



RoboCupJunior Dance Rules 2015

RoboCupJunior Dance Technical Committee 2015:

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RoboCupJunior Dance league invites teams to create a robotic performance on a stage. This challenge is open-ended and a wide of technologies can be used to create the performance. We invite comments from both existing and prospective mentors and teams regarding these rules change.

These are the official rules for RoboCupJunior Dance event 2015. These rules have priority over any translations.

These rules provide a framework for how to structure a robot performance.

Changes from previous Dance rules are highlighted in red. The rules have changed significantly for 2015 so **teams should make sure they study the new rules**. The rules have been changed to deepen and broaden the educational benefits of competing in RoboCupJunior.

Specifically, please pay attention to the following:

- Performances that are innovative and creative in their use of new technologies are desired for the competition where the emphasis is on the robotic performance
- Performances which involve human-robot interaction and co-operation are encouraged
- The size of the performance area has reduced
- A maximum of two human performers are allowed on the stage at any one time
- Teams may perform different performances each time they perform on stage
- Scores will be released after the each performance
- A new performance score sheet is available
- Performance which use line following are discouraged for secondary teams
- All team member are encouraged to have a technical role in the team
- Discouragement of teams using large static props

PREFACE:

A Dance performance means that one or more robots and humans come together to create a performance. RoboCupJunior Dance allows teams to present a 1 to 2 minute creative stage performance using autonomous robots that the teams have designed, built and programmed. The Dance challenge is intended to be open-ended. This includes a whole range of possible performances, for example dance, storytelling, theatre or an art installation. The performance may involve music but this is optional. Teams are encouraged to be as creative, innovative and as entertaining as possible.



Robot Dance performances are marked based on the score sheet that has been published in conjunction with these rules. Judging will be conducted in two areas, each with its own score sheet. The purposes of these are as follows:

- **Technical Interview:** an interview examination in which all robots and programming are judged against technical criteria. Creative and innovative technical aspects are rewarded with higher scores. Judges are interested in determining students' understanding of the robotic technologies they have used. Teams must show authenticity and originality with regard to their robots and performance in this interview.

Each team members must be prepared to answer questions about the technical aspects of their involvement in the robot design. See the Technical Interview Score Sheet.

- **Performance:** an individual team's stage performance in which a performance routine is judged according to creative, innovative and entertainment criteria. Teams must show originality, creativity and innovation throughout their performance routine. It is expected that all participating teams perform their performance at their best. See the Performance Score Sheet.

At the international RoboCupJunior Dance competition teams will also take part in a SuperTeam Performance.

- **SuperTeam Performance:** a robotic performance created by cooperating teams. Teams are given a short period of time for collaboration at the competition venue. In this limited time, the SuperTeam teams must create a new performance that incorporates the work of each participating team. SuperTeam teams are encouraged to create an exciting and entertaining robotic performance that entertains the audience and expresses their friendship. All participating teams are encouraged to demonstrate how well they have collaborated and worked together to create a robotic performance.

The SuperTeam Performance is a special program for the international event and is not obligatory for regional events. The rules of the SuperTeam Performance are not described in this document. Team members who participate in the international event are strongly encouraged to carefully read the Dance SuperTeam rules 2015 before embarking on their journey.

1. GENERAL INFORMATION

1.1. Requirements

- 1.1.1. All team members must be the correct age for the primary and secondary categories as stated on the RCJ website <http://rcj.robocup.org/about.html> under "Ages".
- 1.1.2. The maximum number of 'human' members allowed on each team is 8; the minimum is 2.

1.2. Downloads

The Dance rules, score sheets, and all forms of documentation can be downloaded from the official RoboCupJunior website (<http://robocupjunior.org/>). Teams are encouraged to study the score sheets **in detail** in order to understand how they will be scored.



2. PERFORMANCE ROUTINE

2.1. Overview

The main emphasis of the Dance challenge is the technical aspects of the robot(s) design and construction (including sensors and actuators) and the programming that creates the performance. Teams are encouraged to be creative, innovative and take risks in their use of technology and materials when creating their performances.

2.2. Kind of performance

A score sheet has been developed which allows a wide range of performances types including dance, theater, storytelling or drama etc. Refer to the Performance Score Sheet for more details.

