

# Robofest Game – RoboGolf Setup & Procedures for Site Host

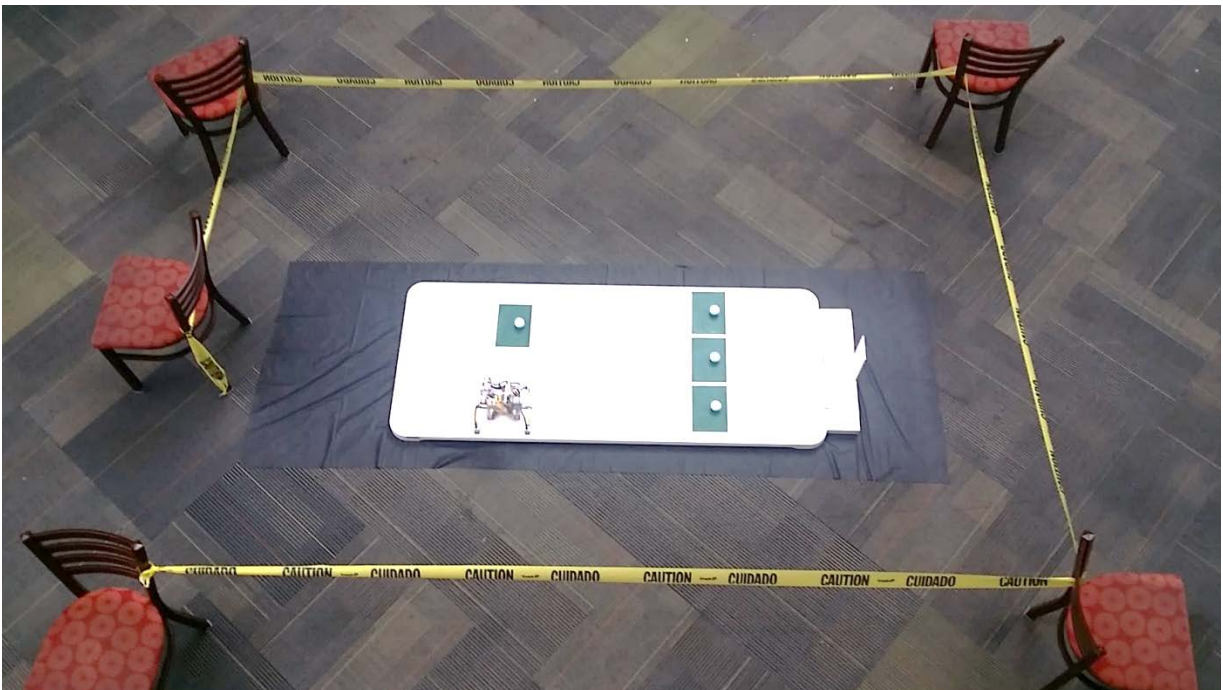
3/2/2016 V 1.31

## Team Table/Pit Area

- Each team is designated one 6 or 8 foot table with 4 ~ 5 chairs in the Pit Area, a sign is placed on the table with the team's number; Electrical power should be accessible for each table.
- The Pit Area is open when the site is open for teams to bring in their items.
- Every effort should be made to keep the area secure, but teams should not leave unattended valuables in the Pit Area. Teams should assign a Coach/Parent/Volunteer to watch the team table during breaks.
- During Work Time and Game Rounds, Coaches and Parents are restricted from entering the Pit Area.

## Official Table Setup

- Tables are to be setup on the flat floor, not on tables.
- If the Site has multiple official Game Tables, the setup should be as identical as possible.
- Place the black vinyl cover under the table.
- Hole-slots are to be taped together; align center of slot with center of table.
- Greens #1-3 will each be taped along their entire leading edge (edge opposite the hole locations) as well as the two remaining corners. Green #4 will be taped along the entire length of all four edges.
- In order to enforce team players to move away at least 1 meter after starting the robot, measure 1 meter border around the table and use caution tape attached to 5 chairs positioned 1 meter away from the edges of the table to enclose the prohibited viewing area. Leave an opening for participants to move in and out.



