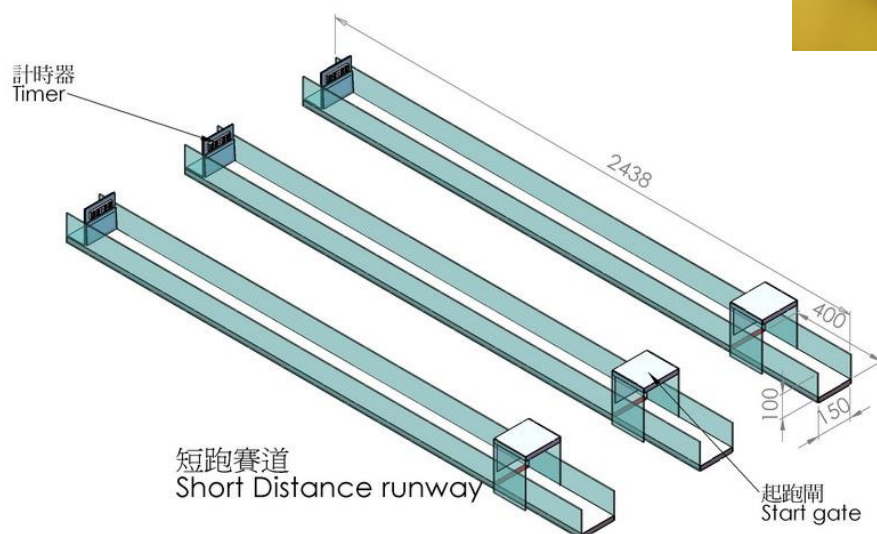
Robot Specification

1. The robot operates only with one motor and the power should only be supplied by the Hand Generator provided by the Organizer (*attachment 1*). The robot must be equipped with a 2.1mm socket for connection of the Hand Generator.
2. The size of the robot cannot exceed 300mm long, 150mm wide and 180mm tall (the length, width and height dimensions are not inter-changeable), nor overall weighs more than 500g.
3. The robot horse must have a horse appearance with a jockey and complete the game in walking mode.
4. The robot cannot have any installation that would change its original dimension during competition.



Game Field Specification

1. Level runway is used for preliminary rounds. The track is 2000mm long. The starting block is 400mm long.
2. The runway has 3 tracks. Each track is 150mm wide.
3. A timer is placed at the finishing end of each runway.



Game Rules

1. Each team can play twice and the best time will be recorded. The shortest recorded time to complete will be the winner.
2. The power of robot should only be supplied by the Hand Generator (attachment 1) provided by the Organizer. Pulling the wire of hand generator is prohibited.
3. The wire of Hand generator is long enough for the contestants. Contestants must remain behind at the starting district. Moving along the runway with the robot is prohibited.
4. Once the game begins, the contestants cannot touch the walking robots until the game finishes. The maximum game time is 30 seconds. Robots that cannot complete the game would be recorded 30 seconds game time.



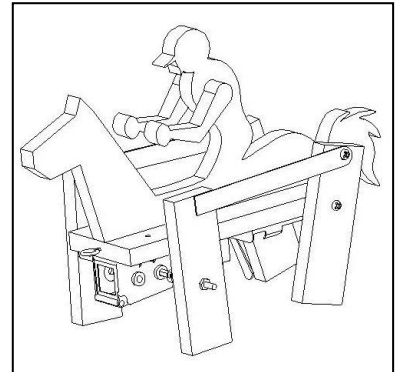


2. Robot Horse Relay Competition

4 legs robot horse relay competition is a team competition. The computer timer would record the game time of four robots in the team. The team scoring the least accumulated time is the winner.

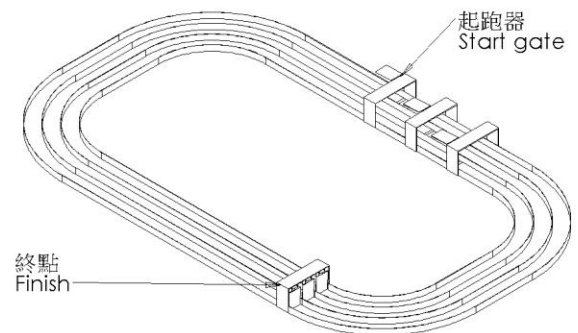
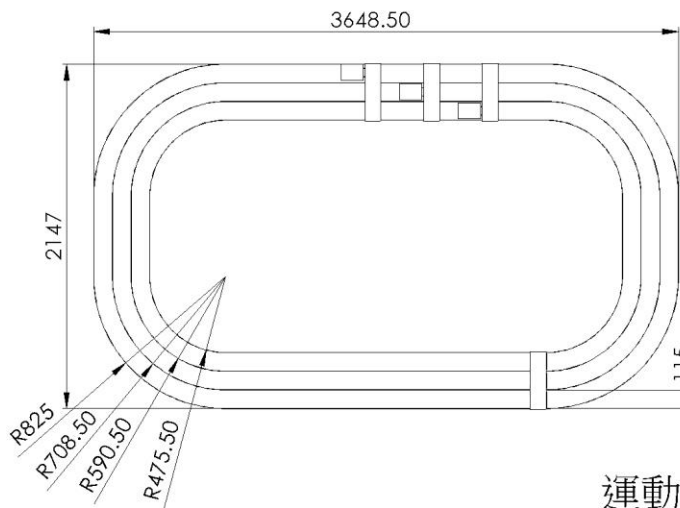
Robot Specification

1. The robot operates only with one motor and two AA size batteries.
2. The robot **cannot** exceed 200mm long, 110mm wide and 150mm tall (length, width and height dimensions are not inter-changeable), nor weighs more than 500g (including batteries).
3. The robot horse must have a horse appearance with a jockey and complete the game in walking mode.
4. The robot cannot have any installation that would change its original dimension during competition.



Game Field Specification

1. The runway has three tracks. Each track is 115mm wide.
2. A 3648mm x 2147mm stadium runway is used for competition.



運動場式跑道
Stadium runway





Game Rules

1. Contestants can switch on the robot before or after the gate is open.
2. The first robot in the team is switched on and placed inside the "starting block". The computer then opens the gate of the starting block and the timer begins to count. The robot should leave the starting block in 3 seconds and the gate would then be closed automatically. When the first robot arrives at the finish point, the computer records the time and opens the gate to release the second robot. When all four robots have completed the run, the computer adds up the total time. The team with the least run time is the winner.
3. Contestants cannot touch the robot once it is placed inside the starting block or during the run until the game is over. The team is disqualified if any of their robots cannot move or stops moving. The maximum game time is 2 minutes. Robots that cannot complete the game would be recorded 2 minutes game time.
4. Robots will run in anti-clockwise direction.
5. Each team can play twice and the best time will be recorded. The team with the shortest recorded time to complete is the winner.



