

# Rules for Folkrace during Swedish Robotics Championship 2012

## ***Rules at a glance***

Folktrace is a new competition in the Swedish Robotics Championship. The goal is to capture the happy and playful spirit of the “Folktrace movement”. The shall shortly get around a course competing with several other robots at the same time. The complete rules follows below. Use your common sense when interpreting the rules. If you have any questions about them, please contact us at: [info@robotism.se](mailto:info@robotism.se).

## ***Rules at a glance***

### **1. Goal**

1. The goal is that the robot should get around walled course before the other robots. The robot firsts travel 3 laps in the same direction wins.

### **2. The robot**

1. The robot has to be mobile (be able to move from its own power) and autonomous (no external control is allowed)
2. The robot may be altered during the competition as long as the rules are followed. All physical alteration of the robot must be reported to the championship staff for approval before its next match. Alteration of the software does not have to be reported.
3. The robot may not change form during the race, i.e. the robot may not be built to expand beyond the size restrictions. The robot is however not disqualified if something brakes and expands beyond the size restrictions as result of this.
4. The robot may not be in a way that may cause it to harm any other robot, any human or its surroundings. Normal pushes and bangs are not considered as “harm another robot”.
5. The robot may not:
  1. Emit any gases, liquids or powder.
  2. Scratch or in any other way intentionally damage the surface of the course.
  3. Actively try to jam the other robot with e.g. EMP or other disturbance signals
  4. Fire projectiles.
  5. Use anchoring devices to attach itself to the other robots.
  6. Fly as a result of its own power.
6. The robot must be prepared for remote start according to the document “System for starting sumo robots”.
7. The measurements of the robot may not exceed:
  1. Height: 15 cm
  2. Width: 15 cm
  3. Length: 20 cm
8. The mass of the robot may not exceed 1 kg.

### **3. Inspection**

1. The championship management has the right to do additional inspections of the robots at any time they see fit during the competition.
2. The championship staff has the right to demand changes to the robot if the it is not compliant to the rules.
3. If you cannot perform the changes you have been instructed, you may lose the race, or in extreme cases be disqualified from the competition.

### **4. The course**

1. The surface of the course is mostly matte black. The wall around the course is white and about 12 cm high. The width of the course varies, but is always at least 80 cm.
2. The course may have simpler obstacles, such as small hills. The colour of the course may also shift in some places.

### **5. The competition**

1. A total of 4 robots competes at the same time on the course. The robot that first completes 3 laps wins.
2. The robots has 3 minuets to complete the 3 laps. If no robot has completed 3 laps after 3 minutes, the robot who is the closest to 3 laps wins.
3. At start the competitors place their robots on the starting line, with a spacing of at least 5 cm to the edge and 5 cm to the next robot. The start position of each robot is decided by chance. All robots start in the same direction. The competitors move away from thr course. Afterwards the referee asks the competitors if they are ready and then sends the start signal. The robots may not move until the start signal is sent.
4. If a robot starts to move before the start signal is is sent this is considered a false start. Each robot may perform one false start per race. If a robot performs a second false start, it is disqualified from the race and is removed.
5. Competitors may at any time give up. This is done by signalling to the referee who the removes to robot from the course. Alternatively, the competitor may remove his or her robot upon the judges instruction.
6. In case of a lookout during the race (i.e. no robot moves for more than 15 seconds) the referee will take the robot he/she considers is causing the stop, lift it straight up, hold it for 10 seconds and then put it down again on the same stop.
7. If the judge considers the rules to be violated by one robot, it will be disqualified and removed from the course.

### **6. Rule conflicts**

1. Use your common sense when interpreting the rules. If there are any rule conflicts, the main referee has the final word to say what is right and what is wrong.