

1.1 Description

1.1.1 The arena is modular by tiles, which can be used to make an endless number of different courses for the robots to traverse and also provides with the ability to add new tiles in the future.

Az aréna cserélhető csempe modulokból van felépítve, így az egyes futamokban változtatható lesz a pálya a robot számára.

1.1.2 The field will consist of 300 mm x 300 mm tiles, with differing patterns. The final selection of tiles and their arrangement will not be revealed until the day of the competition. Competition tiles may be mounted on a hard backing material of any thickness.

A pálya 300x300 mm-es különböző mintázatú csempékből épül fel, ami a futam előtt ismeretlen a csapatok számára.

A verseny csempéket különböző vastagságú kemény alapra rakják.

1.1.3 There will be a minimum of 8 tiles in a competition field.

Minimum 8 csempe lesz a verseny pályán.

1.1.4 There are different tile designs (examples can be found under rule “1.3 Line”).

A csempe rajzolatokra példa látható az 1.3 sorban.

1.1.5 Tiles on different levels are connected with a ramp. A ramp does not exceed an incline of 25 degrees from the horizontal surface.

A csempéket a rámpához eltérő szinteken kapcsolják. A rámpa emelkedési szöge 25 foknál kisebb.

1.2 Floor **Padlózat**

1.2.1 The floor has a white or close to white tone. The floor may be either smooth or textured (like linoleum or carpet), and may have steps of up to 3 mm height at joins between tiles.

A padlózat színe fehérhez hasonló. A csempék kapcsolódásánál 3mm-es lehet a szintkülönbség.

1.2.2 Competitors need to be aware that in some competitions, tiles may be mounted on thick backing or raised off the ground with the Elevation Blocks; which may make it difficult to get back on a tile should the robot come off. No provision will be made to assist robots that drive off a tile, from getting back on the tile.

A versenyzőknek tisztában kell lenniük azzal, hogy bizonyos fordulókban a csempéket vastag alpra rakják vagy kiemelik a padlózatból "Felemelt blokkok"-kal; amelyek megnehezítik a robot számára, hogy visszajusson arra a csempére, amelyikről le kellett jönnie. Nem lesz intézkedés arról, hogy a robotokat, amelyek lejöttek egy csempéről, hogyan segítsük, hogy visszajussanak a csempére.

1.2.3 Tiles will be used as ramps to allow the robots to 'climb' up to and down from the elevated tile. Elevation blocks are to be made of 30 mm x 30 mm wood painted in orange and placed in the corners of the tile.

Lesznek kiemelt csempék, amelyekre a robotnak fel kell mászni, meg lejönni róla, Ezek a blokkok sárgára festett deszkalapok,

1.2.4 Robots, therefore, must be designed so that they can navigate along any tile that may be placed on the base of a 'Tunnel'.

A robotokat emiatt úgy kell tervezni, tudjanak navigálni azokon a csempéken, amelyekkel egy "Alagút"-at képeztek ki.

1.3 Line **A vonal**

1.3.1 The black line, 1-2 cm wide, may be made with standard electrical (insulating) tape or printed onto paper or other materials.

The black line forms a path on the floor. (The grid lines indicated in the drawings are for reference only and competitors can expect tiles to be duplicated, different and/ or omitted.)

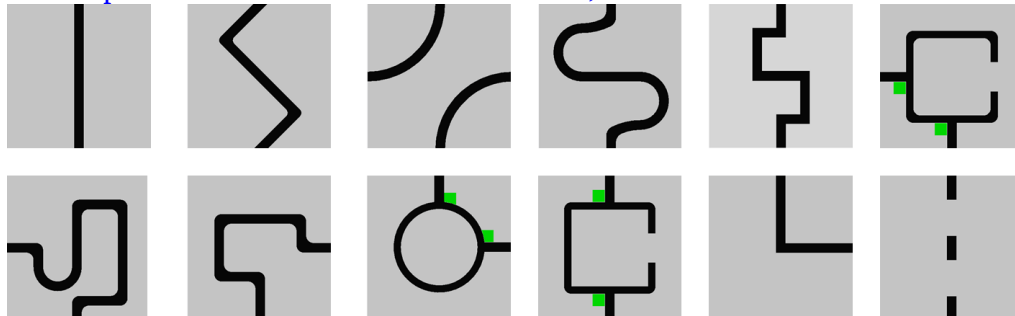
A fekete vonal egy-két cm szélességben alkotja az útvonalat. (Az ábrákon jelzett hálónalak csupán hivatkozásul szolgálnak hogy a versenyzők mire számíthatnak

1.3.2 Straight sections of the black line may have gaps with at least 5 cm of straight line before each gap. The gap is 20 cm at most.

A fekete egyenes szakaszokon lehetnek szakadások, amelyek előtt legalább 5 cm-es fekete egyenes vonalnak lenni kell. A szakadás max, 20 cm.

1.3.3 The arrangement of the tiles may vary between rounds.

A csempék elrendezése futamonként változik, ha több futam lesz.



1.3.4 Due to the nature of the tiles, there may be a step and/or gap in the construction of the arena. These are not intentional and will be minimized as much as possible by the organizers.

A csempék természetéből adódóan az arénában lehetnek emelkedések, meg rések, ami nem szándékos.

1.4 Debris and Obstacles

1.4.1 Speed bumps have a maximum height of 1cm. They are white and fixed on the floor. They may be angled.

A fekvő rendőrök (10 mm magas félbevágott, fehérre festett műanyag cső vagy fatiplik), ferdén is helyezkedhetnek az útvonalon.