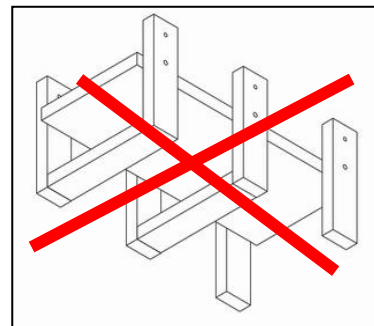


3. Hand Generator Robot Sled Race

This game primarily tests the strength of the robots. The robot is to move on a 4 leg walking mode. The robot that uses the least time to pull the sled to the finish line is the winner.

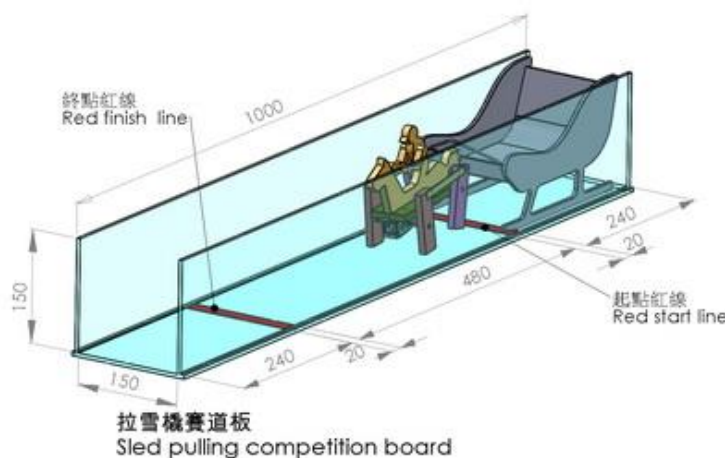
Robot Specification

1. The robot operates only with one motor. Contestants must use the Hand Generator (attachment 1) provided by the Organizer to supply to the robot. Hence, the robot must be equipped with a 2.1mm socket for connection to the Hand Generator.
2. The size of the robot cannot exceed 200mm long, 150mm wide and 150mm tall (length, width and height dimensions are not inter-changeable), nor overall weighs more than 500g.
3. A 3mm diameter screw which length is not less than 15mm will be installed at the middle of the tail end of the robot about 60mm to 100mm above ground for connecting the sled wire.
4. The robot must move on 4 legs in walking mode. The area of the sole of the foot must not exceed 25mm x 50mm. Each foot should leave the ground as it walks. The robot cannot have any part touching the ground permanently. **NO** 6 legs walking robot structure (sample as shown in right figure) be used.
5. The robot must be able to walk across an A4 size paper. The part which touches the ground should not have high viscosity (that means it would not stick up a piece of 80g A4 typing paper for more than 3 seconds).



Game Field Specification

1. A sled pulling competition board is used. The board is 1000mm long x 150mm wide x 150mm tall.
2. The sled weighs 351g.



Game Rules

1. The sled is placed with its legs close to the red start line. The judge signals the start of the game. The robot that pulls the sled to the red finish line with the least time is the winner. In case of draw, the lighter weight robot wins the game.
2. Maximum game time is one minute. In case the robot fails to pull the sled to the red finish line within the game time, the distance between the position of the sled and the red start line is measured. In case of draw, the lighter weight robot wins the game.
3. The robot loses the game should it fail to move at the start or during the match.



4. Hand Generator Triathlon Robot Relay Competition

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This competition involves teams each formed by a set of 3 different robots racing in a triathlon relay. The team that finishes within the shortest time is the winner.

The first part is 4 legs robot short distance run; the second part is ladder climbing; the third part is rod climbing.

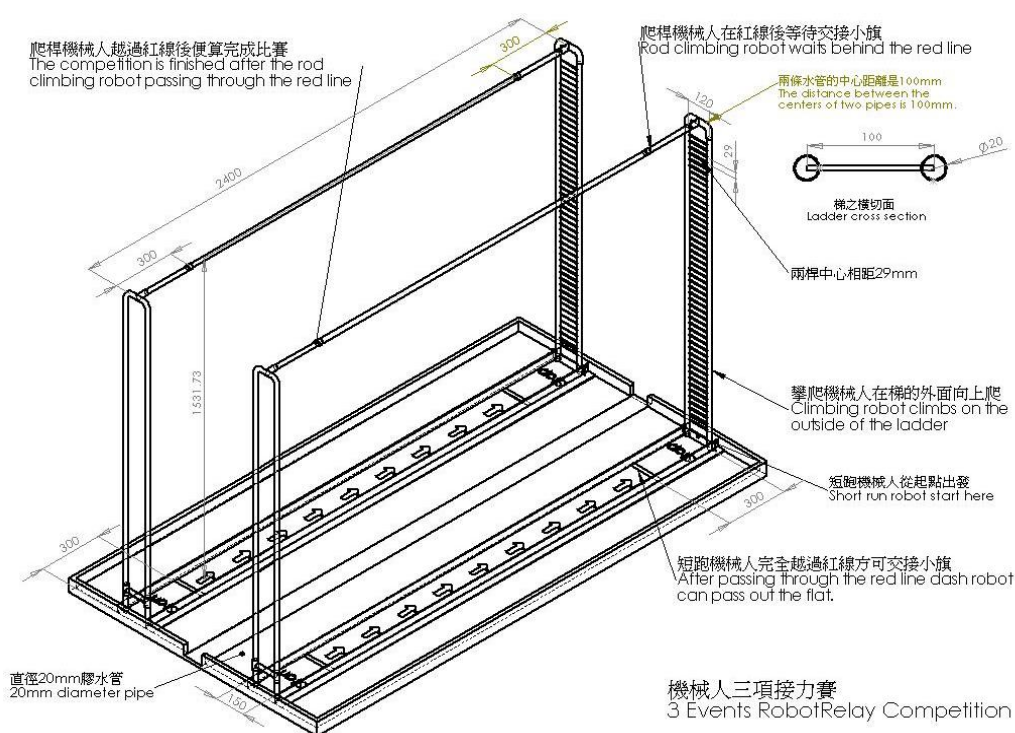
Robot Specification

1. Each robot operates only with one motor. Contestants must use the Hand Generator (attachment 1) provided by the Organizer to supply power to the robot. Only one hand generator is used for all three robots.
2. The size of each robot cannot exceed 300mm long, 150mm wide and 180mm tall (length, width and height dimensions are not inter-changeable). The gross weight should not exceed 500g.
3. No robot should be powered by wheel actions (or rotate like a wheel) nor auxiliary wheel.
4. Robot short distance run must complete the race on 4 legs (specification same as Hand Generator 4 legs Robot Short Distance Run Competition). No auxiliary parts can touch the ground.
5. Each robot must be equipped with a 2.1mm socket for connection of the Hand Generator. The plug of the hand generator can then be unplugged and transferred to another robot for hand over in the relay.



