



## BOTTLESUMO TIME TRIAL (TT)

Robofest Online World Championship (ROWC) – Open Category



Synopsis: Be the Fastest Robot to Push the Bottles Off the Table & Survive

V 1.4 (08-12-20) – Final Version for 2020 ROWC Changes after final release in RED This file can be found under the **Get Involved**→**BottleSumo** Page on the website Coaches are responsible for communicating rules updates to contestants

www.robofest.net

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### 1. BottleSumo TT Age Divisions and Team Size

- Three Divisions
  - Junior Division (Grades 5-8)
  - Senior Classic Division (Grades 9-12)
  - Senior Unlimited Division (Grades 9-12)
- Team Size: Maximum three (3) members per team for Jr. Division and both Sr. Divisions
- Related important document Robofest 2020 General Rules at robofest.net
- Each team member, as well as the coach, must bring the signed Robofest Consent and Release Form on the day of the event, if not completed on-line

8/12/2020

## 2. Robot Requirements (1/2)

- Robot must be fully-constructed upon arrival to the competition
- Robot must be fully autonomous. No human control, signal, or remote computer control (tele-op)
- One robot per team (same robot must be use entire tournament)
- Robots must have labels clearly indicating their team ID number and FRONT of robot (side with sensors)
- Teams will need to bring laptop computers to modify their programs for unknown starting task and to adjust for conditions that are unknown until the competition day

	Junior Division	Senior Classic	Senior Unlimited	
Maximum robot weight	0.9 Kg	1.5 Kg	3 Kg	
Robot Brain	LEGO NXT, LEGO EV3, I	Any		
Maximum robot width, length, and height	Must fit in 20x20x20cm box. Robots may <b>NOT</b> expand their dimensions during the game.	Must fit in 30x30x30cm box. Robots <b>may expand</b> the dimensions, but the maximum dimensions allowable 35x35x35cm.		
# of robot brains per robot	One brain only	Any		
Traditional sensor types	Any unless it can be harmful to humans.			

## 2. Robot Requirements (2/2)

	<b>Junior Division</b>	Senior Classic	Senior Unlimited	
On-board vision sensor system	<b>NOT</b> allowed	<ul> <li>Examples of allowed vision sensors:</li> <li>NXTcam:</li> <li>Pixicam:</li> <li>Others such as smart phone vision:</li> </ul>		
Number of sensors	At least one sensor that can detect dark/light contrast on the plane sensor that can detect objects in front . These may be need			
Maximum 4 sensors (Sensor Multiplexer NOT allowed)  Number of motors  Maximum 3			ALLOWED) Unlimited	
Motor types	LEGO NXT(9842), LEGO EV3 (455202), LEGO Spike Prime (45602,45603) or Vex IQ (228-2560) only. Voltage altering over default voltage is <b>NOT</b> allowed.  Other motors such as Lego Power Function and EV3 medium motors <b>NOT</b> allowed		Any	
Wheels, tread, or legs (the parts driven by motors which touch the ground)	Must be standard Lego or V unmodified. Vacuum or s	Vacuum or sticky material  NOT allowed		
Other Material	Any. You may use tape, glue, rubber bands, etc. to construct the robot			
Programming language	Any			

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## 3. BottleSumo TT Playing Field Table(s) (1/2)

- Competition tables are 30"x72" (actual size is about 75 cm x 182 cm) plastic folding tables
- The recommended brand is "Lifetime" which can be found at <a href="https://www.lifetime.com/lifetime-2901g-6-foot-folding-table-commercial">https://www.lifetime.com/lifetime-2901g-6-foot-folding-table-commercial</a>
- The four corners of the table are rounded. The radius of the corner circle is 4cm ~ 7cm
- Table thickness is about 4.5cm
- Table surface is light in color, for example, almond, tan, or gray
- Exact size, color, brightness, and edge shape are unknown until the day of the competition
- The table(s) are placed on a dark colored floor with the legs folded under and raised up with rolls of packing tape, (a stack of three recommended)



12.75 cm 3 stacked packaging tapes

Raised Table Setup for all Divisions

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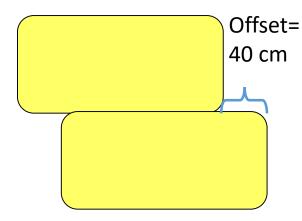
## 3. BottleSumo TT Playing Fields (2/2)

