

Korea Robot Game Festival 2009

Guide and Regulations for Humanoid Autonomous Mission Game Event

Article 1. Game Summary

1-1. This Game is the competition between the robots to perform the given mission without external help.

Article 2. Participant's Qualifications

2-1. No age limitation.

Article 3. Robot Regulations

3-1. [Common Humanoid Robot Specification in Korea Robot Game Festival 2009] Regulations shall apply.

Article 4. Rules of the Game

4-1. The game play is tournament style. The confrontation table will be decided in such a manner of the participant's self-choosing by lots among the teams that completed the registration as player on the day of competition, where some team(s) may draw depending of the number of participating teams.

4-2. In this event, a general tournament will be carried out regardless of amateur class and professional class robots

4-3. The robot must be operated without any external manipulation, where wired/wireless control is not permitted. (The exception is the use of an external computer for image treatment purposes is acceptable.)

Article 5. Method of Competition

- Mission in 2009: Santa Humanoid distributing gift

5-1. The game for Humanoid to bring the object by relying on autonomous walking.

5-2. Humanoid must start from A Line, bring the gift placed at B point with it, and then return to A Line. Two Humanoid robots simultaneously start to pick up one gift. The Humanoid who first picks it up and returns will be declared the winner.

5-3. Operation Method in Detail

1) Total three (3) minutes are given for a game, where no extra time will be applied in spite of the time being called during the game.

2) Time: Time can be called just once per team during the game. The duration of the time is one (1) minute. If the maintenance is not finished for the robot within this one (1) minute, the relevant robot will be disqualified

3) Warning: The umpire will issue a warning to the participant if he/she happens to touch the Robot or the computer in use using hand (Warning given as much as being touched by hand), when the Robot falls out of the Game Venue, or the participant is deemed by the Umpire to conduct unjust action

4) When time or warning is called or given, the Humanoid must start from A Line again. If there was a performance done in such way of grabbing or touching the gift before, it would be acknowledged as valid, but the distance for walking is not acknowledged.

5) The length of movement shall be the span measured from the A point to the position Robot stands at the closing time of the game.

6) Even if the time or warning occurs, the game shall be continued by the opponent Robot.

7) Robots are allowed to push or scuffle against the opponent during the game.

Article 6. Game Venue

6-1. The ground of the game shall be in green color and the clearance of within +- 2mm will be accepted. The lines will be colored black with 3cm in thickness.

6-2. The target gift will be a yellow cylinder with 100g or less in weight, 5.5CM in diameter, 14.5CM in height. The position of the target is not exactly determined.

6-3. The participant may not use the color yellow for the appearance of the robot.



Article 7. Screening Rules

7-1. Humanoid that first returns to A point picking up the gift will become the winner.

7-2. If the winner is not decided under the aforementioned regulation, the robot to first pick up the gift will be declared the winner.

7-3. If a winner is not decided under the aforementioned regulation, the robot first touching the gift will be declared the winner.

7-4. If the winner is not decided under the aforementioned regulation, the robot moving longer distance will be declared the winner.

7-5. If the winner is not decided under the aforementioned regulation, the robot receiving warning in less frequency will be declared the winner.

7-6. If the winner is not decided under the aforementioned regulation, the robot producing no <Time> will be declared the winner.

7-7. If the winner is not decided under the aforementioned regulation, the judge will decide the winner of the game.

7-8. The matters not stipulated in the regulations will be decided by the umpire and judges.