Game Field Specification

1. A Triathlon Relay court is used. The maximum outer width of the ladder is 120mm and inner width is 80mm.
2. An easy hanging device should be designed for the rod climbing robot. Contestants cannot pull out the top bar to hang in the rod climbing robot.





Game Rules

1. Each team may have a maximum of 6 members.
2. Time limit for this event is 3 minutes. The first robot (4 legs short distance running robot) begins from the starting point. Once the front end of the first robot touches the red line at the end of the track, the plug of the hand generator can be unplugged and transferred to the second robot (the ladder climbing robot). The ladder climbing robot starts climbing up on the exterior of the ladder to the top. The plug of the hand generator can be unplugged and transferred to the third robot (the rod climbing robot) when the second robot passes through the red line. When the front end of the rod climbing robot passes through the red line, the game is finished.
3. If a robot fails to move, it can retry from the starting point of that particular race. There is no limit on the number of re-try.
4. Each team can play twice and the best time will be recorded. The team with the shortest recorded time to complete is the winner.



5. /12. Hand Generator Single Motor Robot Appearance Design Competition / Multi Motors Robot Appearance Design Competition

12

The robot appearance design competition encourages students' expression of creativity. The loose game rules allow more esthetic and creative approach to the design of robot appearance.

Competition Category

1. Single Motor Robot Category permits the use of single motor in the mechanism design.
2. Multi Motor Robot Category permits the use of two sets or more motors in the mechanism design.
3. Each school may nominate up to two walking robots for each category in this competition

Game Rules

1. The participating robots may not take part in any other competitions.
2. Robots that took part in last year's competition cannot re-enter the same game this year.
3. The robot including its peripheral decorations cannot exceed 425mm X 300mm X 230mm (the length, width and height dimensions may be interchanged).
4. The robot under Single Motor Robot Category operates only with one motor and the power can only be provided by the Hand Generator.
5. The robot must be able to complete its basic maneuver.
6. The contesting student may submit an A4 size introduction on the design concept and features (annex 1) in the specified format. However, the contents must not reflect or imply in any way the name of contestant or school. No presentation is required on the day. Failure to comply may lead to disqualification of the item.

Evaluation Criteria

Appearance / Dynamics	Creativity	Production skills	Application of material	Total
25%	30%	25%	20%	100%





Robot Appearance Design Competition

Product Introduction

Category: *Single Motor* / *Multi Motors*

Contest Registration No. : _____

Product Introduction :

Design concept:

Materials application:

Problems encountered:

Solution:

Note: The content must not reflect or imply in any way the name of contestant or school. Failure to comply may lead to disqualification of the item.

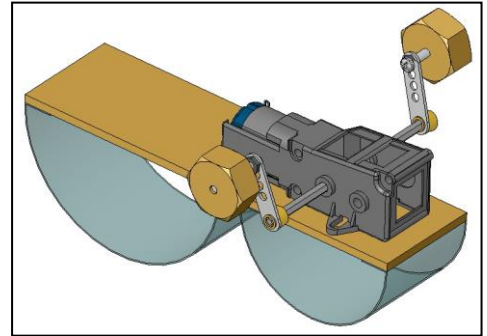


6. Hand Generator Bouncing Robot Short Distance Run Competition

The bouncing robot moves by swinging the centre of gravity. It is one of the simplest moving actions in the nature. The robot that finishes 2M run with the shortest time is the winner.

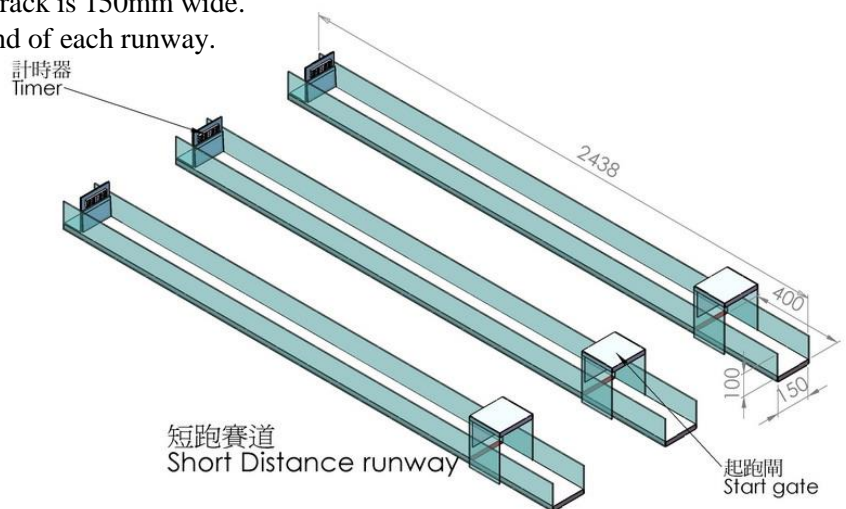
Robot Specification

1. The robot operates only with one motor. Contestants must use the Hand Generator (attachment 1) provided by the Organizer to supply power to the robot. Hence, the robot must be equipped with a 2.1mm socket for connection of the Hand Generator.
2. The size of the robot cannot exceed 300mm long, 150mm wide and 180mm tall (length, width and height dimensions are not inter-changeable), nor overall weights more than 500g.
3. The robot should move by swinging the centre of gravity.
4. The robot cannot have any installation that would change its original dimension during competition.



Game Field Specification

1. Level runway is used for preliminary rounds. The track is 2000mm long. The starting block is 400mm long.
2. The runway has 3 tracks. Each track is 150mm wide.
3. A timer is placed at the finish end of each runway.



Game Rules

1. Each team can play twice and the best time will be recorded. The team with the shortest recorded time to complete is the winner.
2. Contestants must use the Hand Generator (attachment 1) provided by the Organizer to supply power to the robot. Pulling the wire of the hand generator is prohibited.
3. The wire of the provided Hand generator is long enough so that the contestant must remain behind at the starting district. Moving along the runway with the robot is prohibited.
4. Once the game begins, the contestants cannot touch the walking robots until the game finishes. The maximum game time is 30 seconds. Robots that cannot complete the game would be recorded 30 seconds game time.



7. Hand Generator Bouncing Robot Appearance Design Competition

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The bouncing robot appearance design competition encourages students to full use their creativity. The loose game rules allow more esthetic and creative approach to the design of robot appearance.

Competition Category

It is the Single Motor Robot Category and permits the use of single motor in the mechanical design.

Game Rules

1. The participating robots may not take part in any other competitions.
2. Robots that took part in last year's competition cannot re-enter the same game this year.
3. The robot including its peripheral decorations cannot exceed 425mm X 300mm X 230mm (the length, width and height dimensions may be interchanged).
4. The robot should move by swinging the centre of gravity and the power can only be supplied by the Hand Generator.
5. The contestant may submit an A4 size introduction on the design concept and features (annex 2) in the specified format. However, the contents must not reflect or imply in any way the name of contestant or school. No presentation is required on the day. Failure to comply may lead to disqualification of the item.