2.3. Music

Team may use music to complement their performance. Teams can use any kind of music for the performance. Teams are encouraged to select music that entertains the audiences or represents an atmosphere of the performance theme. Teams are encouraged to NOT select violent themes (sec 2.8).

2.4. Duration

The duration of the performance routine must be no less than 1 minute and no more than 2 minutes.

2.5. Stage

2.5.1. The size of the performance stage area will be marked in a rectangular area of 4 x 3 meters (m) for robots with the 4m side facing the judges. This rectangular area is within a stage with a minimum size of 5 x 4 meters.

2.5.2. The boundary of the performance stage area will be marked with a 50 millimetre (mm) black tape-line. Teams are allowed to use the black and boundary to program a robot to identify the performance stage area.

2.5.3. The floor provided shall be made of flat (non-glossy) white painted MDF (compressed wood fiber).

2.6. Scenery and presentations

2.6.1. Scenery / props that do not qualify as robots, or perform a specific purpose, will not be rewarded.

2.6.2. Teams are encouraged to provide a visual or multimedia presentation as part of their performance. This can take the form of a video, animation, slideshow etc. Teams are encouraged to be creative when designing the presentation. Organizers will try their best to provide a projector and a projection screen for teams wishing to incorporate a presentation as part of their performance. The organizers cannot guarantee the height of the projection screen above the stage.

2.6.3. Interaction between the robots and the visual display is allowed. A VGA cable will be available to which a laptop or other device can be connected to. The length of the cable cannot be guaranteed.



2.7. Human team members

- 2.7.1. A maximum of two human team members may perform with their robots on the stage at any one time during the performance. Teams are reminded that the main emphasis of the performance must be the robot(s). There is no penalty for humans not performing with their robots.
- 2.7.2. Human performers may be inside and outside the marked area but should keep to the 5 x 4 m area.
- 2.7.3. The only physical contact humans may have with their robots is to start the robot(s) at the beginning of a performance routine. One or more human team members may start the robot(s), either by hand or by remote control.
- 2.7.4. Interaction and co-operation between robots and humans using sensors is encouraged. However physically touching the robot to correct its actions during the performance will incur a penalty. Teams must explain the human/robot interaction and co-operation at the technical interview. Any clarifications regarding this ruling should be directed to the judges before the competition to ensure the interaction is legal. See section 3.5.

2.8. Content

Any performance that includes violent, military, threatening or criminal elements will be excluded. Any team using an inappropriate name or logo will also be excluded.

Participants are asked to carefully consider the wording and messages communicated in any aspect of their performance. What seems acceptable to one group may be offensive to friends from a different country or culture.

2.9. Security and safety

- 2.9.1. In order to protect participants and comply with occupational health and safety regulations of most host countries, RoboCupJunior officials and bystanders, routines may not include explosions, smoke or flame, use of water, or any other hazardous substances.
- 2.9.2. A team whose routine includes any situation that could be deemed hazardous, including the possibility of damaging the stage, must submit a report outlining the content of their performance to the Technical Committee Chair one month before arriving at the competition. The Technical Committee Chair may also request further explanation and also a demonstration of the activity before the stage performance. Teams not conforming to this rule may not be allowed to present their routine.

2.10. Authenticity and originality

The performance is to be unique and have never been used in any other RoboCupJunior competitions during this performance year. Teams are encouraged to carefully check that all robots, props and costumes conform to this rule.



2.11. Additional instructions for creating a performance

- 2.11.1. Teams are strongly encouraged to program their robot(s) to begin the performance routine a few seconds after the music starts as it is extremely difficult to judge precisely when the music will sound after the audio source is started. Teams may find it useful to include a “beep” at the beginning of their music as a start signal.
- 2.11.2. Teams are encouraged to practice on the same flooring type to have a better simulation for robot conditions and reduce the set-up time at the RoboCupJunior competition.

3. ROBOTS

3.1. Robot technology

Any technology can be used to create the robots. Teams are encouraged to use technologies creatively. Innovative or unusual use of technology (including sensors) is encouraged and will be rewarded. For example laptops, notebooks, mobile phones, tablets, Raspberry Pi and other similar devices MAY be used as robotic controllers, **on stage as part of the performance**, but no mains power should be used while on stage.

Teams are encouraged to use technology in unusual, innovative or inspired ways to create an engaging performance. If you are unsure whether the technology you are using is appropriate please contact the **Technical Committee Chair** before the competition.