- If multiple official tables are setup, orientation of all the tables should be the same (not back to back).

## **Practice Rules**

- Teams can use practice tables before Opening Ceremony, during Work Time and between rounds.
- It is recommended to open official tables for practice too.
- Limit time to 5 minutes if other teams are waiting to use the practice table.

## **Unveiling of Unknown Factors right after Opening Ceremony**

- Communication devices of players must be turned off at this time.
- All Unveiled Factors will be projected onto the screen AND made available in hard copy to all the teams.

## **Work Time**

- 30 Minutes are allowed for teams to adjust programs to accommodate unveiled Unknown Factors.
- No Communication is allowed between the Team and Coaches/Parents/Spectators.
- For Jr. Game, reset Green Area #4 at start of each work time for each round
- Emcee will make announcements when 10 Minutes and 5 Minutes remain until the end of the Work Time.
- If any non-game related communication is necessary during the 30 minute work time, Coaches/Parents may speak with team members away from the Pit Area under the supervision of a judge or proctor. No additional time will be granted for teams who have been interrupted in this manner.

## **Impound Procedure**

- Each Team will have a designated "Place Mat with Team ID" on a table set up away from the Pit and Spectator Areas to secure the robots between the end of the Work Time and the End of the Game Round.
- 5 to 10 minutes are given based on number of teams at the site.
- Impound Tables should be blocked and supervised at all times.
- Only one member of the team should present their Robot to the impound area. All other team members should remain at the Team Table.
- Robot (L x W x H) will be measured using the 50x50 cm board and Checked for the "TEAM #" and "FRONT" label. If passed, the robot is placed on the "Team Placemat" on the Impound Table. If not passed, teams may come back before the end of impounding time.
- If teams are ready to impound their Robot early (before the end of the Work Time), they can present the robot to the Impound Table when ready.
- Participants are not to touch/remove robots from the table for any reason once the robot has been impounded.
- Teams may NOT be allowed to charge their robots during impound.
- Robots not impounded at the end of announced impounding period are automatically disqualified for the round.
- For the Sr Game, the Green Area #4 will be reset after all Sr Robots have been impounded for each round.

## Game Rounds

- When the Game Round begins, the first team will be called to the Game Table by the Announcer, in the order determined by the Site Host.
- If the Site has multiple official Game Tables, it will be announced which game table to report to.
- The Next team(s) in order will be called to be ready once the team ahead of them has retrieved their robot from the Impound Area, and so on.
- When a Team is called, maximum of TWO members should approach the impound table and access their robot from the impound supervisor. Robots should not be removed without permission.
- All other team members should remain in the Pit Area or move to the Spectator Area.
- Impound Supervisors will verify the team's robot, based on Team Name Tags and Robot Label.
- When the team gets their robot, they should proceed to the appropriate game table and wait for instruction.
- The Judge will instruct the team to select their program and place the robot at the starting position.
- The Judge will start the time when the team member starts the robot.
- Both team members at the game table will move to the outside of the 1 meter line until the end of the game round.
- The Judge, not the team player, will end the timer and game will end when one of the following occurs:
  - The 2 minute time limit expires
  - All 4 balls have been hit and have come to rest AND the robot stops on the table
  - The robot leaves the table (the table will be on the floor, so it would not fall)
  - The Judge asks the team members if they would like to end the round if the robot malfunctions or stops moving
  - The team members touch the robot or playing field materials
- Players should wait for the Judge to enter the score on the scoresheet, and then validate the score and sign the scoresheet if in agreement with the score. Any discrepancies in scoring should be addressed at this time.
- Team should then remove the robot from the game table and return it to the impound table.
- Team members should return to their Team Table or the Spectator area.
- Emcee or Judge needs to do 5 second count down when buzzer is not used.

## Scoring

- Verified Score sheets will be forwarded to the score keeper.
- Entered scores shall be projected on the screen to validate data entry after each round.
- Tie breakers are (1) Best final score of two rounds (2) rerun.