

## **RobotChallenge - Lego Unknown Mission Rule**

*Note: All rules are subject to change without notice.*

**Name of Event:** Lego Unknown Mission

### **1. Requirements for Robots**

#### **1.1. General Robot Specifications**

A. Teams must bring one of the two approved robot kits shown below to use during the competition. Preassembled robots cannot be used. All robot components must be unassembled at the beginning of the competition. Sensor or motor multiplexors are not allowed.

- LEGO NXT sensors, motors, parts, and one NXT controller
- LEGO EV3 sensors, motors, parts, and one EV3 controller
- LEGO Spike sensors, motors, parts, and one Spike controller

B. Teams can use any programming language and they need to bring their own computer to program the robot.

### **2. Game**

#### **2.1. Aim of the Game**

A. Mission tasks will be totally unknown until the day of competition. The goal of this challenge is to provide an opportunity to develop problem solving skills on the fly

#### **2.2. Start of the Game**

- B. At the start of the game, the referee will give each team a game rule paper.
- C. Each team will have 2 hours of preparation time

### **3. Scoring**

A. There will be a waiting line for the practice field. As long as the practice field is available, teams have unlimited practice runs with their robot before the end of competition. Teams will have 2 “official” runs that will be judged. Winners will be decided by best score of the 2 official runs. Tie breaker will be the time of the best run.

### **4. Declaring Objections**

#### **4.1. Declaring Objections**

- A. No objections shall be declared against the judges' decisions.
- B. The lead person of a team can present objections to the Committee, before the match is over, if there are any doubts in the exercising of these rules. If there are no Committee members present, the objection can be presented to the judge before the match is over.

### **5. Flexibility of Rules**

As long as the concept and fundamentals of the rules are observed, these rules

shall be flexible enough to encompass the changes in the number of players and of the contents of matches. Modifications or abolition of the rules can be made by the local event organizers as long as they are published prior to the event, and are consistently maintained throughout the event.

## **6. Liability**

- A. Participating teams are always responsible for the safety of their robots and are liable for any accidents caused by their team members or their robots.
- B. The RobotChallenge organization and the organizing team members will never be held responsible nor liable for any incidents and / or accidents caused by participating teams or their equipment.