

ROBOFEST BottleZone 2014



Game Synopsis

The objective of the game is to find a square shiny zone and be the first to (intentionally) occupy it for three seconds. Successful occupation means every part (except wires) of the robot must be inside the zone for the full three seconds

A bottle covered with white paper is placed on the center of the zone to make it easy for robots to find the zone. The exact location of the zone is unknown prior to start of the game. Starting location and orientation of the robots are also unknown.

A robot may also win a game, like Sumo wrestling, when it pushes its opponent off of the table or if the opponent falls off the table by itself. A robot is off the table when any part of it touches the floor, even if that part is no longer connected to the main body of the robot.

Age Division: Senior (9th ~ 12th). See BottleSumo rules for Junior teams.

Dates (Tentative)

- May 2, 2014, Part of North American Championship at LTU
- May 30, 2014, Part of World Championship in Daegu, Korea

FAQ

- In order to successfully occupy the zone, must the robot push the bottle off the zone? No. Your robot can be small.
- Can we use camera sensors? Yes
- The zone can be on the table completely like the Robofest 2007 game, RoboZone? Yes, but not likely in 2014 year.

Detailed rules such as the dimension of the zone area will be announced in November.