Evaluation Criteria

Appearance / Dynamics	Creativity	Production skills	Application of material	Total
25%	30%	25%	20%	100%





Hand Generator Bouncing Robot Appearance Design Competition

Product Introduction

Category: *Single Motor*

Contest Registration No. : _____

Product Introduction :

Design concept:

Materials application:

Problems encountered:

Solution:

Note: The contents must not reflect or imply in any way the name of contestant or school. Failure to comply may lead to disqualification of the item.





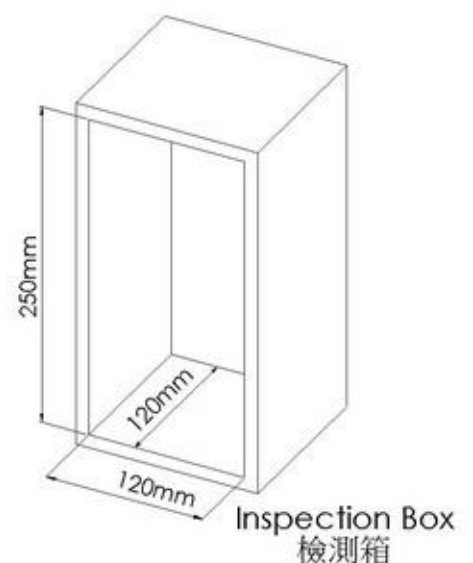
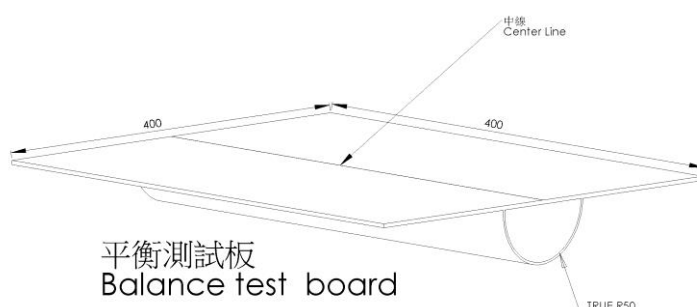
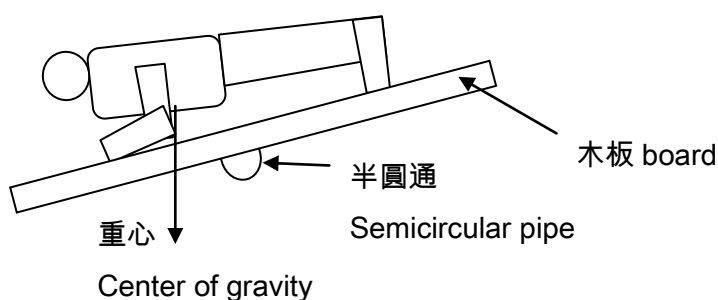
8. Robot Boxing Competition

17

This game tests the power of the robot as well as players' control skill and team spirit. The team that knocks down the opponent with the highest scores within the time limit wins the game.

Robot Specification

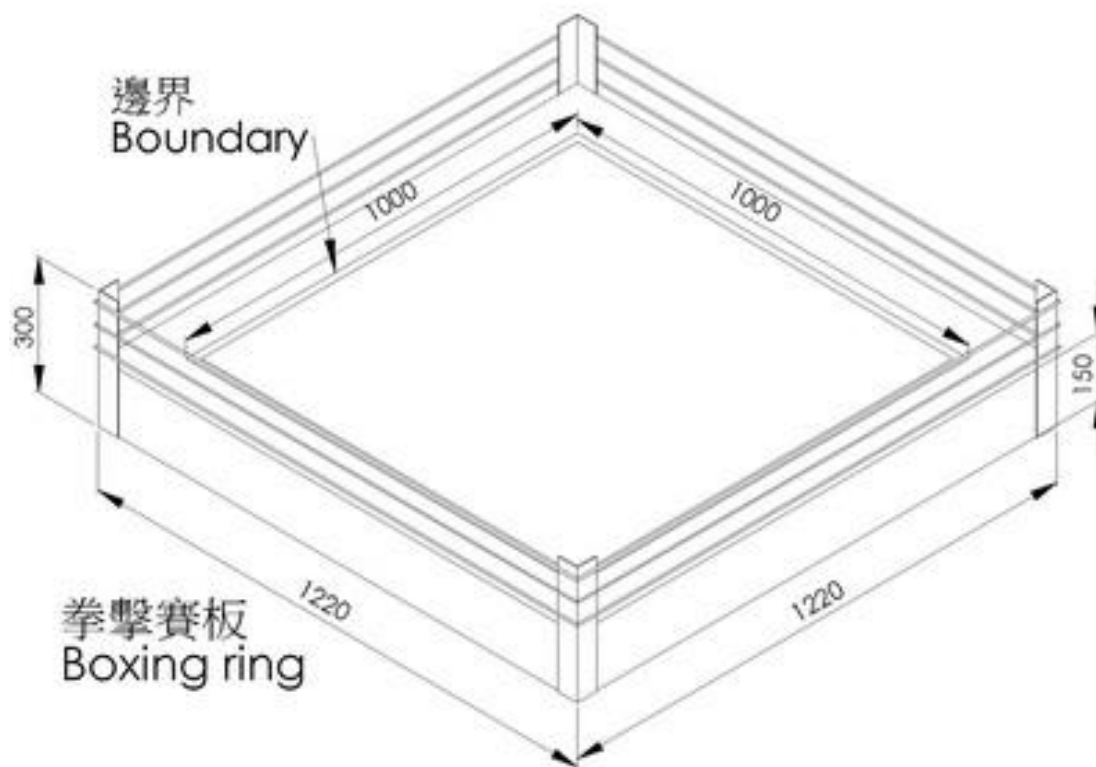
1. The robot may use up to 2 sets of gear boxes, for boxing. **Lever or Linkage can be applied to help the robot move.** The robot must have a head and two hands in boxing gloves.
2. The robot is controlled by wired manual controller with power supplied by not more than six pieces 1.5V AA size batteries. The batteries will be provided by the Organizer.
3. **Before the game the robot must be placed inside a box for dimension inspection without any part of the robot protruding out of the box. The inner base of the box is 120 x 120mm and the height is 250mm(see diagram below). The total weight of the robot cannot exceed 1.5kg.**
4. **The robot must pass the centre of gravity test. The robot, with both arms curled in front of the body, is placed horizontally on a board with a semicircular pipe underneath. The centre of gravity of the robot must be at the upper part of its body. That is the upper part of the robot's body slants down (see diagram below).**
5. The wire of the robot must be long enough for the robot to move around.





Game Field Specification

The boxing ring is 1220mm long, 1220mm wide and 300mm tall.