1.4.2 Debris are maximum height of 3mm, and will not be fixed on the floor. They are small materials such as toothpicks or small wooden dowel, etc.

Törmelékek 3 mm-nél kisebb átmérőjű fapálcikák (pl. fogpiszkálók, vagy hús nyárs, stb).

1.4.3 Debris may be spread towards or adjacent to walls.

A törmelékek szétszórva vagy a falak mellett lehetnek.

1.4.4 Obstacles may consist of bricks, blocks, weights and other large, heavy items.

Akadályok lehetnek téglák, rönkök, nehezek.

1.4.5 An obstacle does not occupy more than one line.

Az akadály csak egy vonalon terjeszkedjen.

1.4.6 A Robot is expected to navigate around obstacles. Obstacles that are moved in any way will remain where they are moved to, even if it ends up prohibiting your robot from proceeding. If you have any doubt on any scenario, consult at the International RCJ Community Forum (<http://www.rcjcommunity.org/>)

A robot kerülje ki az akadályt. Ha elmozdítja az akadályt, akkor az ott marad még akkor is, ha a robot ot a továbbhaladástól eltiltották.

1.5 Intersections Kereszteződések

1.5.1 Intersections can be placed anywhere except in the evacuation zone.

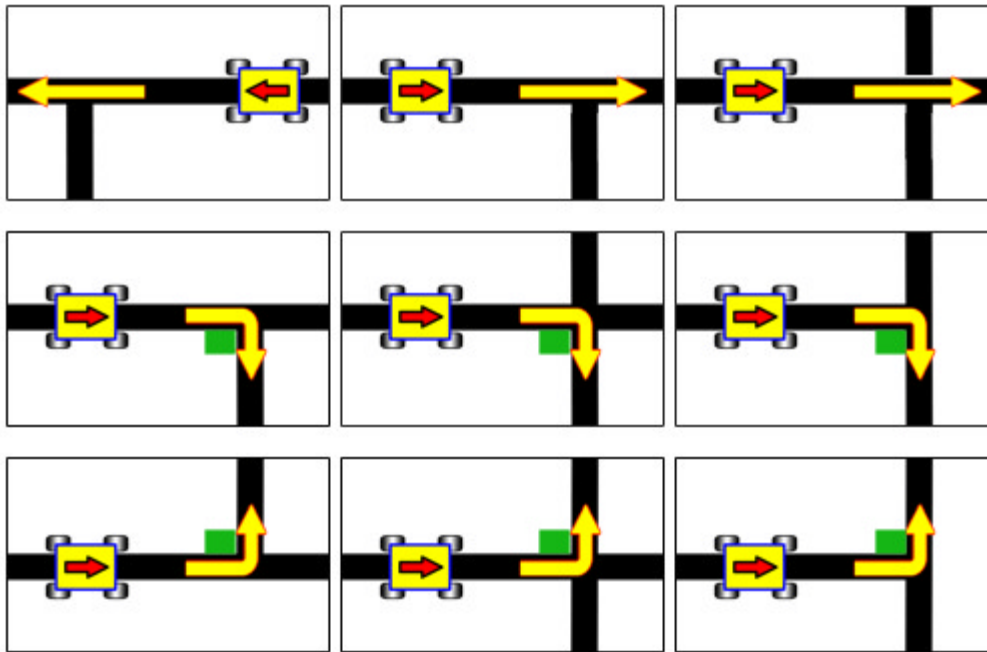
Bárhol lehet kereszteződés kivéve az evakuációs zónát.

1.5.2 Intersections markers are green and 25 mm x 25 mm in dimension and indicate the suggested path to follow. If no green marks are placed at an intersection, it means it is recommended to continue straight.

Kereszteződések 25x25mm átmérőjű zöld jelek. Ha nincs zöld jel, akkor mehet egyenesen.

1.5.3 The intersections are always perpendicular, but may have 3 or 4 branches.

A kereszteződések mindig derékszögűek, és 3 vagy 4 felé ágazhatnak.



1.6 Doorway

1.6.1 The doorway will: **Ajtófélfa**

Consist of three (3) pieces of solid wood.

Három falécből áll

Have all pieces fixed together. Be painted color orange **Narancs színűre festve**

Be 250 mm wide and 250 mm high (+/- 20mm) **250x250 mm a magasság és szélesség**

1.6.2 The doorway will be placed on a straight section of the line. **Az ajtófélfa egyenes útvonalszakaszon lesz**

1.7 Evacuation Zone **Az evakuációs zóna**

1.7.1 The black line ends at the entrance of the evacuation zone, and robots are required to utilize some form of search strategy to locate the victims.

Az evakuációs zóna bejáratánál véget ér a fekete vonal és a robotoknak valamilyen kereső stratégiát kell alkalmazni, hogy megtalálják az áldozatokat.

1.7.2 The Evacuation Zone is approximately 120 cm by 90 cm with walls in the 4 sides that are at least 10 cm high.

Az evakuációs zóna 120x90cm 10 cm magas fallal körülvéve minden oldalon

1.7.3 At the entrance to the evacuation zone, there is a 25 mm x 250 mm strip of reflective silver tape on the floor.

Az evakuációs zóna bejáratánál van egy 25x250mm ezüst csík a padlóra fektete.

1.7.4 For the primary competition, an Evacuation Point tile is placed at one corner of the evacuation zone. The Evacuation Point tile is a right angled triangle with sides of 30 cm x 30 cm, and it is painted in black with a bump of 5 mm.

