

GATHERING 2024

1. Description

The Robot Gathering Competition is a type of robot competition which aims to train participants' mindsets so that they can complete the track by getting a mission to move objects on the track line to a predetermined destination point/area using a certain algorithm so that they can reach the finish with the most points and fastest time.

2. Participant

- 1) Students in categories at elementary, middle school and high school.
- 2) Consists of a minimum of 3 students and a maximum of 5 students.
- 3) Fulfill administrative requirements (Registration and Payment)

3. Robot

- 1) Each team must have its robot which is only one robot is permitted on the track.
- 2) Robots are permitted to use self-assembled robots or use kits, which can only be programmed using a computer/laptop via cable (not wireless).
- 3) The robot must be controlled autonomously. The use of remote control, manual control, or passing information (by external sensors, cable, wirelessly, etc.) to the robot is not allowed.
- 4) The robot must be able to work automatically with its power supply in the form of a dry battery. It is forbidden to use a power supply of hazardous materials.
- 5) The dimensions of the robot must not exceed 25cm x 25cm x 25cm
- 6) The maximum voltage of the robot power supply is 12 VDC with a tolerance of 1 volts (max 3 cell batere)
- 7) The committee cannot promise that the field will be free from light interference from outside (for example camera flash lights, room spotlights or other light from outside the room). It is the participant's job to adapt their robot design to the above possibilities.
- 8) Robots must not have parts that could damage the field/arena

4. Field

- 1) Field mat made of Outdoor Print Banner
- 2) The line on the match field is black on the white floor, or the white line on the black floor
- 3) The width of the line is between 2 cm
- 4) The requirements of the arena path and missions will be announced on the day of the match.
- 5) There are start and finish points
- 6) Target Object
 - The target is made of ABS/PLA (3D Printing) plastic.

- There are 2 types of targets:
 Small Cube: size 3 cm x 3 cm x 3 cm
 Large Cube: size 6 cm x 6 cm x 6 cm

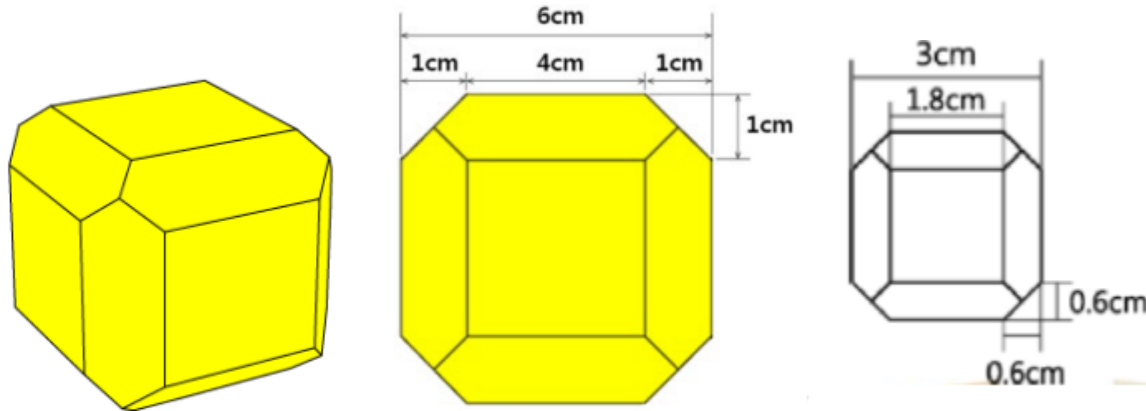


Fig 1. Object

- 7) Destination Area
 The destination or goal is the area to place the object/target, the destination area is in the arena area.
- 8) Obstacle
 The obstacle is a cube measuring 10 cm x 10 cm x 10 cm located on the track line

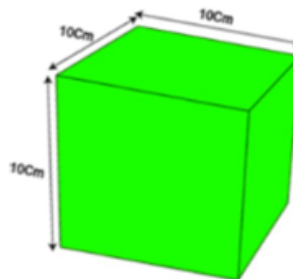


Fig 2. Obstacle

5. Match Rules

- 1) Before Competition
 - Committee will check several things as follows (robot power supply voltage, robot dimensions, robot ownership/label)
 - If the robot does not comply with the provisions, the team is given 5 minutes to adjust the robot's specifications immediately. If it still does not comply with the specified limits. The team can not following this competition
- 2) Programming

- The duration of programming time is 60 minutes (starting when the check point have been distributed).
- During programming time, participants can use the track to carry out a trial program.
- Track use is carried out alternately by each team using a queuing system.
- If it is discovered that there is cheating in the form of exchanging programs, being assisted by a supervisor, programming without using a computer/laptop and exchanging robots, the participant will be disqualified.
- When the programming session is over, the robot must be collected/quarantined in the place provided (you are not allowed to replace the battery while it is in quarantine).

3) Assessment Session

- Participants will be called in order and participants will bring robots that have been collected and programmed previously.
- The time given to each team to complete the maze is a maximum of 3 minutes (180 s). The jury will assess the teams according to the agreed time form.
- The robot is placed in the start position.
- To start the robot assessment the robot must only operate with one push of the button.
- When the robot is running, participants may not touch the robot without the referee's permission. If a participant touches the robot without the referee's permission, the team must retry
- While the robot is running, the robot can cuts a path/shortcut
- Participants are given the opportunity to re-try as long as there is still time remaining in the match. When retrying, the time continues to run.
- A re-try is given to participants if the robot stops or the entire robot body leaves the track. The opportunity to re-try is given after a signal from the referee. And the retry is done at the start position
- Robots that have reached the finish must stop for ≥ 5 seconds above the finish line, robots that do not stop will be considered not to have finished
- If during the competition the time provided has run out and the robot is still running, then the participant must stop the robot after a signal from the judge and will be deemed not to have finished.
- During the assessment, participants are prohibited from reprogramming their robots and the laptop is closed.
- Participants sign the assessment results in front of the jury.
- The jury's decision is final and cannot be contested.

6. Scoring

- 1) The robot gets points by moving the target to the destination area in the competition arena correctly and in accordance with the mission.
- 2) The robot moves the target/object by lifting/shifting/throwing it into the destination area.
- 3) The winner is determined by:

- Add up the points and time in each assessment session.
 - The winner is the team with the highest points.
 - If the points are the same, then the fastest time is calculated.
- 4) The robot will be given a re-try at each assessment session. If you retry, the value/point will be reset (restarted) in that session.

Example Form

Nama Tim : TTD :

Jenjang : SD/SMP/SMA

No	Keterangan	Jumlah target						poin	Jumlah
		1	2	3	4	5	6		
1	Target							X 1	
2	Finish							X 10	
3	Waktu								

7. Violation

- 1) Participants are not allowed to bring storage media (flash disk, external hard disk, memory card, and other portable storage media) into the competition arena.
- 2) Participants are not allowed to program directly on their robot, they must use a computer/laptop
- 3) During programming and assessment sessions, coaches are not permitted to enter the programming area and competition area, and there is no communication between teams, whether teams from the same school or from different schools.
- 4) During the competition, Bluetooth, Wi-Fi on laptops and cellphones must be turned off.
- 5) Participants are not allowed to disturb/damage the opposing team's robot during the assessment session.
- 6) Team participants who commit violations will receive a score of 0 (zero/blank) in each assessment.

Rules are adopted from various National and International robot competition activities