Game Rules

1. Each team assigns one robot for the competition. The robot is controlled by one member.
2. The robots are placed at the center of boxing ring opposite to each other with 150mm apart. The judge checks the robots to ensure that there is no movable dangerous mechanism in the design before game start.
3. The winner is determined in a 2-minute match. One point is scored for each successful knock down the opponent. No score if the opponent falls down itself. The robot with the highest scores wins.
4. If the winner is unable to determined at the end of the game, the lighter weight robot wins the game.
5. The judge will warn the team that continually dodges the opponent and refuses to attack. The team will be disqualified after receiving the second warning.
6. The robots stop combat if a robot falls down and will continue after the judge has put up the fell down robot. If the robot fails to move or fight anymore, the opponent will become winner.
7. There is a red line along the boundaries of the boxing ring. A warning will be served when the robot steps outside of the red boundary line. The opponent will score one point after 5 warnings are served.
8. The Panel judges' decision is final.



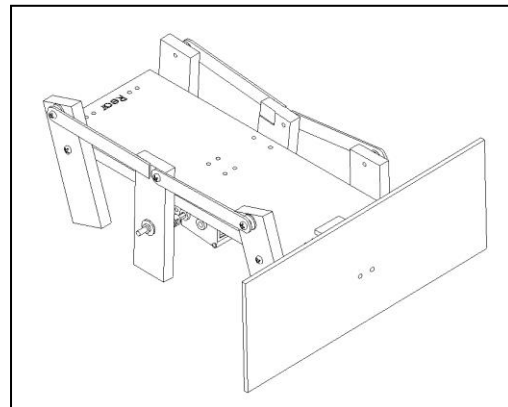


9. Robot Rugby Competition

This is a team competition. Each team should have 2 robots plus one reserve robot. Students are encouraged to work as a team to build robots with efficient walking actions for the competition. During the game, the two competing team players would use their “pushing board” to push the ball into their opponent’s goal. The team with higher score is the winner.

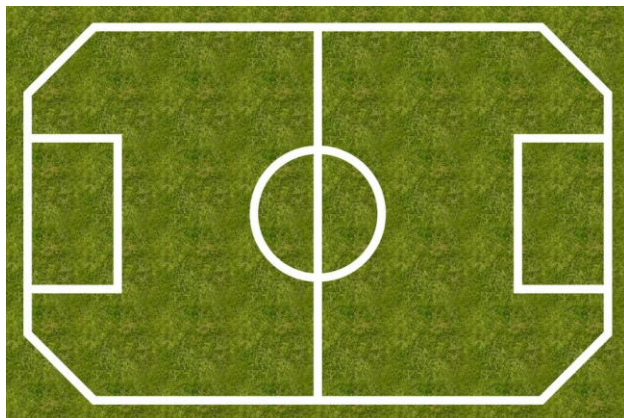
Robot Specification

1. Each team consists of two robots. The size of each robot cannot exceed 300mm long, 200mm wide and 240mm tall (length, width and height dimensions are not inter-changeable) nor weighs more than 1.5kg.
2. A flat pushing board must be installed on the front end of the robot for pushing the ball. The size of the board cannot exceed 200mm wide and its highest point above ground level should not exceed 180mm.
3. Contestants are allowed to move along with the robot outside the football court.
4. The robot is controlled by wired manual controller supplied by not more than six pieces 1.5V AA size batteries. The batteries will be provided by the Organizer.



Game Field Specification

1. Football court is used for the competition.
2. The area of playing field is 3658mm (12ft) × 2438mm (8ft), with a 100mm tall 45 degree triangular fence on two sides. A rubber spongy rugby is used for the competition.



機械人欖球賽道板





Game Rules

1. Robots may only push the ball (the pushing board cannot be concave).
2. The game has first and second halves, each lasts for 2 minutes. The first stage of the competition will be conducted on a round-robin basis. The winning side will get 3 points, losing side 0 point and each side 1 point in case of a draw. The second stage will be conducted on a knockout basis.
3. Choice of side and kickoff is determined by a toss of coin. Each team has first-kick opportunity in the first or second half of the game. The kickoff side would place the robots inside the middle circle and the opponent places their robots outside the middle circle afterwards.
4. The timer begins to count when the referee calls the game to action. The kickoff side should kick the ball within five seconds or the right goes to the opponent. Other robots could only move after the kickoff.
5. The team who pushes the ball into the opponent's base line gets one point. The losing team would re-start the game from the middle field. The timer would not pause. The side with higher score at the end of the game is the winner.
6. Should there be a draw at the end of time during the knockout stage, extra time of 2 minutes will be given to determine the winner via 'sudden death'. Each team can send one robot only for the extra time game. Should there be no score or same score in the extra time, each team takes turn to send their 2 robots to do fix point shooting one at each time. Time of each successful shooting will be recorded and sum up. After the two robots of each team have done the fix point shooting, the team that scores higher points will win. In case of draw, the shorter the total time of two shootings will win. Second round will be taken if they still draw until a winner is identified.
7. For the fix point shooting, each team would be given one minute to shoot the goal at the middle circle without defensive robot Repeat the shootings, if unsuccessful.
8. If the ball is tangled by the robots for over ten seconds, the judge may pause the match and move the robots 300mm away from the ball and re-start the match.
9. Players of each team can move along with their robots. Once the game starts, players may not touch the robots nor the ball until either the ball goes into the base line or the match ends.
10. The goal by kickoff would not be counted as score. Robots can push the opponents and the ball together through the bottom line.
11. During the match, request should be made to the referee for repairing or replacement of robot. Upon approval, the robot should be removed and placed back to the field by the referee. The timer would not pause and the match continues. The robot on returning to the field should wait for referee's permission to move and continue the play.
12. The Pannel judges' decision is final.



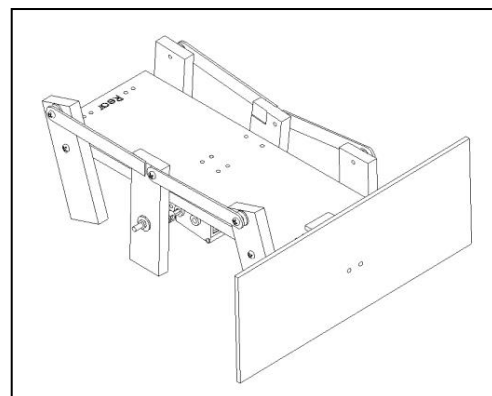
10. Robot Sheepdog Competition

21

This game tests contestants' ability to control robot sheepdogs to drive the sheep (white ping-pong) into the sheepfold and expel wolves (orange ping-pong) from the sheepfold.