A primary versenyzők számára az **EvakuációsPont** csempe a zóna egyik sarkában elhelyezett feketére festett 30x30 cm derékszögű háromszög lesz 5mm vastagságban.

1.7.5 For the Secondary competition, the Evacuation Point tile is a right angled triangle, sides of 30 cm x 30 cm and elevated by 6 cm, and it is painted in black and hollow.

A secondary versenyzők számára a háromszög 6cm magas oldalfallal emelkedik ki és közepén behorpad. .

1.7.6 The evacuation zone does not have an exit door. Az evakuációs zónának nincs kijárata.



1.8 Victims **Áldozatok**

1.8.1 Victims may be located anywhere on the floor of the evacuation zone.

Az evakuációs zóna padlóján bárhol lehetnek áldozatok.

1.8.2 The victims take the form of a 5 cm diameter ball. Teams need to be prepared for minor variations.

Az áldozatok 5cm átmérőjű labdák. Lehet kevés eltérés a méretükben.

1.8.3 The victim represents a “person with life” and will be electrically conductive. Its surface is silver and reflects light.

Az áldozatok “élő személyt” képviselnek és elektromosan vezetők lesznek. Felületük ezüstösen csillogó.

1.9 Environmental Conditions **Környezeti feltételek**

1.9.1 Teams must come prepared to adjust their robots to the lighting conditions at the venue.

A robotokat a helyszíni fényviszonyokhoz kell igazítani.

1.9.2 Lighting and magnetic conditions may vary along the course in the rescue arena.

A világítás és a mágneses feltételek az arénán belül is változnak a pálya mentén.

1.9.3 The arena may be affected by magnetic fields (e.g. generated by under floor wiring and metallic objects).

A mágneses erőtér (pl. a padlózat alatti vezetékek és fémtárgyak okozta) hathatnak az arénára.

1.9.4 Teams should prepare their robots to handle unexpected lightning interference. While the organizers and referees will try their best to minimize external lighting interference, it is not possible for them to foresee all unexpected ones such as camera flash from spectators.

A váratlan fényinterferenciákra is fel kell készíteni a robotokat. (Bár a szervezők igyekeznek kiszűrni, de a nézők kameráinak fényvillanásait nem tudják kiküszöbölni.)

2.1 Control **Irányítás**

2.1.1 Robots must be controlled autonomously. The use of a remote control or manual control, or passing information (by sensors, cables, other interference, etc.) to the robot is not allowed.

A robotok távvezérlése vagy kézi vezérlése információ átadással(szenzor, kábel, más beavatkozás, stb) tilos.

2.1.2 Robots must be started manually by the team captain.

A robotot a kapitány indítja manuálisan.

2.1.3 Pre-mapped type of dead reckoning (movements predefined based on known locations) is prohibited.

Tilos készíteni dead-reckoning típusú térképet (előredefiniált mozgásokat használni)

2.1.4 Robots must not damage any part of the arena in any way.

2.2 Construction **Robotkonstrukció**

2.2.1 Any robot kit or building blocks, either available on the market or built from raw hardware, may be used, as long as the design and construction of the robot are primarily and substantially the original work of the students (see section 2.5 below).

A felépítmény a diák saját munkája legyen.

2.2.2 Any commercially produced robot kits or sensor components that are specifically marketed to complete any single major task of RoboCupJunior Rescue will be disqualified.

For example, pre-programmed sensors with special features for line-following or obstacle tracing are not allowed. If there is any doubt, teams should consult the Technical Committee (TC) at the International RCJ Community Forum (<http://www.rcjcommunity.org>)

Kereskedelemben RCJ-hez legyártott és programozott szenzor komponensek használata tilos

2.2.3 For the safety of participants and spectators, no lasers are allowed on any robot.

A versenyzők és a nézők biztonsága érdekében Lézer használata tiltott a robotokon.

2.2.4 Bluetooth Class 2, 3 and ZigBee communications are the only wireless communication types allowed in RoboCupJunior.

Bluetooth Class 2, 3 and ZigBee vezeték nélküli kommunikáció a megengedett a robotokon.

Robots that have other types of wireless communications on board will need to be either removed or disabled for possible interference with other leagues competing in RoboCup.

If the robot has equipment for other forms of wireless communication, they must prove that they have disabled them. Robots that do not comply may face immediate disqualification from the tournament.

2.2.5 Robot must be able to pass through the doorway without moving it from its original position.
A robotnak át kell mennie az ajtófélfá alatt megállás nélkül.

2.3 Team

2.3.1 Each team must have only one robot in the field. (This rule can be modified in a Super Team Competition such that two or more robots are deployed together and have to cooperate in completing given tasks.)

2.3.2 Students will participate in ONLY ONE (1) of the three (3) divisions: Primary Rescue Line, Secondary Rescue Line or Rescue Maze.

2.3.3 Eligibility for each division is: **Jogosultság**

- Primary Rescue Line: Open to students aged 14 years old and under. Age is calculated as of July 1 for the international RCJ event each year.
- Secondary Rescue Line: Open to students of any age up to and including 19 years of age. Team members may compete in Secondary Rescue at most, twice (2 international events). After competing twice they must move to Rescue Maze.
- Rescue Maze: Open to students of any age up to and including 19 years of age.

2.3.4 Each team must have a minimum of 2 members.

Minden csapat minimum kéttagú

2.3.5 The number of team members per a team is not limited but team should choose their team size in a way that the learning experience of each member is maximized. Mentors/parents are not allowed to be with the students during the competition. The students will have to self-govern themselves (without mentor's supervision) during the long stretch of hours at the competition.