Junior Division: Made up of one table • Senior Division: Made up of two offset



**COMMON CAMERA VIEW for Jr Div**Example of BottleSumo Initial Robot and Bottle Configuration, Junior Division

Team Table



tables

Team Table



#### **COMMON CAMERA VIEW for Sr Div**

Example of Initial Robot and Bottle Configuration, Senior Division



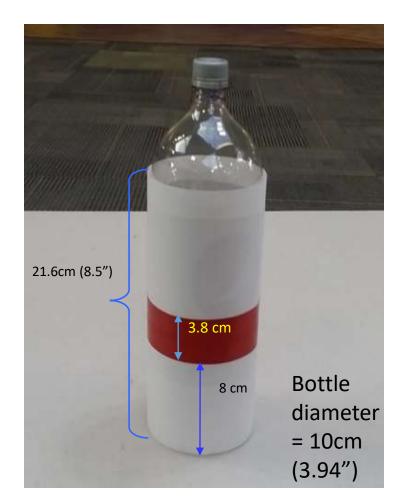




Connect tables with tape of a matching color

#### 4. BottleSumo TT Bottle

- A two-liter bottle is covered with Legal size (8.5"x14") white paper
- Red electrical tape or color paper is used to create a 3.8cm red stripe as shown 8cm from the bottom of the bottle
- Bottle is filled with approximately 1 liter of water – total weight is 1kg
- If the two-liter bottle shown right is not available, a slimmer bottle may be modified by using materials like yoga mats or sponge sheets. You may also use the thin bottle as is.



**Bottle Dimensions** 

8/12/2020

#### 5. Unknown Start Task - Example

- The way to start the robot moving is an <u>Unknown Task</u> that is unveiled
   20 minutes prior to the start of the time trial
- Unknown Task Example :
  - Robot will flash an LED for 1 second after the Judge states "GO" then wait 5 seconds. Judge will place a bottle on the table approximately equidistant from each robot during the 5 second period
- Additional examples can be found at <u>robofest.net</u>

### 6. BottleSumo TT Competition Procedures

- Only participants are allowed to access the pit area, team tables, practice fields and
  official game fields throughout the competition day. Adult may assist with
  transporting team materials, but can not stay in pits
- Robots will be inspected as part of the check in process (size, weight, labels, materials, etc. Read slide #3 and #4)
- Immediately after opening ceremonies, the Unknown Task is unveiled. 20 minutes will be given to teams to work on their robots
- After the 20 minute work period, all the robots will be checked for size and weight
- Bottle locations will be unveiled after the 20 minute work period
- After the 20 minute work time, team members should not touch their robot until instructed by a judge

#### 7. Time Trial Round (1/2)

- Judge will measure the time taken for each robot (one per table) to push 2 bottles (Jr. Division) or 3 bottles (Sr. Divisions) off the table
- Maximum time given is 2 minutes
- Unknown Task must be used to initiate the robot or it will be penalized and not allowed to continue
- Time will be recorded to 1/100 of a second
- If a robot commits "Sumocide" by falling off the table, survival time and number of bottles pushed off the table will be recorded. (See penalty points on slide #11 and examples on #16)
- Robot must remain on the table for at least 3 seconds after the last bottle is pushed off or it will be penalized (See #11 and #16)

### 7. Time Trial Round (2/2)

- After the 20 minute work time, the bottle locations for round 1 will be announced.
- After the first run, teams are NOT allowed to modify robot or program.
- The bottle locations for the second round will be announced after the 1st round.
- Winners will be decided by the average results from the 2 rounds.
- Teams will be ranked based on 1) Unknown task completion, 2) Number of bottles,
   3) Staying on the table for at least 3 sec after the last bottle off, 4) Elapsed Time
- To allow averaging of scores, the following penalties apply
  - Unknown task not completed (Time will be 1000 sec)
  - Bottles left on table (Time will be **250 sec** per bottle, plus any other penalties)
  - Robot does not remain on table for 3 sec after last bottle (Time will be 250 sec survival time, plus any other penalties)

#### 8. Time Trial Timing

- All teams will start simultaneously
- Robofest is the official timer
  - Local judges will use the Robofest start signal via Zoom
  - Local judge will enter an estimated time on the scoresheet
  - Official times will be determined by Robofest after the event
- No reruns
- Judge should not instruct team to pick up robot until either
  - Robot has pushed off all bottles and survived 3 sec
  - Robot has fallen off the table
  - Robot is still on the table after 120s
- Robofest reserves the right to make judgements and score adjustments after review of team submissions.