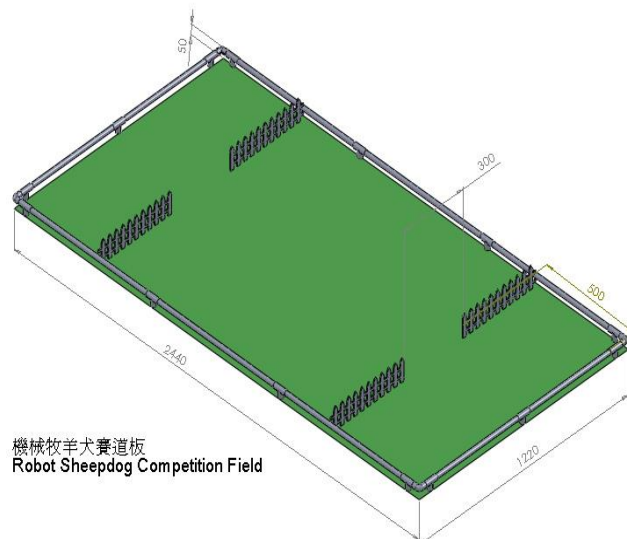
Robot Specification

1. Each team has one robot only. The size of the robot cannot exceed 300mm long, 200mm wide and 240mm tall (length, width and height dimensions are not inter-changeable) nor weighs more than 1.5kg.
2. The robot may use up to three sets of gear boxes, in which only two sets are for the walking action. It must move with walking action.
3. The robot is controlled by wired manual controller supplied by not more than six pcs. 1.5V AA size batteries. The batteries will be provided by the Organizer.



Game Field Specification

1. This game uses a robot sheepdog playing field. There will be 50 white ping-pons and 25 orange ping-pons.
2. The area of playing field is 2440mm × 1220mm with 50mm tall fencing surrounding the four sides.



Game Rules

1. The robot attempts to drive as many sheep (white ping-pong) as possible into the sheepfold and expel the wolves (orange ping-pong) from it within the 2 minutes game time. Each sheep in the sheepfold can scores 5 marks and 10 marks will be deducted for each wolf in the sheepfold.
2. Two teams will play together. A robot may not damage or obstruct opponent's robots. The judge would serve warning to the offending robot. The robot would be disqualified after two warnings and asked to leave the playing field immediately.
3. During the competition, a robot may receive repair off the field upon the judge's permission. The robot should only be placed back to where it left by the judge and continues the game. Timer will not pause and no extra time would be given.

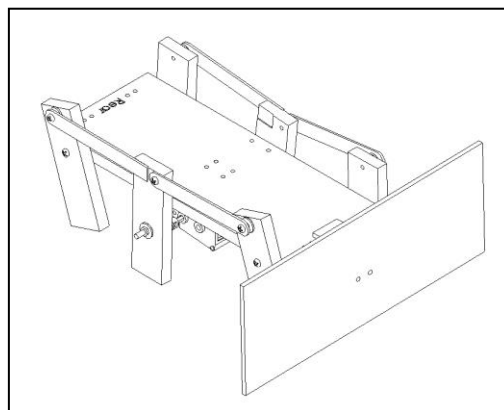


11. Robot Ant Obstacle Avoidance Competition

Oblique platform, drawbridge and cylindrical obstacle are placed in the obstacle avoidance game field. The participating robot is required to navigate through the oblique platform, drawbridge and cylindrical obstacle to reach the destination in the shortest time to win. This game tests the ultimate performance of the robot as well as the navigation control ability of the players.

