



RULES
PATH ATTACK



Tabla de contenido

1. Summary	2
2. Registration	2
3. Rules Clarification	3
4. Challenge Setup	3
5. Robot	3
6. Competition	3
7. Track	4
8. Penalties	5
9. Claims	5
10. Prizes	5

1. Summary

The objective of PATH ATTACK is to create and/or program an autonomous robot that runs a track made out of 10 hexagons, in the least amount of time possible, without the robot leaving the track while doing so.

All teams will solve the challenge live on the day of the event. All teams will solve the challenge live on the day of the event. This challenge will only take place in face-to-face events. All teams will do 3 qualifying rounds.

The competition is only for kids ages 12 and younger. Each registered team can have a maximum of 3 members and a mentor. All team members should comply with the age requirement. The mentor must be 18 y/o or older, and must act as the adult responsible for the team.

2. Registration

All the information regarding registration can be found in <http://robojam.live/>



3. Rules Clarification

All those circumstances not foreseen in this set of rules, will be up to the judges and/or the tournament staff to solve. They will have the final decision on it and cannot be appealed.

By registering the team, the team understands and accepts all the rules presented here.

In case of being disqualified, or not showing up to the event, there will be no reimbursement of any kind for the team.

Rules could be modified until the registration due date. However, if there is any need to clarify one of the rules before the event, the teams will be notified

4. Challenge Setup

The team is responsible for organizing and obtaining all the necessary items to participate.

It is recommended to review internet access and bandwidth in advance, as well as the devices (Computer, Tablet, Cell Phone, Remote Controls, etc.) that will be used during the challenge.

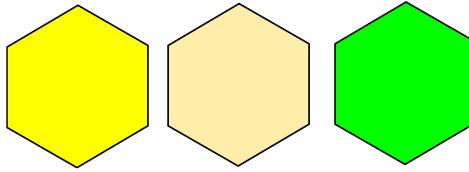
5. Robot

- a) Any type of platform can be used. The robot can have any design.
- b) The maximum dimensions of the robot are 15 cm long x 15 cm wide, with no height restriction. Anything detached from the robot is considered an extension of it. The robot must not exceed these measurements at any time.
- c) The robot must be autonomous. Sensors cannot be used to guide the robot. Only built in encoders in the motors are allowed.
- d) It must have a switch, to turn the robot on and off.
- e) We want to clarify, these requirements are mandatory in order for the robot to participate. In case a team starts competing without complying with any of them the round will be considered null and the team can even be disqualified.

6. Competition

- a) The team is needs to attend the captains' meeting scheduled before the competition, in order to approve the tracks and the robot. Not being in the meeting prior to the start of the challenge may have a penalty.
- b) All teams will have 3 qualifying rounds.
- c) Each round will have a maximum of 2 minutes (120 seconds).

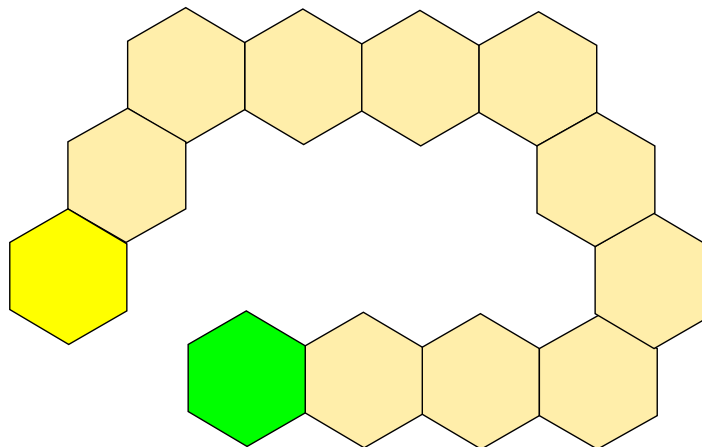
- d) For classification purposes, the round with the best score of the 3 is counted.
- e) The robot must cover a track made out of 10 hexagons, plus 1 starting and 1 ending zone.



Hexágono amarillo de comienzo, hexágono de recorrido y hexágono verde de finalización.

- f) Each hexagon covered by the robot its worth 10 points.
- g) The robot must be placed in the assigned starting zone on the track (Yellow). If the robot leaves the track, it needs to go back to the starting point but the time is still running. If the time runs up, the maximum achieved score will be counted.
- h) Once the robot touches the Ending hexagon (Green), the score will be added, time stops and each second left in the clock will be added as an extra point. Robot must have covered the whole track to get the bonus points.
- i) The best 8 teams (8 highest scores) after finishing the qualifying rounds time, will qualify for the final rounds. In case there are less than 8 teams registered, the best 4 will directly qualify for the semifinal.
- j) In the event of a tie in a position that gives classification, the teams involved will have to make a tiebreaker. If it persists, the sum of the qualifying scores will be taken into account to make a decision. As a last resort, a raffle will be held.
- k) **For In person competitions, the classified teams will make brackets and then go to direct confrontations until they have the podium winners.**
- l) In the event of a tie within the first 3 places, there will be tie-breaking rounds between the teams in question.

7. Track



The yellow hexagon is starting point and the green hexagon is the ending of the track.



- a) The track has 12 hexagons: 1 starting zone + 10 path hexagons + 1 Ending hexagon.
- b) Each hexagon measures 15 cm (+3 mm) on each size and at least 1.2 cm thick (1/2 inch).
- c) Configuration of the track may vary the day of the competition. Teams will have only the free practice time given before the classifying rounds to adjust their coding.
- d) Only team members can manipulate the robot and make adjustments on the coding.
- e) The use of starting guides is permitted, if they don't exceed 50% of the starting hexagon's area. It must be removable and cannot damage the starting area.

8. Penalties

Teams may receive a time penalty for not complying with any of these regulations. The points penalties are -50 points for each foul.

The judges and / or the staff can disqualify any team, at any time, for any fault that in their opinion is serious and is against the respect, ethics and education that is sought in the event. This includes, but is not limited to, any of the following situations:

- a) Fraud in the information shared with the organization or in the competition
- b) Dishonesty in the challenge, deliberately breaking the rules.
- c) Disrespect to judges or participants, during the competition or in the comments during the live streaming.

9. Claims

- a) The captains can file a claim in front of the judges, in case of having any disagreement.
- b) The final decision on any claim is at the discretion of the judges and / or the organizer, who are considered the last instance in the resolution of this situation and their decision is final, cannot be appealed.

10. Prizes

The first 3 places will be awarded with credentials for a ROBOJAM event. All other teams can request participation certificates.

Other additional prizes, such as cash prizes or sponsor gifts, will be assigned and communicated by the organizer at his own discretion, after the registration due date, but before the competition date.

Any question, please send us a message to
Info.RoboJam@gmail.com



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