#### 9. How to Start a Run

- The specific robot starting location and orientation will be unveiled
- Team will place robot on table in the specified location and assure that it is ready
- Judges will place bottles according to instructions
- Judges will signal when everything is ready
  - Playing field setup
  - the team
  - Judge
  - videographer
- LTU Host will
  - Check that Sites are ready
  - LTU timer is ready
  - 3-2-1 "Go"
- Teams start their robot then step back

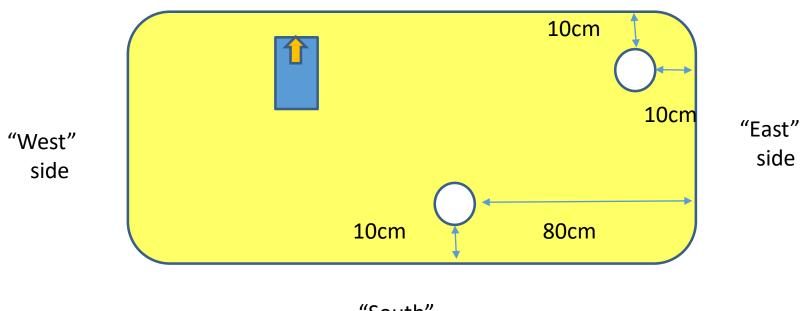
#### 10. BottleSumo Time Trial Score Sheet

BottleSumo Time Trial Scoresheet						
Division (circle one)	Team ID				Round (c	ircle one)
Jr Sr	Team Name				1	2
Unknown Start was Correct?		Υ		N		
Number of Bottles pushed off	0	1	2	3	(Sr Only)	
Did the robot stay on the table for 3 sec after last bottle?		Υ		N		
CHECK ONE BELOW Completion Time (if all bottles off and robot on table; do not include 3 sec after bottle off)  OR Survival time (if bottles left or robot falls off table)	Elapsed (from Z		i BOTH t		maining (from	120 sec)
Judge's Initials  Team Member's Initials						

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### 11. Jr Division Bottle Locations Example

"North" side

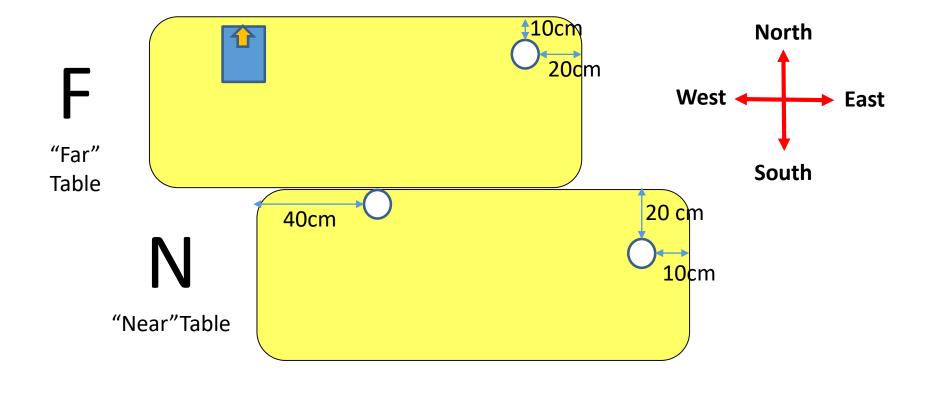


"South" side



Standard Camera View

## 11. Sr Bottle Locations Example





### 12. FAQ (Frequently Asked Questions)

- Can a robot have multiple programs to select from when a game is started? Yes. However, the selection must be done quickly.
- My robot failed the unknown start. Can I still do the time trial. No, scored as 1000 seconds.
- My start button was not pressed correctly. Can I touch the robot after the game started? No in general, but up to the Judge's discretion.
   Unknown Start Method must be used.

## 13. An Example of Round Scoring & Team Ranking

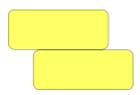
	R1	Note	R2	Note	Total	Avg	Rank
Team 1	1000	Failed unknown task	100.5	100.5s Completion time*	1100.5	550.25	4
		Last bottle off at 120s, sumocide at 121s.		Sumocide at 30s; one bottle on the table			
Team 2	130	(250-120)	470	(250-30+250)	600	300	3
		Robot survives on the table at the end;		Sumocide at 110s; No bottle on the table			
Team 3	250	One bottle on the table	140	(250-110)	390	195	2
		Robot survives on the table at the end;		Sumocide at 10s; Two bottle on the table			
Team 4	500	Two bottles on the table (250+250)	740	(250-10+250+250)	1240	620	5
				Last bottle off at 120s, sumocide at 123s			
Team 5	120	120s Completion time*	130	(250-120)	250	125	1

<sup>(\*)</sup> Note that the completion time does not include the 3 seconds (1-2-3) after the last bottle off

## 14. Online Competition Rules for BSTT

- Team ID sign needed
- Teams must use common Zoom camera set up (see below)
- Team & robot intro time before unveiling challenges for special awards decided by Robofest office staff
- Need to check playing field setup before the official runs
- Each location must have location judges to proctor & prevent unauthorized activities. See next slides
- Translators are allowed where needed