2.3.6 Every team member can be registered in only one team, and every team can compete in only one RoboCupJunior league and division.

2.4 Inspection **Vizsgálati interjú**

2.4.1 The robots will be examined by a panel of referees before the start of the tournament and at other times during the competition to ensure that they meet the constraints described.

A robotokat átvizsgálja egy bírói testület, hogy megfelelnek-e az előírásoknak.

2.4.2 It is highly unlikely that a team will be able to legally use a robot identical to another team's robot from previous years, or use a robot that is identical to another team's robot.

Egy csapat másik csapat előző évi robotját nem használhatja.

2.4.3 It is the responsibility of teams to have their robots re-inspected, if their robots are modified at any time during the tournament.

A csapatnak újra meg kell vizsgáltatni robotját, ha módosítottak rajta .

2.4.4 Students will be asked to explain the operation of their robot, in order to verify that construction and programming of the robot is their own work.

A diákoknak el kell tudni magyarázni robotjaik működését igazolásképpen arról, hogy az ő saját munkájuk.

2.4.5 Students will be asked about their preparation efforts, and may be requested to answer surveys and participate in video-taped interviews for research purposes.

A diákokat kutatási cél miatt is kérdezik az előkészületeik felől.

2.4.6 All teams must fill a web form that will be provided once the team is officially registered, and should be submitted at least one week prior to the competition.

A hivatalos regisztráció után a csapatoknak ki kell tölteni egy web-kérdőívet legalább egy héttel a verseny előtt.

The purpose of this document is to allow judges to be better prepared for the interviews.

For sample documentation, please refer to the "Description of Materials Template" at the official RCJ website under Rescue rules.

Ennek a kérdőívnek az a célja, hogy a bírák jobban tudjanak felkészülni az interjúra.

Information about how to submit your document will be announced prior to the competition to the teams.

2.4.7 All teams have to submit their codes prior to the competition. The code is never shared with other teams without the team's permission.

Minden csapatnak be kell mutatni a robot programkódját a verseny előtt.

2.5 Violations

2.5.1 Any violations of the inspection rules will prevent the offending robot from competing until modifications are applied.

Bármilyen kifogás merül fel a vizsgálat során, azt korrigálni kell

2.5.2 However, modifications must be made within the time schedule of the tournament and teams must not delay tournament play while making modifications.

A korrekciót az időbeosztást figyelembe véve kell elvégezni, nem lehet hátráltatni a verseny menetrendjét.

2.5.3 If a robot fails to meet all specifications (even with modification), it will be disqualified from that round (but not from the tournament).

Ha a robot nem felel meg az előírásoknak a korrekció ellenére sem, abból a futamból kizárják.

2.5.4 No mentor assistance during the competition is allowed. See 6. Code of Conduct.

3. Play

3.1 Pre-game Set-up

3.1.1 Where possible, competitors will have access to practice arenas for calibration, testing and tuning throughout the competition.

Lehetősége lesz a csapatoknak tesztelni, kalibrálni a helyszínen.

3.1.2 Whenever there are dedicated independent arenas for competition and practice, it is at the organizers' discretion if testing is allowed on the competition arena.

3.2 Game Zone **Játék Zóna**

3.2.1 An area around the game fields will be designated as the "game zone".

A menekítő pálya körül lesz egy terület, amit Játék Zónának hívnak

3.2.2 Teams should designate one of its own team members as the captain, and (s)he will be allowed to move the robot, based on the stated rules and/or as directed by a referee. Only the captain is allowed to enter the game zone and interact with the robot during a scoring run.

Csak a csapatkapitány tartózkodhat a Játék Zónában és ő mozgathatja a robotot,

3.2.3 The captain can move the robot only when (s)he is told to do so by a referee.

A kapitány is csak akkor mozdíthatja el a robotot, ha felszólítást kap a bírótól.

3.2.4 Other team members (and any spectators) within the vicinity of the rescue arena have to stand at least 150 cm away from the arena while their robot is active, unless otherwise directed by a referee.

A nézőknek 150 cm-re kell tartózkodniuk az arénától, amikor a robot szerepel.

3.2.5 No one is allowed to touch the arenas intentionally during a scoring round.

Senki sem érintheti meg szándékosan az arénákat a pontozási idő alatt.

3.3 Start of Play **A kezdés**

3.3.1 A run begins at the scheduled starting time whether or not the team is present/ready. Start times will be posted prominently around the venue.

Egy futam menetrendszerűen elkezdődik akár jelen van a csapat akár nincs. A helyszínen ki van plakátolva a kezdési időpont minden csapat számára.

3.3.2. Drop Tile Puck: The Drop Tile Puck is the signal that change a common tile to be a “Drop Tile”. It can be made of any wood or plastic based material 5mm to 12mm thick and 70mm in diameter. It is to be painted in orange.

Drop Tile narancssárga Korong 7cm átmérővel, 5-12 mm vastagsággal fa, vagy műanyagból.

3.3.3 The referee will ask the captain if (s)he would like to nominate Drop Tile(s). These tiles will have an orange disk placed in one of the corners. Once the time has begun (see 3.3.6), the Drop Tile(s) cannot be changed.

A bíró megkérdezi a kapitányt, hogy szeretne-e DropTile-t jelölni. Ezeket a csempéken az egyik sarkukban van elhelyezve a sárga korong.

Note: It can be as many ‘Drop Tiles’ as the referee specify and they can be different for each round. This will depend on the length of the course.

A bíró határozza meg a DropTile-ok számát.

