

# The 2016 Robot Game

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# Agenda

- Missions
- Match & Scoring Mechanics
- Be aware of these rules
  - Significant changes for Animal Allies
  - Frequently violated rules
- Suggestions
- Questions

# Missions (1)

- **M01** - Shark Shipment: **7 or 10, with 20 bonus**
- **M02** - Service Dog: **15**
- **M03** - Animal Conservation: **20 per pair (5)**
- **M04** - Feeding: **10 per piece (8)**
- **M05** - Biomimicry: **15 (White Gecko), 32 (Robot)**
- **M06** - Milking Automation: **20 or 15**
- **M07** - Panda Release: **10**
- **M08** - Camera recovery: **15**

# Missions (2)

- **M09** - Training & Research:
  - Dog and Trainer: **12**
  - Zoologist: **15**
  - Manure: **5 per piece (7)**
    - Must be transported 1 at a time. Also see D02 bullet 3
- **M10** - Bee Keeping: **12 or 15**
- **M11** - Prosthesis: **9 or 15**
- **M12** - Seal in Base: **1**
- **M13** - Milk in Base: **1**

# Missions (3)

- **M14** - Milk on Ramp:
  - Completely supported: **2**
  - Completely supported & alone: **3**
  - Completely supported, alone, and upright: **4**
- **M15** - All Samples: **5**
- **Penalties** - 6 each (**5**)

# Match and Scoring Mechanics

- Before the match:
  - The referee will have the kids verify the table is set up per rules
  - Referee will put the student's selected animal in the Animal Conservation mission
  - The two students at the table will perform sensor calibration, robot setup, and program selection, and arrange objects for storage
- After the match, the referee will review the table's current position with the students and will mark the score sheet
- After discussion (if necessary), students will sign the score sheet. Questions or disputes to be handled by the head referee (or designee in case of conflict of interest) if needed.
- Students take the score sheet to the scorers' table
- An additional volunteer will be at the scoring table to answer questions. He or she will send a student to the head referee if needed.

# Significant Rules Changes

- No Safety; outermost line is Base (D07)
- Base has unlimited height (D07)
- No on-field, out-of-Base storage allowed (R10)
- Objects stored off field count as being in Base (R12)
- ALL objects being Transported (D10) – mission models (D05) & equipment (D03) – are now confiscated by referee when straddling the Base line after Interruption (D09, R14) or Stranding (R15), regardless of where the object started
- Objects being Transported when the robot is Interrupted that are not completely in Base are confiscated by the referee, regardless of where the object started
- No Junk penalties
- BUT – assume that **every** rule has changed from previous years. Students need to focus on **this year's** rules.

# Frequently Violated Rules

- Electronic equipment allowed (R02 – R05)
- Wires are part of the robot & must be in base when Launching the robot (R13)
- Can't touch jigs during Launching (R13)
- Interrupting (D09) a robot just after Launching (R13)
- Touching the field after the match before the referee has gone over the results with the students and they've signed the scoresheet



# Suggestions

- Make sure the students know the rules:
  - Quiz them, and make them answer their own questions – don't build a reliance on the coach or mentors.
  - This helps them focus on solving real problems, not imaginary missions or self-imposed problems
- Understand rules precedence (GP5) – 1) Updates, 2) Missions & Field Setup, 3) Rules text, 4) Local Head Ref
- Read and understand all updates
- Have the kids perform experiments to determine solutions. Don't let them guess or make assumptions.
- Tournament tables and Models are NOT exactly like yours; students need to be prepared for this.