Rescue Info Sheet 2020

Important Info for all Rescue Teams

Thank you for registering for RoboCup Rescue at the WA state event 2020! Please ensure all team members, and mentors have read and understood the following instructions:

Scrutineering

Once teams are checked-in and set up in the pit area, students must proceed directly to the scrutineering desks in the Rescue Line or Rescue Maze challenge areas. *Note that the Rescue Maze area has its own scrutineering desk. All teams are required to undergo scrutineering before play each day and may be re-scrutineered at any time.*

At the time of scrutineering, each team will be required to nominate one team member as a Robot Handler. Please discuss this in advance and decide who your Robot Handler is going to be. During game play, only the Robot Handler is permitted to enter the Rescue game zone or speak to the judges.

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Scrutineering	All competitors are required to have their robot and code checked during an **official interview** with the judges. In Rescue and Soccer, interviews will be completed before the start of competition each day.
Original Design	Robots must be an **original design** to receive points in the competition. Robots which are built from an instruction manual or a design that is widely available on the internet may still participate but will not receive points for design.
Built and Coded by Students	Robots must be **designed and built by the students** in advance, in preparation for the competition. Programs must also be coded by students. All teams will be required to attend a short interview to verify that they are the authors of both their robot design and their code. Design logbooks or engineering journals may be provided during this interview to assist with verification.
Autonomous	Robots must be autonomous in operation. If the robot has the capability for remote or other forms of wireless control either by Bluetooth, Wi-Fi or some other form of wireless communication, the team must prove that they have disabled the capability for third party operation in some way. This could be by software, hardware or degree of human interaction. Robots that do not comply may face immediate disqualification from the tournament. **Distributed control is allowed but must operate without human interaction after the robot has started the round.**
RESCUE: Line Following	Students competing in Rescue must demonstrate an understanding of how their robot follows the line or interacts with other features of the Rescue course. **Understanding of both the sensor(s) and the code must be demonstrated.**
Providing Journals	Submitting logbooks to event organisers in advance is currently **not** a requirement of RoboCup Junior WA, and is implemented on a national level only. Please remember to bring your logbooks, journals or printouts with you on the day so that they can be checked in your team's interview.
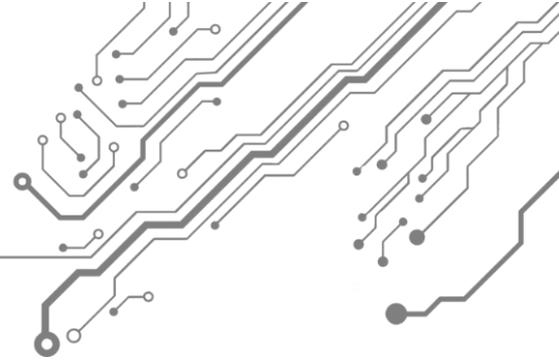
Layout

Game Zone: No mentors are allowed within the game zone or the pits. If mentors wish to speak to a Rescue official, please do not interrupt game play. Questions should be directed to non-judging staff or the Rescue Coordinator (identified by a walkie talkie).

Rescue Queue: The game zone for Rescue Line will be clearly laid out, with entry points for primary, secondary and open queues. Please ensure all team members and spectators stay within the correct areas to reduce congestion and confusion.

Practice Areas: Practice areas will be provided for students to take light readings and conduct tests of their robots. All equipment in practice areas will be used during rounds and must be available immediately when needed. To ensure smooth running of the challenge, it is extremely important that competitors do not remove any equipment from practice areas.

Students will be asked to vacate the practice areas between rounds so that event staff have access to the tiles for course construction.

Important Rules

Please ensure you have read the rules for 2020:
https://robocupjunior.org.au/sites/default/files/Official%202020%20RCJA%20Rescue%20Line%20Rules%20%28KBTC%29.pdf

New in 2020 – Challenge Tiles

Please read section 7 of the 2020 rules regarding challenge tiles. These will be implemented in the 2020 competition.

Doorways: Doorway elements are not used for scoring but as a method of confirming robots comply with official size restrictions. In accordance with the rules, if a doorway block is present on the course, robots must pass through to get any points for round. The team's score for the round will be 0 if robot cannot pass through the doorway.

Unusual Tiles: In addition to the standard tiles found on the official Practice Mat, several "unusual tiles" will be revealed on the morning of the competition. All unusual tiles provide an opportunity to earn additional points. By introducing new unseen tiles, all competitors must rely on their very own knowledge of coding, and must adapt their code on the day to suit the challenge tiles. **Unusual tiles are introduced from Round 3, giving students time to calibrate, test and edit code.**
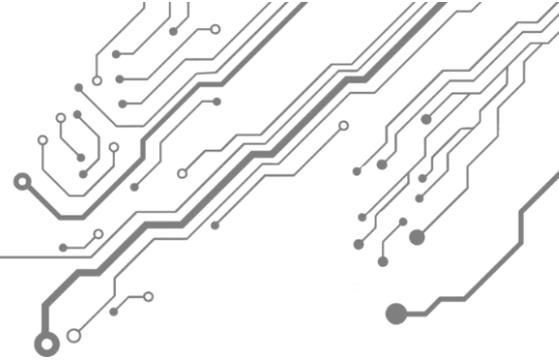
RESCUE SCHEDULE

Friday's competition will contain 4 rounds of strictly **one hour** each. Please take note of the round times below and ensure all team members listen out carefully so that you know when your team is required to be at the game zone.

The queue for each round will be closed once it contains the maximum number of teams that can compete in the time remaining for that round.

The round length (one hour) has been specifically designed to give everyone a chance to compete provide they join the queue in a timely fashion. Teams who arrive close to the end of a round may not be able to compete if the queue is full and may receive zero points for the round. **Listen for reminder announcements and join the queue for your division at the earliest opportunity.**

FRIDAY

Start	End	
8:00	9:20	Arrival, Check-in and Scrutineering
9:20	9:30	Please take seats for Opening Ceremony
9:30	10:00	Opening Ceremony
10:00	11:00	Round 1
11:15	12:15	Round 2
12:45	1:45	Round 3
2:00	3:00	Round 4 and close of Day 1

SATURDAY (FINALS)

Start	End	
8:30	9:15	Arrival, Check-in and Scrutineering
9:30	9:50	Playoff Round 1
10:05	10:25	Playoff Round 2
10:40	11:00	Playoff Round 3
11:00	11:30	Reset / Break
11:30	11:45	Rescue Line Head to Head Finals (Primary) and Rescue Maze Finals
12:00	12:15	Rescue Line Head to Head Finals (Secondary)
12:30	12:45	Rescue Line Head to Head Finals (Open)
1:00	2:00	Awards Ceremony and Event Close

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