



## DANCE COMPETITION - RULES

### REQUIRED HARDWARE:

- ✓ Bot'n Roll ONE Robot;
- ✓ MP3 Music (time limit between 30s and 60s);
- ✓ Aesthetic elements;

### COMPETITION DESCRIPTION:

The competition starts after signalled by an organization member, which will coordinate the team's call and presence order of all teams.

All teams must be ready 30min before the starting time of the competition and must place their robots in exhibition in the reserved area near the stage.

If the robot is not on the stage at the proper time, it instructs the jury that the team does not want to participate and implies its immediate disqualification from the competition. Next to each robot, there must be the name and number identifying the team. The robots cannot be taken out before the end of the competition.

The teams are called by their registration order. If they do not show up when called they are immediately disqualified. Two teams can swap between them the order of participation, as far as both teams agree and they previously inform the jury (up to 15min before the starting time).

It is only allowed the presence of one team member per robot on the stage per leg.

Each team can present one or more robots at the same time, and they can only have mixed teams made up of 2 or more teams. In this case, the mixed team must have a new name and it will get a new number. For performance evaluation and final assessment, it will be considered as one team only.

After the dance competition, should two or more teams get the same mark on the first three places, the jury can ask those teams to perform again to re-evaluate. This trial must use the same music previously presented and use the same choreography or a different one.

Each choreography has a maximum time limit of 60s and a minimum time limit of 30s. The rules must be read and respected so that the competition occurs in conformity with the established and in safety.



## RULES

### **Stage**

The stage is approximately 4m x 4m large. During their choreography the robots must not exceed the reserved space. Should that occur the jury can authorize the intervention of a team member to replace the robot on the stage. A penalty will be given to that robot by the jury, which can vary from 10% of the mark up to the full disqualification of the team. The stage dimensions can vary slightly according to the local conditions, in which case the jury must not penalize the team if the stage is smaller than in the rules.

### **Choreography**

Each choreography must be unique. If a team copies a choreography of the aesthetic from another team, they incur in a penalty which can vary from 10% of the mark up to the full disqualification of the team.

No human element can follow the choreography close to the robot during its performance.

### **Aesthetic**

The robot aesthetic is one important parameter for the dance competition performance, which is assessed by the jury. Although it is not compulsory, it is a very relevant aspect which can highlight the choreography. The organization asks the teams to put some efforts and creativity on making the robot appealing.

### **Scenery**

The team can build scenery to the dance competition. The scenery must not exceed the stage dimensions and must allow the choreography being visible by at least an angle of 180°.

### **Robots**

There is no limit for the number of robots to perform the choreography. Team that are willing to participate in cooperation (at the same time) will make a mixed team with an individual new number and name. Robots must be autonomous and not having external wires to connect it to any other external devices. The robot can be started by human elements, manually or by a remote control.



### **Competition Time Limit**

The dance must last between 30s and 60s.

The jury reserve the right to penalize teams that do not obey this criterion, and the penalty varies from 10% of the mark up to the full disqualification of the team. The jury can interrupt the performance at any time after the initial 30s.

The team can ask for a restart as far as the jury authorizes. If the required restart is due to an error made by the team, the team will be penalized by the jury. No more than 2 restarts are permitted.

### **Music**

The music for the choreography must be handed in to the organization up to 2 hours before the beginning of the competition in MP3 format with no more than 60s and no less than 30s. It can be given in a CD, DVD or through a USB device (pen or memory card). The name of the music must be the number and name of the team (ex: *"31\_Equipa\_BotnRoll.mp3"*).

In the case of a mixed team, the name must contain the new number and name given by the organization (ex: *"101\_EquipaMista.mp3"*)

Due to the conditions under which the competition will be held, it is not guaranteed that the music will start synchronized with the beginning of the robot program. This fact will not have any influence on the jury decision.

### **Safety**

To avoid dangerous situations, the organization does not allow the usage of substances which can endanger people/hardware, like, explosions, smoke, flames, high power/voltage, water usage and others.

### **Jury**

The jury will be made up of 1 to 3 elements which will assess the choreography performed by the robots. The main criteria used to assess robots performance are: choreography; robot movement variety and creativity; synchronization with the music; aesthetic relevant to the subject/music; etc.

**NOTE: Any omitted situation in these rules will be analyzed, assessed and decided by the jury, without accepting any complaints.**