RoboCupJunior Rescue Maze SuperTeams – Rules 2016

RoboCupJunior Rescue - Technical Committee 2016

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These are the official rules for RoboCupJunior 2016. They are released by the RoboCupJunior Rescue Technical Committee. The English rules have priority over any translations. **Changes from the 2015 rules are highlighted in red.**

7. SuperTeam Challenge

7.1 SuperTeams

7.1.1 All teams have to participate in the SuperTeam Tournament. Teams will be joined together by drawing a lottery or other fair matching methods defined by the Organizing Committee.

7.1.2 Teams within a SuperTeam alliance will have sufficient time to start planning among alliance teams throughout the first three days of the individual team competition.

7.1.3 Success in the SuperTeam game takes collaboration without border. Teams should be prepared to form an alliance which will create the most awesome solution for a greater challenge.

7.2 Robots

7.2.1 SuperTeam alliances are required to have two robots. Teams can use a different robot from the one they used in the individual tournament, but both robots within the SuperTeam need to be from different teams.

7.2.2 If inter-robots communication is desired, teams are allowed to use Bluetooth Class 2, 3 or ZigBee communication.

7.2.3 Also Refer to Rescue Maze 2016 Rules in Section 2 Robots.

7.3 Mission

7.3.1 SuperTeam missions will be revealed at the international event.

7.3.2 Teams should come prepared to perform some program and/or electronic modifications that the SuperTeam alliance may need.

7.3.3 The field conditions may be different from the individual competition.