

JuraBot

Line Follower Rules

Note: All rules are subject to change without notice. Document strongly based on Robot Challenge Vienna rules.

Name of Event: Line Follower, Line Follower LEGO, Line Follower Drag

Short Description: The objective of this contest is to complete the course in the shortest period of time while accurately tracking the course line from start to finish.

1. Requirement for Robots

1.1. Size and Weight Limits

The maximum size of a robot is 297 x 210 mm, the maximum weight is 3 kg. Dimensional and weight limits for robots shall be strictly enforced. Robots must have passed inspection prior to competing.

1.2. Requirements for Lego Line Follower robots

- A. The robot must only be built out of LEGO® parts. This includes:
 - a. Parts manufactured and distributed by LEGO®
 - b. LEGO® licensed parts from third party manufacturers

2. General Requirements

2.1. Course Time

Time is measured from crossing the start line until the robot crosses the finish line. A robot is deemed to have crossed the line when the forward most part of the robot contacts or crosses over the line.

2.2. Time Limit

A maximum of 3 minutes is allowed for a robot to complete the course. A robot that cannot complete the course in the allotted time shall be disqualified.

2.3. Timekeeping

Time shall be measured by an electronic gate system or by a judge with a stopwatch, based on the availability of equipment. In either case the recorded time shall be final.

2.4. Autonomous Control

Once a robot has crossed the starting line it must remain fully autonomous, or it will be disqualified.

2.5. Arena Edges

A robot that wanders off of the arena surface will be disqualified. A robot shall be deemed to have left the arena when any wheel, leg, or track has moved completely off the arena surface.

2.6. Losing the Line

Any robot that loses the line course must reacquire the line at the point where it was lost, or at any earlier (e.g. already traversed) point.

2.7. Course Specifications

The line following robot shall traverse a white rectangle. The line shall be black, 15 mm wide. There shall be a starting area at the beginning of the course and an exit area at the end. The line course starts inside the starting area and ends inside the exit area. The start and end points of the line course shall be clearly marked via a transverse line.

There shall be a 10 cm gap in the starting and finishing lines where the line course passes through them.

Characteristics of the line course:

- A. Crossovers may occur (e.g. places where the line crosses itself).
- B. Crossovers should be crossed straight ahead.
- C. Sharp angles may occur.
- D. Line course can form a closed loop
- E. Switchbacks and hairpins are possible, but the adjacent sections of the line shall be no closer together than 15cm when measured from the center of each line.
- F. The closest approach of the line course to the edges of the arena shall be no less than 15cm, measured from the center of the line.

2.8. Course Specifications for Line Follower Drag

The line following robot shall traverse a straight 20 m long line. The braking point should be clearly marked by two or more intersecting lines at an angle of about 90 degrees and a distance of 10 cm between them. If robot will start race before end of countdown (fail start) race will be repeated (max 3 times). If robot will fail start 3 times will be disqualified

Drag Race sequence:

1. Start - initiated by Judge
2. Countdown (5-4-3-2-1-Start)
3. Fail start Check (Rematch if occurs)
4. Race
5. End time Measurement
6. Results saving by Judge

2.8. Power of Officials

The decisions of all officials regarding these rules and the conduct of the event shall be final.

3. Declaring Objections

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- G. No objections shall be declared against the judges' decisions.
- H. The lead person of a team can present objections to the Committee, before the match is over, if there are any doubts in the exercising of these rules. If there are no Committee members present, the objection can be presented to the judge before the match is over.

4. Flexibility of Rules

As long as the concept and fundamentals of the rules are observed, these rules shall be flexible enough to encompass the changes in the number of players and of the contents of matches. Modifications or abolition of the rules can be made by the local event organizers as long as they are published prior to the event, and are consistently maintained throughout the event.

5. Liability

- A. Participating teams are always responsible for the safety of their robots and are liable for any accidents caused by their team members or their robots.
- B. The JuraBot organization and the organizing team members will never be held responsible nor liable for any incidents and / or accidents caused by participating teams or their equipment.