3.3.4 The referee will ask the captain if they are happy with the course. After positive acknowledgement the round begins.

3.3.5 Once the run has begun, the robot playing is not permitted to leave the competition area for any reason.

3.3.6 A robot will be given a maximum time of 8 minutes to both calibrate their sensors and complete the course. The time for each run will be kept by the referee.

Egy robotnak max. 8 perc ideje van a futamra a szenzor kalibrálásokat is beleértve.

3.3.7 Calibration is defined as taking sensor readings and modifying the robot's programming to accommodate such sensor readings. Any and all pre-mapping activities will result in immediate

disqualification of the robot for the round.

A kalibráció alatt azt értjük, hogy leolvastatjuk a szenzorértékeket és eltároljuk a robotprogramba. Bármilyen előtérdképezési cselekmény kizárással jár arra a futamra.

3.3.8 Teams may calibrate their robot in as many locations as desired on the arena, but the clock will continue to count down.

Akárhány helyen végezhetünk kalibrálást, de az óra ketyeg.

Robots are not permitted to move under power while calibrating.

Kalibrálás alatt a robotnak nem szabad mozogni.

3.3.9 Once a team is ready to perform a scoring run, they must notify the referee. To begin a scoring run, the robot is placed on the starting tile of the course as indicated by the referee. Once a scoring run has begun, no more calibration is permitted.

Amikor egy csapat készen áll a pontozási futamra, jeleznie kell a bíró felé, aki kijelöli az indulási csempét, ahová a robotot helyezni kell. Amikor a futam elkezdődik már nem lehet kalibrálni.

3.4 Game Play **Játékmenet**

3.4.1 Robots are to start behind the join between the start tile and the next course tile towards the evacuation zone. Correct placement will be checked by the Referee.

A Robotot az indító csempe és a szomszédja közti csatlakozásnál kell rajtoltatni az evakuációs zónával szembe.

3.4.2 Modifying the robot during a run is prohibited; which includes remounting parts that have fallen off.

A robot testét módosítani a futam alatt tilos.

3.4.3 All parts that the robot is losing intentionally or unintentionally will be left in the arena until the run is over. Neither the team nor a judge is allowed to remove parts from the arena during a run or Lack of Progress.

Az elvesztett testrészeket sem szabad az arena területéről felvenni a futam közben még a bírónak sem.

3.4.4 Teams are not allowed to give their robot any advance information about the field. A robot is supposed to recognize the field by itself.

A robotnak nem szabad előzetesen információt adni a pályáról, hanem ő maga ismerje fel.

3.4.5 The robot must follow the line completely to enter the evacuation zone.

A robotnak teljesen végig kell követni a vonalat ahhoz, hogy az evakuációs zónába érjen.

3.4.6 Wherever there are multiple paths and one is marked, the robot may take any of them. Only following the intersection markers will grant points for the intersection decision.

Ha többfelé van elágazás és egy a jelzett, attól még mehet a robot valamelyiken, de csak akkor kaphat pontot, ha a jelzettel követi a kereszteződésben.

3.5 Scoring **Pontozás**

3.5.1 A robot is awarded points for successfully negotiating each hazard (gaps in the line, speed bumps, intersections and obstacles).

A robot pontot kap minden mesterséges akadály sikeres legyőzése után.

3.5.2 Successfully negotiating is defined as completely following the line, negotiating all line gaps, intersections, speed bumps, obstacles, and going through a doorway without human interaction.

Sikeres legyőzésnek nevezzük, ha végig követi a vonalat, átjut minden szakadáson, kereszteződésen,

fekvő rendőrön, akadályokon, és átjut az ajtófélfá alatt emberi segítség nélkül.

3.5.3 Failed attempts at negotiating elements of the arena is defined as “Lack of Progress” (see 3.6).
Sikertelen átjutás az aréna elemein a **Helybenjárás azaz Lack of Progress** elnevezést kapja.

3.5.4 Points available for successfully reaching each 'Drop Tile':

- 1st Attempt = 60 points
- 2nd Attempt = 40 points
- 3rd Attempt = 20 points

Pontok kaphatók a Drop Tile-okhoz érkezésért. 60-40-20 pont, Max. 3-szor próbálkozhat..

3.5.5 There are no points available for reaching a 'Drop Tile' beyond the third attempt.

3.5.6 If green marks at intersections are used, the path may go to the opposite direction through the course (going back to the path that a robot already took).

3.5.7 Points available for successfully negotiating each gap in the black line. 10 points per gap.

10 pont jár a fekete vonalon lévő szakadásokért, ha átjutott rajta a robot.

3.5.8 Points available for successfully avoiding each obstacle blocking the black line. 10 points per obstacle.

Akadály kikerülésért 10 pont jár /akadály.

3.5.9 A robot is considered to have successfully negotiated an obstacle when it moved through the tile where an obstacle was placed.

Akkor tekinthető sikeres kikerülésnek, ha az akadályt tartó csempét követő csempére átment.

3.5.10 Points available for successfully completing a tile that has speed bumps. 5 points per speed bump tile.

5 pont jár minden fekvő rendőrön átjutásért.

3.5.11 Points available for successfully negotiating an intersection tile.

15 points per direction through intersection tile.

15 pont jár minden irányért a kereszteződésen .

Successfully means that the robot followed the suggested path. See 1.5.2.

A sikeresség arra vonatkozik, hogy a robot követte a javasolt útvonalat.

3.5.12 Each gap, obstacle, speed bump and intersection tile can only be scored once per direction through the course, not each attempt through the course.

