

Robot Shopping Street Competition

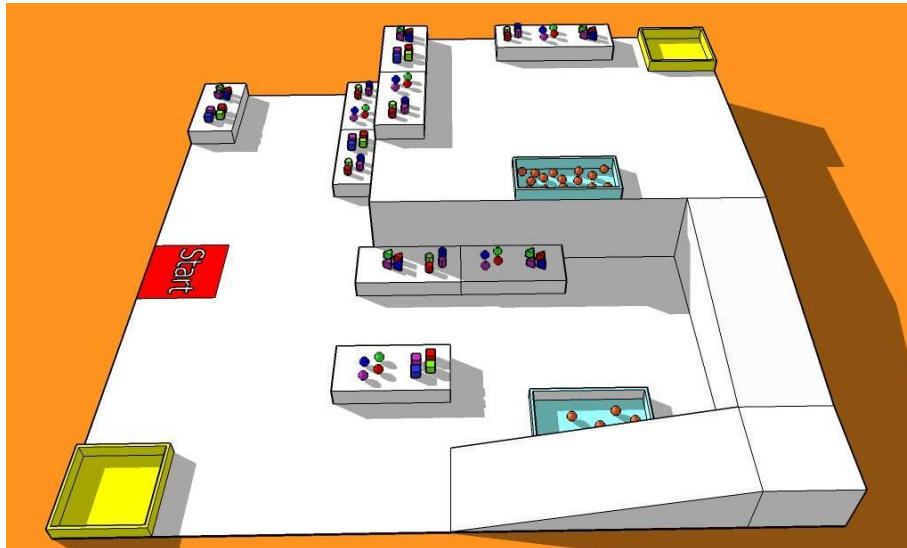
Is a semi-forced robot competition Moving with wheels There are missions to collect various objects. In the playing field With different scores According to the shape of the robot control object with wireless or wired remote control Who gets the total score more than the winner? Or who has completed the mission at a faster time than the winner

Robot Specification

1. The robot must not exceed 300 mm in length, not exceeding 300 mm in height, not exceeding 300 mm in weight, including all equipment, batteries and remote control (including power lines), not more than 1.5 kg each team. Use 1 robot
2. Up to 6 sets of motor and gear set
3. Storage of objects is not limited to how to store objects.
4. The movement of the robot must be moved by using the wheel by controlling the wired or wireless remote control. If using a remote, the wire will not determine the length of the power cord, but must be installed to keep the power cord from the floor and not touching. The ground throughout the race Competitors are not allowed to go on the playing field.
5. Batteries used in the competition Unlimited battery types But must not exceed 7.4 v
6. Complete the robot in advance.
7. Not limited to the types of materials used to assemble robots.

Game Field Specification

1. The field used in the competition is 2400 mm long, 2100 mm wide. The field is divided into 2 levels. The second level has a length of 1500 mm, width 1200 mm.
2. The bridge is 300 mm wide.
3. Start point, size 300 mm x 300 mm
4. Object shelves (selling products), width 200 mm, length 600 mm, height 70 mm, number 9
5. Pickup for table tennis balls, size 200 mm, length 300 mm, height 50 mm
6. Place the object (charge) size 300 mm x 300 mm, height 50 mm, 2 points
7. Objects used in the collection are of various shapes, namely, square shape. Triangle shape, cylindrical shape and 20 pieces of ping pong each



Game Rules

1. 2 minutes of competition time
2. Contestants must put their robots at their starting point (Start point)
3. The contestants forced the robot to bring various shapes of objects. Go to the designated area, not limited to moving methods The object must be in that color area.
4. In the event that the robot does not leave the starting point Or from the beginning Unable to complete the mission as specified Considered foul Dropped in that round
5. Contestants can request a new start (retry) at any time of the competition. The score obtained before requesting the retry will be recorded, but the time will not stop and allow the contestant to start the robot at the beginning of the robot requesting retry. Will be considered full time use for 2 minutes
6. Counting
 - 6.1 The object is the placing of the object (chargeable), size 300 mm x 300 mm, height 50 mm.
 - 5 cubes of cube-shaped objects
 - 5 pieces of spherical objects
 - 5 triangular objects
 - 5 pieces of cylindrical objects
 - 10 ping pong balls
7. Throughout the competition Cannot change or modify every piece of robot throughout the competition
8. Each team can play twice and the best time will be recorded.
9. The Panel of judges' decision is final.