



RoboCupJunior Dance Rules 2014

SuperTeam Rules

Dance SuperTeam is a RoboCupJunior International opportunity to produce a spontaneous robotic dance performance by cooperating with other teams. A SuperTeam consists of two to four dance teams from different countries chosen by the Dance Technical/Organizing Committee.

These are the official rules for RoboCupJunior Dance International competition 2014. They are released by the RoboCupJunior Dance Technical Committee. These rules are enforced with the RoboCupJunior Dance Rules 2014. The rules for the Original Dance Performances are applied with the following exceptions.

1. ACTIVITIES AS THE SUPERTEAM

- 1.1. All teams involved should contribute to the creation of the new SuperTeam performance.
- 1.2. It is expected that the development of the SuperTeam performance will take place at the competition venue. The judges will be circulating among the teams to assess teamwork during the development of the new SuperTeam dance.
- 1.3. All SuperTeams are encouraged to attend a technical introduction session at the first SuperTeam meeting. Learning about new teammates and other team's robots will be instructive for making a strong new SuperTeam performance.

2. PERFORMANCE ROUTINE

- 2.1. There will be no dance and theatre categories in the SuperTeam challenge. All SuperTeams are encouraged to create a performance to entertain the audience and express their friendship.
- 2.2. Each SuperTeam is to produce a coordinated choreography of their robots. This may include human performers if the teammates decide to perform with the robots.

3. MUSIC

Each SuperTeam should provide the music for their performance. It is strongly recommended that teams bring extra music to the competition that could be used for the SuperTeam performance.

4. DURATION

- 4.1. Each SuperTeam has 7 minutes on stage with a performance routine that is more than 1 minute and less than 2 minutes in length.
- 4.2. Each SuperTeam must fully clean up the stage, remove any objects related to their performance, and clear the stage area no more than 1 minute after the end of their performance.



5. STAGE SIZE

Each SuperTeam can use the whole stage area.

6. ROBOTS AND PROPS

It is assumed that the SuperTeam will use existing robots. Teams are not required to build new robots, however, modifications to existing robots and re-programming are **strongly** encouraged and rewarded. “Hand-made” modifications to both robots and props are rewarded more highly than commercially purchased changes. Be prepared to plan a new program for the combined SuperTeam robot choreography.

7. PRESENTATION

Each SuperTeam performance must start with a presentation that introduces the teams, their countries and also describes how the team cooperated to create the new dance. The presentation should describe the dance theme, any difficulties they overcame and include what they have learned about each other and their robots. The presentation should be included in the 7 minutes period. The presentation can be a recorded presentation such as a video or slide show.

8. OBSERVERS

- 8.1. Every SuperTeam will be assigned a judge or a translator as an observer. Observers can assist students' communication but cannot be involved in creating the SuperTeam performance.
- 8.2. Each observer is encouraged to join in the technical introduction session of the SuperTeam assigned, though there is no need to be active throughout the SuperTeam activity.
- 8.3. Observers can ask extra translators to assist communications between the SuperTeam members.
- 8.4. **Observers and translators MAY NOT do the actual hands-on work including construction, programming, choreography and/or direct the SuperTeam collaboration among the students.**

9. PERFORMANCE JUDGING FOR THE SUPERTEAM

- 9.1. The SuperTeam Performance Score Sheet is used in the SuperTeam performance judging.
- 9.2. All teams will be given at least 1 opportunity to perform their SuperTeam Performance before the judges.
- 9.3. The mark's criteria of judging are as follows:

Collaboration
Evolution from the originals
Choreography and use of stage
Entertainment value
Reliability
Judge's discretion