

# Rescue Maze (Entry) Beginner Rules 2019 (DRAFT)

## Basic Rules

The rules for the Rescue Maze Entry League 2019 are based on the international rules of RoboCupJunior Rescue Maze (as of May 24<sup>th</sup>, 2018).

The following changes apply for the Rescue Maze Entry League:

## Arena

There are no floating walls in the arena.

## Age limit

The minimum and maximum age of the RoboCup Junior competitions apply, but there are no age groups.

A participant may only participate twice in the final of the German Championship.

## Speed bumps

Speed bumps have a maximum height of 1 cm.

## Debris

Debris may not exceed 3 mm in size.

## Obstacles

There are obstacles in the arena.

Obstacles are not reset during a run.

## Victims

There are no heating victims.

There are no "visual victims".

Victims are represented by a red cross on a white tile (30 x 30 cm). The cross is centered on the tile and consists of five squares (6 x 6 cm). The color of the cross is traffic red (RAL color no. 3020).

The tile with the victim is always located near a wall.

A victim's detection is indicated by a robot stop and a 5 second optical signal. The robot must stand (partially) on the red cross of the victim tile at the same time.

## Checkpoints

After 3 LoPs you can jump to the next checkpoint in the direction of travel.

## Scoring

The punctuation is based on the Rescue Maze rules.

In addition, reaching a checkpoint in the first attempt is rewarded with 10 bonus points.