



JUNIOR ROBOCON 2019

Category A

Game Play, Rules & Scoring

ROBO - WEIGHTLIFTING

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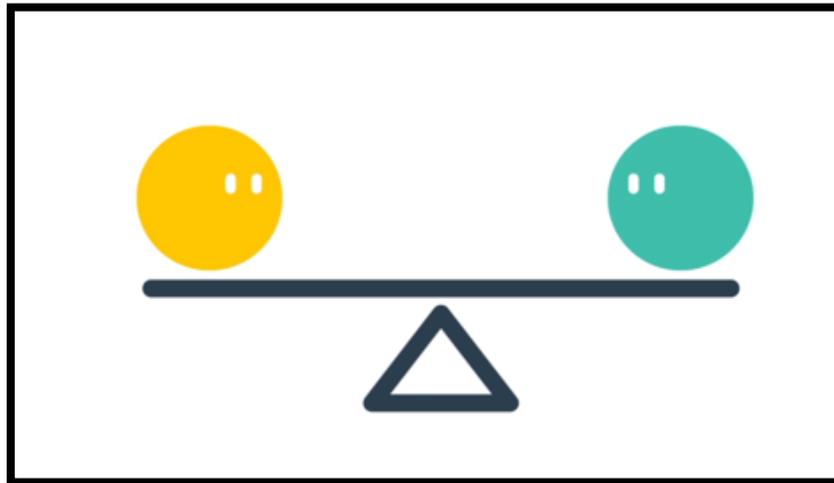
MIT

(An Autonomous Institute affiliated to Savitribai Phule Pune University)

Academy of
Engineering

1. Contest Theme

The game of JR ROBOCON 2019, category A is based on a very popular ride see-saw which is the biggest attraction for kids.



A **seesaw** is a long, narrow board supported by a single pivot point, most commonly located at the midpoint between both ends as one end goes up, the other goes down. Seesaws are excellent at encouraging collaborative play and patience, as they require coordination and balance between two different children to work. Core upper body strength and lower body strength are developed as a child moves the seesaw up and down.

The purpose of keeping this game as a robot game this year was to make students know the importance of playing outdoor rather than playing video games, watching TV, etc.

2. Gameplay and Scoring:

- A match is contested by a single player. The gameplay is of 4 minutes.
- The robot has to perform series of tasks. The robot should be controlled using wireless means only.
- The robot has to be placed on the start zone before the whistle is blown which indicates the start of the game.

- One minute will be given to the players for setting up their robots in the red area before the game is started.
- The game should start after the whistle is blown.

GAMEPLAY:

- Once the whistle is blown, it indicates the start of game.
- Player can pick any block he/she wishes.
- Golden block should be dropped in the see-saw once all the blocks are dropped.
- Player who puts the golden block, game is stopped for that particular player. Time is also frozen for this player.
- Another player can continue his play but cannot drop blocks in seesaw. Points will be allotted only for taking the block to the yellow zone. Even if he puts blocks on see-saw, no points will be given.

SCORING:

- **10 points will be given for taking any block to the yellow zone.**
- **10 points will be given for dropping violet block in red zone(see-saw).**
- **15 points will be given for dropping orange block in red zone(see-saw).**
- **20 points will be given for dropping pink block in red zone(see-saw).**
- **50 points will be given for dropping golden block in red zone(see-saw).**
- **2 points per second will be given till his/her side of see-saw is touching ground.**

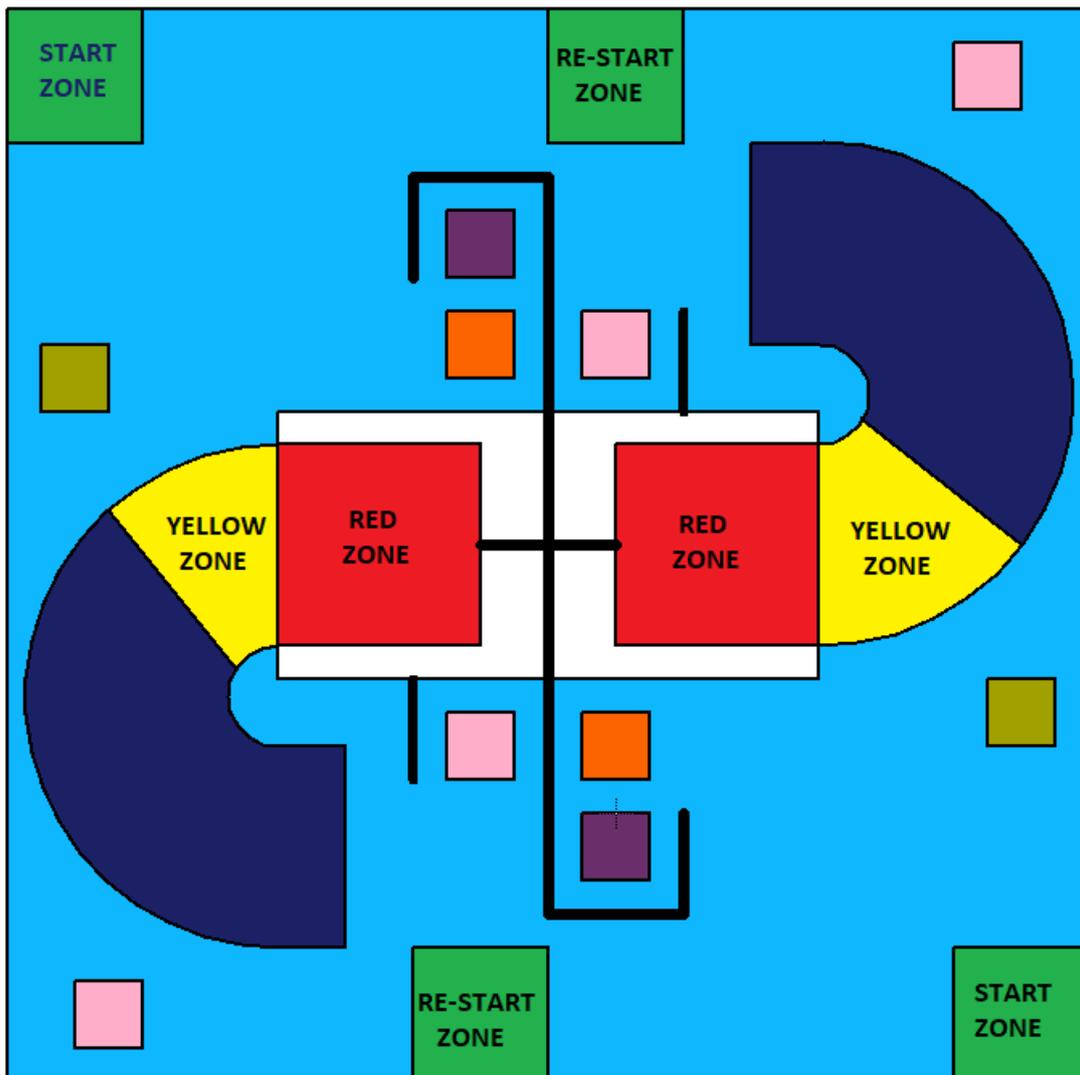
3. Violations

The who commits the following shall be deemed to be in violation of the rules and subject to a mandatory retry.

- 5 points will be deducted for every retry.
- If the robot falls on red zone(see-saw), 30 points will be deducted.

- If player picks the Golden block before dropping other blocks in the red zone(see-saw), 5 points will be deducted per wrong attempt and player will be given a restart.
- A team member touches the robot without referee's permission.
- Any other acts deemed to be an infringement on the rules.

4. Design of Arena



2-D view