**Zoom Camera View** 

# 15. Qualification & Roles of Location Judges for BSTT

- Location Judges (LJ) must complete and sign the Pre-Event Checklist, show it during check-in and submit with the official scores
- LJ must sign a pledge document and recite the pledge during the opening ceremony
- LJ needs to be a person who does not have any direct relation to the team and approved by the National Director
- LJ must attend Zoom training

# 15. Qualification & Roles of Location Judges for BSTT

- LJs are to proctor & prevent unauthorized activities
- LJ will score each round and submit the official scores
- LJs are responsible for capturing a video of each run for score verification, uploading it to a video sharing platform and sending the link to Robofest
- The video must show our identifiable Zoom screen & sound in the beginning & the end for us to verify whether the video was taken during the official time
- The videos must be uploaded and links must be sent within 1 hour of the end of the competition

#### 16. Pre-Event Checklists

Robofest	ROWC Jr BottleSumo Time Trial Location Head Judge (LHJ) Pre-Event Checklist	BOTTLESumo
	NT THIS CHECKLIST and check off each item be During Check-in, show this completed and signe	
*You must be registered as	a Judge for the Event and and ZOOM Webinar via the G	ioogle Form link
Prior to Event (check ea	ach item with a heavy mark so it is visible on car	nera):
•	and 2020 ROWC BottleSumo Time Trial rules	,
	t.net/images/1920/BottleSumoTimeTrial2020Rules_v12.u	odf
☐ Print Time Trial Fo	rms http://www.robofest.net/images/1920/TimeTrials	ScoreSheets.pdf
	p6 of rules): 1 table, at least 12.75 cm off the floor	
	ottles: (see p7 of rules)	
☐ paper/tape		
☐ verify 1kg w		Team Table
□ Prepare other mat	-	TOTAL TOTAL CO.
□ scale		
☐ measuring	Tane	
☐ pencil/pen	Tape	
☐ clipboard (o	ontional)	
☐ tripod (optio		
	binar device (Laptop, Tablet or Phone)	
☐ stable inter		
☐ battery fully		
camera acc	•	
	essible ) camera is ready for initial presentation 2) camera o	an move to team oit
	rk time and 3) camera can move to competition table	
		e for rounds
	e/speakers (test volume, mute/unmute)	
	udio recording device	
□ battery fully		
☐ enough me	mory storage	
Event Day - Prior to Zoo		
	Judge has the recording device with battery memo	ry storage
□ Confirm Coach ha	s printed team sign and has it ready to show s received Consent Form (online or hard copy) for e aht (maximum 0.9 kg )	ach participant
_	w//h (maximum 0.9 kg ) w//h (maximum 20x20x20 cm - may not expand)	
☐ Check Robot Size		
	any illegal Materials (see pp 3 & 4 of rules)	
☐ Assemble Judges	and Team to prepare for Zoom Webinar Check-in	
(send an image of this fo	verify that I have completed each item rm to esantos@ltu.edu with the completed scoreshe	
(send an image of this lot	in to esamos@itu.edu with the completed scolesne	E13.)
		07/21/2020

	Sr CL BottleSumo Time Trial udge (LHJ) Pre-Event Checklist	BOTTLESumo
LHJ* is required to PRINT THIS CHECK Webinar on event day. During Check-in		
*You must be registered as a Judge for the Ev	vent and and ZOOM Webinar via the	Google Form link
area for work time and 3) ca microphone/speakers (test v	or, Tablet or Phone)  or, Tablet or Phone)  or for initial presentation 2) camera mera can move to competition tab rolume, mute/unmute)	Sheets.pdf Ocm offset TO THE LEFT  Team Table  can move to team pit
<ul> <li>□ Prepare Video &amp; audio recording device</li> <li>□ battery fully charged</li> <li>□ enough memory storage</li> </ul>	ce	
Event Day - Prior to Zoom Webinar Check-  Confirm Recording Judge has the reco Confirm Coach has printed team sign Confirm Coach has received Consent Str. Classic: 1.5 kg Sr. Unlimited: 3 kg Check Robot Size w/l/h (maximum) 30 Check Robot has "Front" label Inspect Robot for any illegal Materials Assemble Judges and Team to prepar	ording device with battery memory sto and has it ready to show Form (online or hard copy) for each p 1x30x30cm to start - may expand to 3 (see pp 3 & 4 of rules) e for Zoom Webinar Check-in	oarticipant 5x35x35cm
		07/28/2020

This form can be accessed at BSTT page