Csak egyszer lehet pontozni a szakadást, az akadályt, fekvő rendőrt, kereszteződést irányonként a pálya mentén.

3.5.13 Successful victim rescue: Robots are awarded points for successfully rescuing victims. A successful victim rescue occurs when the victim is moved to the evacuation point (it needs to be completely inside of the evacuation point, and no part of the robot be in contact with the victim).

40 points per a successful victim rescue.

40 pont jár a sikeres áldozatmentésért.

3.5.14 Ties in scoring will be resolved on the basis of the time taken by each robot (or team of robots) to complete the course (this includes calibration time).

A pontozás szigorúságát az időre vonatkozólag lehet oldani, hogy befejezhesse a pályát.

3.5.15 Check RoboCupJunior Rescue official website for a score sheet template.

Egy pontozási mintát láthatunk a hivatalos honlapon.

3.6 Lack of progress: Helyben járás

3.6.1 A lack of progress occurs when:

- The robot ceases to follow the line when it is present. **Nem megy a vonalon a robot.**
- The robot is stuck in the same place or loses the black line without regaining it by the next tile in the sequence (see figures below). **Beszorul egy bizonyos helyre vagy elveszti a fekete csíkot a következő csempéig, nem tud visszajutni rá.**
- The robot moves completely out of the field. **Teljesen lemegy a területről.**

3.6.2 The team captain can also call for a Lack of Progress at any time (s)he wants (for example if the robot is in danger).

3.6.3 If a Lack of Progress happens, the robot must be positioned at the beginning of the course or at the previous 'Drop Tile' facing the evacuation zone, and checked by the referee.

Helyben járás esetén a pálya elejére kell helyezni a robotot vagy az előző DropTile-ra az evakuációs zónával szemben



Reset



Power OFF & ON



Change program

3.6.4 Only the team captain is allowed to restart the robot without changing programs and/or modifying the robot.

Az újraindítást egyedül a csapatkapitány teheti meg program és robot módosítás nélkül.

3.6.5 There is no limit to the number of restarts within a game.

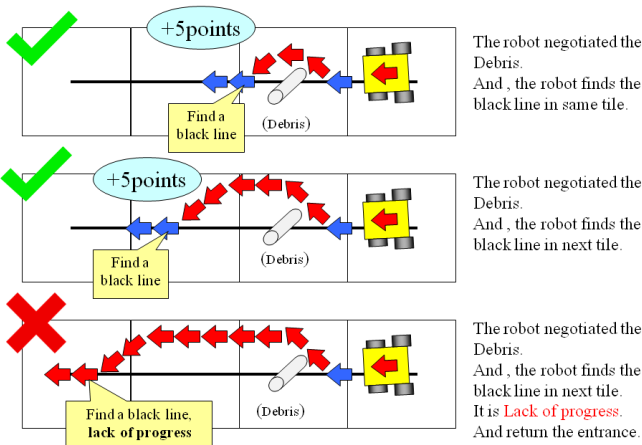
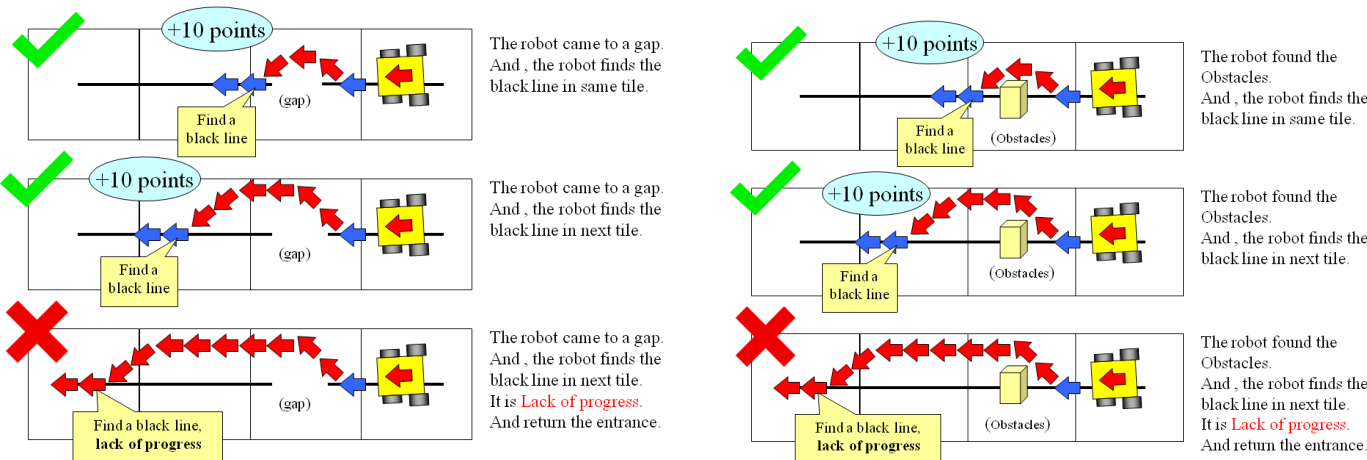
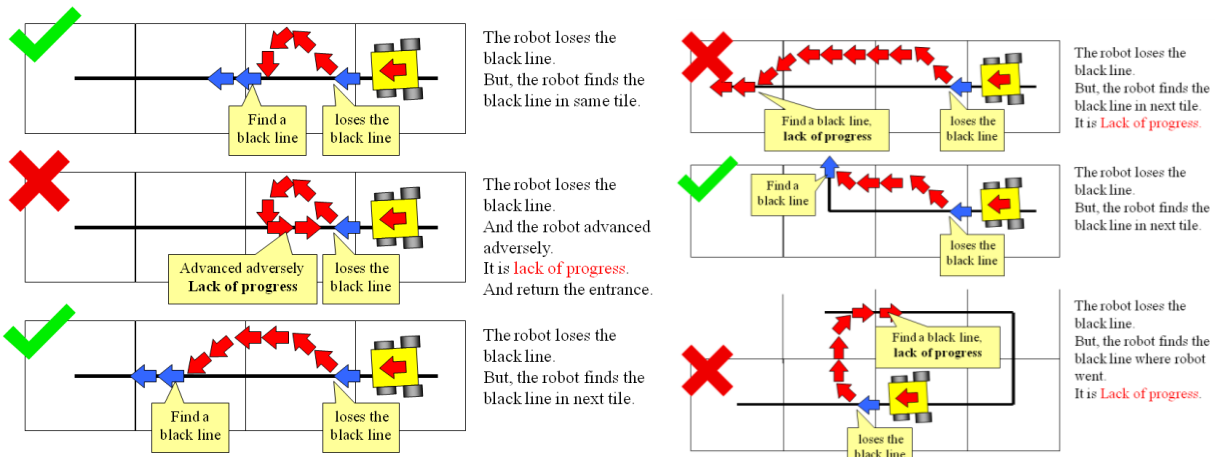
Egy játékmenetben akárhány újraindítás lehetséges.

