



PURSUING COMPETITION - RULES

REQUIRED HARDWARE:

- Bot'n Roll ONE Robot;
- Line follower (extra A);

DEFINITIONS:

According to the number of participants, one **participation** could be one race or a series of legs.

One race is also called one **leg**.

One **track** is the closed circuit with the line the robot has to follow.

COMPETITION DESCRIPTION:

In a race, two teams compete against each other and one of them will go through to the next round.

One race has a maximum limit of time defined by the jury at the beginning of the race.

A sound signal will set the beginning and the end of a race. At the starting signal, each robot will be set to ON by one team member. When the end of race signal occurs, the jury elements will register the positions of each robot at that precise time.

In order to start a race, the robots (still **OFF**) are placed on the track, **over the line**, at **equal distances** between them and **point to the same moving direction**. At the starting signal, the robots will be set to **ON** and they have as main objective to reach **and touch** the opponent robot, without ever missing the track line.

One robot which reaches its opponent within the time limit will go through to the next round.

One robot will be out of the competition if it is reached by the opponent or if it misses the track line.

One robot misses the line when the line is not under the robot. If the line is out of the sensor reaching area, one robot can always try to find it again as far as the line is under the robot structure.



The two following images explain different situations on which the robot did not miss the line and is still in competition.



The two following images explain different situations on which the robot missed the line and is out of competition.



Reached the maximum time limit in a race, the robot which is closer to the opponent is the winner (always measured on the moving direction at the start of the race).

RULES

A race is refereed by a jury made up of three people, one element for each robot and a third one to take the race official time.

During the competition, and every time it seems to be required, the jury can take decisions regarding the inclusion of teams on the next race. The following options are available for the jury:

1. To move a team to the next round directly without have to race.
2. To re-take the best second place from the previous race, to continue on the competition.

The criteria to select the best second place are:

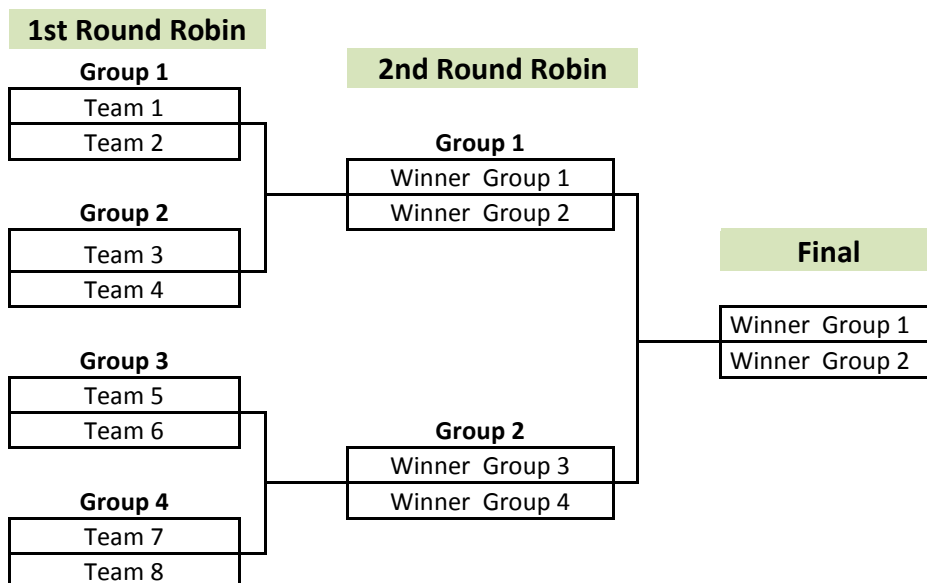


- a) – The robot with the larger distance from its opponent (measured backwards, from the back of the robot to the front of the opponent), after the race time limit.
- b) – The robot taken out of competition with the best time, should the race having finished before the time limit.
- c) – Still in the case the race finished before the time limit and having the same time of race, will go through to the next round the robot which has been reached and not the one that missed the track.
- d) – If, after all these previous criteria the robots are still drawn, the team who registered the competition first, will go through.

Any omitted situation in these regulations will be assessed and decided by the jury, without any the right to complain by the teams.

A coin toss will state the groups for the first round of this competition. A tree scheme will define the groups in the following round robins and up to the final.

An example follows, for a competition with 8 teams:



The winner team is the one which wins all the races in which they participate.

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