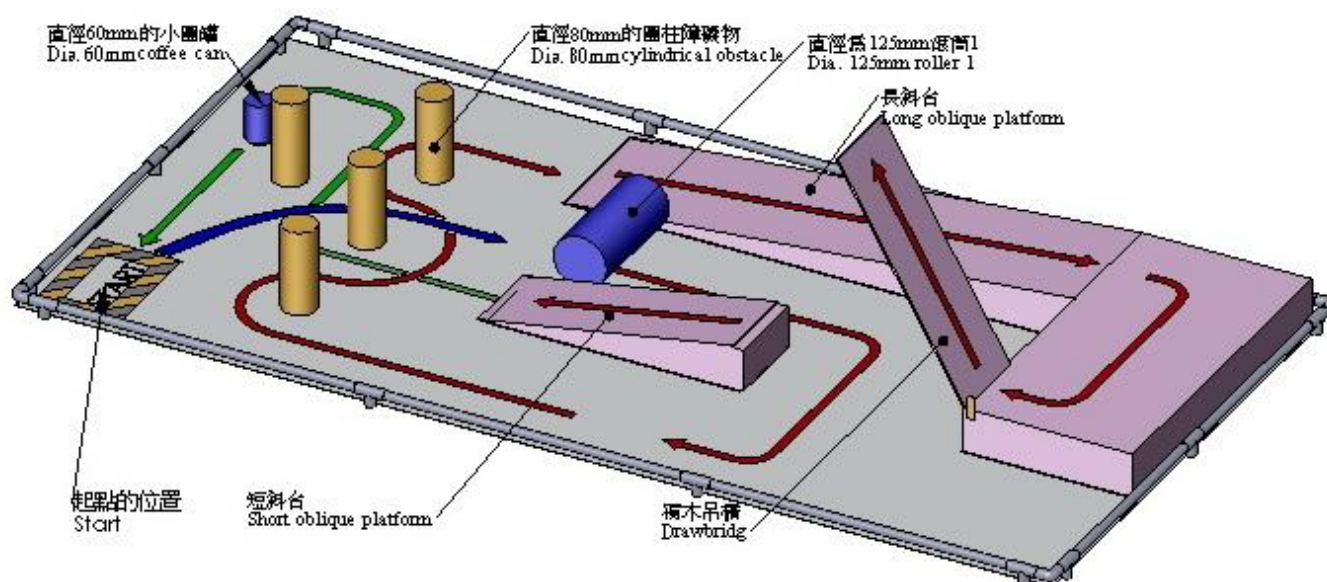
Robot Specification

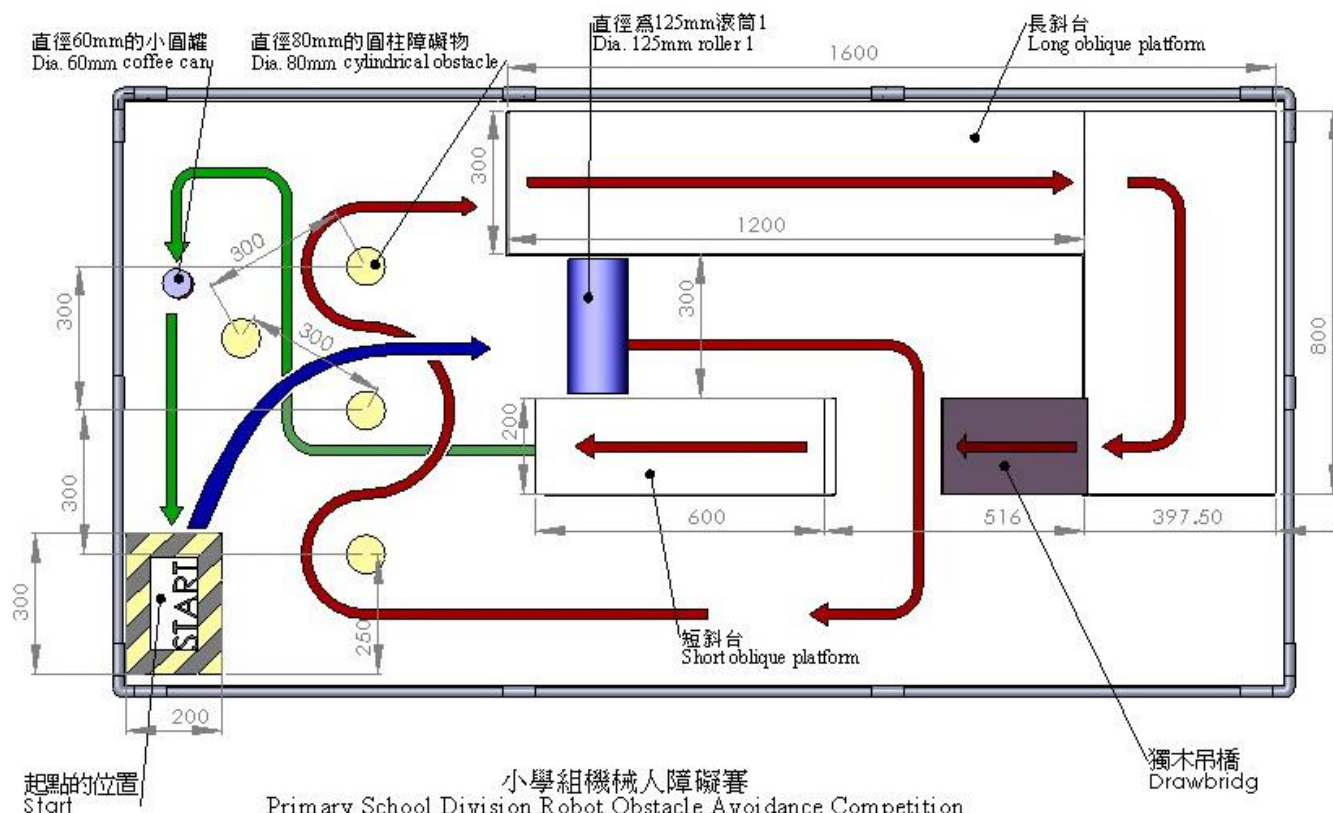
1. The size of the robot cannot exceed 300mm long, 280mm wide and 240mm tall nor weighs more than 1.5kg (excluding the wired controller).
2. The robot is controlled by wired manual controller which must only be supplied by not more than six pcs. 1.5V AA size batteries. The batteries will be provided by the Organizer.
3. The robot can use only two gear boxes for walking motion.



Game Field Specification

1. This game uses the primary division land and water robot obstacle avoidance playing field (diagram referred).
2. The area of land playing field is 2238mm × 1019mm with 100mm tall fencing on the four sides.
3. Obstacle includes: I) a can (an empty coffee can) with diameter of 60mm, 90mm high and weight 50g. II) Cylindrical obstacle with diameter of 80mm and high 150 mm. III) A roller (1.25 Liter soft drink bottle) with diameter of 125mm and 280 mm high.
4. The length of oblique platform is 1200mm, the width is 300mm and the highest point is 100mm. The length of drawbridge is 600mm and the width is 200mm (diagram referred).





小學組機械人障礙賽
Primary School Division Robot Obstacle Avoidance Competition

Game rule

1. The robot is placed at the “START” position. When the judge signals start of the game, the timer begins to count the time.
2. The robot has to travel along the designated route. The robot first follows the blue path and pushes away the roller 1. It then follows the red path and passes through under the drawbridge. After bypassing 3 80mm in diameter cylindrical obstacles, it moves up to the end of the long oblique platform and reaches the horizontal platform where the drawbridge is in an upright position. A little push will lower down the drawbridge and the robot is to walk across it. If the robot falls down from the drawbridge, it has to walk across the drawbridge again. After going down the short oblique platform, the robot should follow the green path bypassing the cylindrical obstacles and reaches the 60 mm diameter empty coffee can. When the robot pushes the coffee can to the destination, the game is finished.
3. Maximum game time is three minutes. Robots that cannot complete the game, the distance completed will be recorded and the game time will be marked as three minutes.
4. Players cannot touch their robot or steer it by pulling the wire of the control during the competition. 10 seconds would be added for each offence.
5. During the competition, a robot may receive repair off the field upon the judge’s permission. The robot should only be placed back to where it left by the judge and continues the game. Timer will not pause and no extra time would be given.
6. Each team can play twice and the best time will be recorded. If none of the robots has finished the game, the one with the longest distance completed will be the winner.



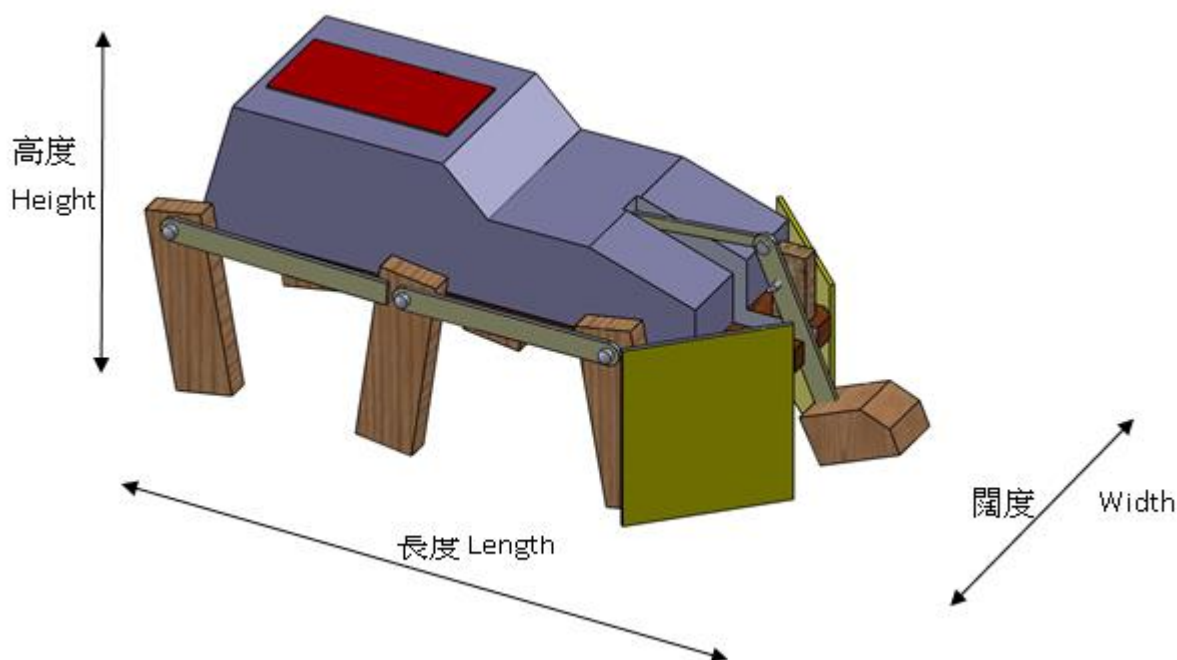


13. Robot Penalty Shoot-out Competition

The penalty shootout is a method of determining a winner in football matches that would have otherwise been drawn or tied. Contestant controls the robot to make five penalty kicks. The team with highest score is the winner.

