RoboCupJunior Rescue SuperTeams – Rules 2017

These are the official rules for RoboCupJunior 2017. They are released by the RoboCupJunior Rescue Technical Committee. The English rules have priority over any translations. **Changes from the 2016 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-robot communication is desired, teams are allowed to use Bluetooth Class 2, 3 or ZigBee communication.

7.2.3 Refer to Section 2, Robots, in the Rescue Rules.

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.