3.6.6 A robot is allowed to proceed to the following 'Drop Tile', if the robot fails to reach it after the third attempt.

Ha a harmadik kísérlet során sem érte el egy DropTile-t, mehet a következőhöz.

3.6.7 The team captain may also choose to make further attempts at the course to earn the additional points available for overcoming obstacles, gaps in the line, and speed bump points that have not already been earned before reaching the 'Drop Tile'.

A csapatkapitány választhat, hogy megkísérli további olyan pontok keresését, amelyeknél megkerüli az akadályt, átmegy a vonalszakadáson fekvőrendőrön és még nem kereste meg azelőtt, hogy a Drop Tile-hoz ért.



3.7 Victim Placement **Áldozatok elhelyezése**

3.7.1 The victims will be allocated in a random way on the Evacuation Zone. The number of victims will be decided by the Organizing Committee. The number of victims will be the same for each field (or arena) layout.

Az áldozatok véletlenszerűen lesznek elhelyezve az Evakuációs Zónában

3.8 Evacuation Point **Placement Az evakuációs pont helye**

3.8.1 The Evacuation Point will be placed in any of the non-entry corners in the evacuation zone.

Az evakuációs zóna egyik sarkában lesz az Evakuációs Pont

3.8.2 Once a robot begins its scoring round and has entered the Arena, the referee will roll a standard 6 sided dice to determine in which corner the Evacuation Point will be located.

Hogy melyik sarokban azt kockadobással dönti el a bíró.

3.8.3 After a Lack of Progress happened in any place, the referee may roll the dice once more and place the Evacuation Point at a new corner.

Helybenjárás esetén új sarok kiválasztására is kockát dob a bíró.

3.8.4 The RoboCupJunior Organizing Committee (OC) will try their best to secure the Evacuation Point down, but you should expect it to slight shift at times.

3.9 End of Play **Játékmenet vége**

3.9.1 A team may elect to stop the round early at any time. In this case, the team captain must indicate to the referee the team's desire to terminate. The team will be awarded all points achieved up to the call for end of round.

A csapatkapitány menet közben bármikor jelezheti a bírónak, hogy befejezte a menetet.

3.9.2 The round ends when the time expires, when the team captain calls the end of the round or when all the victims are successfully rescued.

Egy játékmenetnek akkor van vége, ha letelt a 8 perc, vagy a kapitány kérte, vagy az összes áldozatot sikerült kimenteni.

4.1 Description

4.1.1 Your technical innovation will be evaluated during a dedicated time frame. All teams need to prepare for an open display during this time frame.

4.1.2 Judges will go around interacting with teams. It will be set up as more like a casual conversation or "questions and answers" atmosphere.

4.1.3 The main objective of the Open Technical Evaluation is to emphasize the ingenuity of innovation. Being innovative may mean technical advance as compared to the existing knowledge, or an out-of-the-ordinary simple but clever solution to existing tasks.

4.2 Evaluation Aspects

4.2.1 A standardized rubric system is used focusing on:

- a) creativity
- b) cleverness
- c) simplicity
- d) functionality

4.2.2 "Your work" can include (but is not limited to) one of the following aspects:

- a) creation of your own sensor instead of a pre-built sensor
- b) creation of a "sensor module" which comprises of various electronics to provide a self-contained module to provide a certain special functionality
- c) creation of a mechanic module which is functional, but out of the ordinary
- d) creation of a new software algorithm to a solution

4.2.3 Teams must provide documents that explain their work. Each invention must be supported by concise but clear documentation. The documents must show concise inventive steps.

4.2.4 Documents must include one poster and one engineering journal (see the Engineering Journal Template on official RCJ website for more details). Teams are expected to be readily prepared to explain their work.

4.2.5 Engineering Journal should demonstrate your best practice in your development process.

4.2.6 The poster must include:

- Identification of your team such as team name, league, country, etc.
- Important aspects of your hardware/software design

You may also include additional information of your interest, such as:

- Interesting or unusual features of the robot;
- Images throughout your teams development, etc.