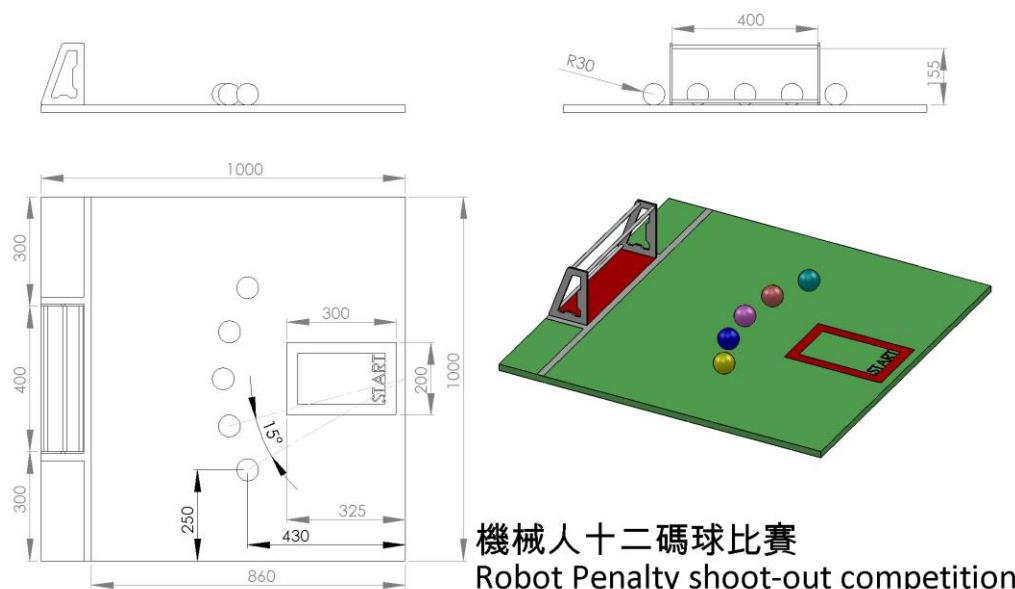
Robot Specification Competition

1. The size of the robot cannot exceed 300mm long, 200mm wide and 240mm tall (length, width and height dimensions are not inter-changeable) nor weighs more than 1.5kg (including batteries and receiver).
2. The robot may use up to three sets of gear boxes and must move in a walking mode.
3. A flap is installed on each side of the robot front end, slanting backward at 30-45 degree from the gear box to prevent the robot front legs from kicking the football. The opening between the two flaps at the robot front end should not be more than 30mm wide. Therefore, the foot or board for kicking the ball may not be larger than 30mm (diagram referred).
4. The robot is controlled by wired manual controller which must only be supplied by not more than six pieces 1.5V AA size batteries. The batteries will be provided by the Organizer (batteries have to be prepared by the contestants for regional competitions).
5. The robot must kick the ball with its foot or board in a swing (not rotation) action between its left and right flaps.



Game Field Specification

1. This game uses a penalty shoot-out playing field.
2. Five 60mm rubber balls will be arranged in the form of an arc on a rack (diagram referred).



Game Rules

1. The robot is placed in the start position prior to the game starts and it may move to kick the ball upon receiving the judge's signal.
2. Contestant has four minutes to finish five penalty kicks. Each successful kick will score 2 points. If the ball crosses the goal-line even though it rebounds from the goal, such kick is considered successful. However, the kick is considered fail if the ball rebounds from the goal posts.
3. The robot can kick the ball only once per each penalty kick. Two or more attempts to kick the ball for each penalty kick is not allowed.
4. Each team continuously plays 2 rounds of the five penalty kicks and the sum of all the scores is recorded. If the scores are the same at the end of the game, the team with the least time to finish all kicks is the winner.



14. Life Inspired Innovative Model Design Competition

The competition encourages students to transform the everyday objects into cute and delightful characters using their imagination and creativity.

Game Rules

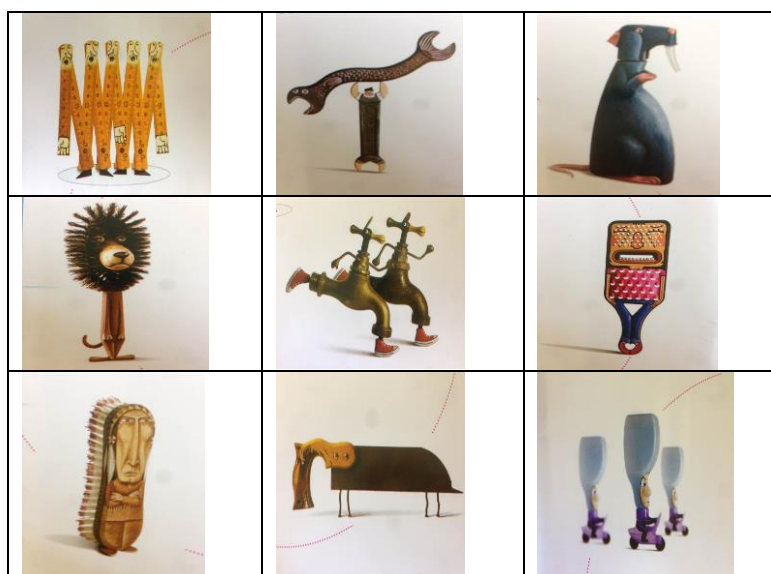
1. The participating article may not take part in any other competitions.
2. The article including its peripheral decorations cannot exceed 500mm X 500mm X 500mm. Peripheral decorations is optional.
3. The contestant may submit an A4 size introduction on the design concept and features (annex 3) in the specified format. However, the contents must not reflect or imply in any way the name of contestant or school. No presentation is required on the day. Failure to comply may lead to disqualification of the item.

Evaluation Criteria

The original shape of the article should be kept as much as possible and use of additional parts should be minimised.

Appearance / Dynamics	Creativity	Production skills	Application of material	Total
25%	30%	25%	20%	100%

Examples: French artist Gilbert Legrand using his imagination and creatively by painting or adding small details to our everyday domestic objects and turn them into cute characters and give them new life..... a tap becoming a running lady, a brush seen as a Native American, a toilet brush conjures a lion





Life Inspired Innovative Model Design Competition

Product Introduction

Category: _____

Contest Registration No. : _____

Product Introduction :

Design concept:

Materials application:

Problems encountered:

Solution:

Note: The content must not reflect or imply in any way the name of contestant or school. Failure to comply may lead to disqualification of the item.