4.2.7 Guidelines may be provided at the official RCJ website under Rescue rules (Engineering Journal Template).

4.3 Awards

4.3.1 Awards may be divided into several categories.

a) Innovation:

- Mechanical innovation
- Electronic innovation
- Algorithm innovation

b) Robust Design:

- Electronic design
- Algorithm design

c) Team work – demonstration of great collaborations within the team.

d) Best Practice (in development) – demonstration of the best development practice from brainstorming, designing, prototyping, development, test plan, quality assurance plan, etc.

4.3.2 Awards will be given in the form of a certification.

4.4 Sharing

4.4.1 Teams are encouraged to review other's posters and presentations.

4.4.2 The awarded teams are required to post their documents and presentation at the International RCJ Community Forum (<http://www.rcjcommunity.org/>)

5. Conflict Resolution

5.1 Referee and Referee Assistant

5.1.1 All decisions during game play are made by the referee or the referee assistant who are in charge of the arena, persons and objects surrounding them.

5.1.2 During game play, the decisions made by the referee and/or the referee assistant are final.

5.1.3 At conclusion of game play, the referee will ask the captain to sign the score sheet. Captain should be given maximum 1minute to review the score sheet and sign it. By signing it, the captain accepts the final score on behalf of the entire team; in case of further clarification, the team captain should write their comments in the score sheet and sign it.

5.2 Rule Clarification

5.2.1 If any rule clarification is needed, please contact the International RoboCupJunior Rescue Technical Committee through the International RCJ Community Forum (<http://www.rcjcommunity.org/>)

5.2.2 If necessary even during a tournament, a rule clarification may be made by members of the RoboCupJunior Rescue Technical Committee and Organizing Committee.

5.3 Special Circumstances

5.3.1 If special circumstances, such as unforeseen problems or capabilities of a robot occur, rules may be modified by the RoboCupJunior Rescue Organizing Committee Chair in conjunction with available Technical Committee and Organizing Committee members, if necessary even during a tournament.

5.3.2 If any of the team captains/mentors do not show up to the team meetings to discuss the problems and the resulting rule modifications described at 5.3.1, it will be considered as an agreement.

6. Code of Conduct

6.1 Spirit

6.1.1 It is expected that all participants (students and mentors alike) will respect the aims and ideals of RoboCup Junior as set out in our mission statement.

6.1.2 The volunteers, referees and officials will act within the spirit of the event to ensure the competition is competitive, fair and most importantly fun.

6.1.3 It is not whether you win or lose, but how much you learn that counts!

6.2 Fair Play

6.2.1 Robots that cause deliberate or repeated damage to the arena will be disqualified.

6.2.2 Humans that cause deliberate interference with robots or damage to the arena will be disqualified.

6.2.3 It is expected that the aim of all teams is to participate fairly.

6.3 Behavior

6.3.1 Participants should be mindful of other people and their robots when moving around the tournament venue.

6.3.2 Participants are not allowed to enter setup areas of other leagues or other teams, unless explicitly invited to do so by team members.

6.3.3 Teams will be responsible for checking update information (schedules, meetings, announcements, etc.) during the event. Update information will be provided on notice boards in the venue and (if possible) on the local competition website and/or the RoboCup or RoboCupJunior websites.

6.3.4 Participants who misbehave may be asked to leave the building and risk being disqualified from the tournament.

6.3.5 These rules will be enforced at the discretion of the referees, officials, tournament organizers and local law enforcement authorities.

6.4 Mentors

6.4.1 Adults (mentors, teachers, parents, chaperons, translators and other adult team members) are not allowed in the student work area.

6.4.2 Sufficient seating will be supplied for mentors to remain in a supervisory capacity close to the student work area.

6.4.3 Mentors are not permitted to repair robots or be involved in programming of their team's robots.

6.4.4 Mentor interference with robots or referee decisions will result in a warning in the first instance. If this recurs, the team will risk being disqualified.

6.4.5 Robots have to be mainly students' own work. Any robot that appears to be identical to another robot may be prompted for re-inspection.

6.5 Ethics and Integrity

6.5.1 Fraud and misconduct are not condoned. Fraudulent acts may include the following:

a) Mentors working on the software or hardware of students' robot(s) during the competition.

b) "Higher league group" and/or more advanced group of students may provide advice, but should not do the work for "Lower league group". For example, a secondary group helped to fix its peer primary group's work, software or hardware prior to and/or during the competition. This may risk the secondary group to be disqualified as well. See "Code of Conduct,

6.4.3 & 6.4.5". This applies not just to mentors, but also to higher league (advanced) group of students as well.

6.5.2 RoboCupJunior reserves the right to revoke an award if fraudulent behavior can be proven after the awarding ceremony took place.

6.5.3 If it is clear that a mentor intentionally violates the code of conduct, and repeatedly modifies and works on the students' robot(s) during the competition, the mentor will be banned from future participation in RoboCupJunior competitions.

6.5.4 Teams that violate the code of conduct can be disqualified from the tournament. It is also possible to disqualify only a single team member from further participation in the tournament.

6.5.5 In less severe cases of violations of the code of conduct, a team will be given a warning. In severe or repeated cases of violations of the code of conduct, a team can be disqualified immediately without a warning.

6.6 Sharing

6.6.1 The spirit of world RoboCup competitions is that any technological and curricular developments should be shared with other participants after the tournament.

6.6.2 Any developments may be published on the RoboCupJunior website after the event.

6.6.3 Participants are strongly encouraged to ask questions to their fellow competitors to foster a culture of curiosity and exploration in the fields of science and technology.

6.6.4 This furthers the mission of RoboCupJunior as an educational initiative.