Refer to 3.5 Communication for further clarification.

3.2. Size

Robots may be of any size. Any robot(s) or prop(s) taller than **2.5 meters** from the stage floor must be discussed with the judges and permission sought.

3.3. Number of robots

There may be any number of robots on a team. However, using multiple robots does not necessarily result in obtaining higher points.

3.4. Costumes

Costumes for robots are encouraged. Additional points will be awarded if the costumes are handmade by the competitors.

3.5. Communication

- 3.5.1. During the performance, any robot on stage may communicate with another robot on stage from the same team. There must be no communication with off-stage devices. The source of communication must be infrared (IR), Ultrasonic, Bluetooth and ZigBee. It is the teams' responsibility to be aware that their communication does not interfere with other teams' robots when practicing or performing.
- 3.5.2. No team is permitted to use radio frequency (RF) signals (like Wi-Fi or “radio control”) as this may interfere with robots in other leagues. The only exception is the use of ZigBee. Take care to make sure you are not using any radio frequency signals as part of remote control of the robots; Teams have inadvertently used radio frequencies in the past. If you are unsure please check with the **Technical Committee Chair** before your performance.



- 3.5.3. Teams with robot communication MUST explain the communication to the judges at the Technical Interview.

3.6. Control

- 3.6.1. Robots must be controlled autonomously.

- 3.6.2. Robots may be started manually by human contact or with remote control (see 3.5) at the beginning of the performance. See also 2.7.3.

- 3.6.3. We want to encourage the interaction between robots and the interaction between robots and humans.

- 3.6.4. The primary league may use mats on the stage floor. Line following will not be heavily rewarded.

- 3.6.5. Secondary teams are allowed to use four mats of maximum size 30x30cm. Each mat must be separated from the other by at least 30cm in all directions. No other tape can be used on the floor – including using tape to hold the mats down on the floor. Simple line following will not be heavily rewarded.

3.7. Additional instructions for designing and constructing robots

- 3.7.1. Under no circumstances will mains electricity be allowed to use on the stage. This includes the use of mains electricity for robots, scenery and props.

- 3.7.2. While floor joints will be taped to make them as smooth as possible, robots must be prepared for irregularities of up to 3 mm in the floor surface. Whilst every effort will be made to make the stage flat this may not be possible in all venues. Teams should be prepared for some irregularities in the surface of the stage.

- 3.7.3. Although the RoboCupJunior organizers endeavor to make variable lighting including spotlights available, we cannot guarantee direct or intense spotlights will be available. In the same way, teams should not expect the performance stage area to necessarily be able to be darkened. It is recommended that teams design their robots to cope with variations in lighting conditions, as lighting naturally varies from venue to venue. Teams should come prepared to calibrate their robots based on the lighting conditions at the venue.

- 3.7.4. Teams using compass sensors should be aware that metal components of the staging may affect the compass sensor readings. Teams should come prepared to calibrate such sensors based on the conditions at the venue.

4. PREPARATIONS FOR THE EVENT

4.1. Music data

- 4.1.1. If music is used teams must provide their own audio music source. Teams are strongly encouraged to bring a good quality audio music source file since their evaluation also depends on the music quality.

- 4.1.2. The preferred transport method is to place the sound file on a memory stick as a MP3 file. The memory stick should be clearly labeled with the team name and category (primary or secondary) and should hold only the MP3 file. It is essential that the music should be given to the RoboCupJunior officials acting as sound technicians before the team's practice period. Teams are encouraged to bring multiple copies of the audio source file.

- 4.1.3. The music should start at the beginning of the audio music source with a few seconds of silent lead-time.



4.2. Documents

- 4.2.1. A **Technical Sheet** should be carefully **completed by each team before the competition**. The Technical Sheet (as a document) will be posted online with the score sheets. The technical sheet gives teams the opportunity to explain **the technical aspects of each robot to the judges and the role of each team member**.
- 4.2.2. The Technical Sheet must be submitted to the judges prior to judging.

4.3. Poster display

- 4.3.1. Teams will be given public space to display a poster board. The size of the poster should be no larger than A1 (60 x 84 cm). The poster should be brought to the Technical Interview. After the interview the poster should be displayed in the designated location. **Electronic posters will not be accepted.**
- 4.3.2. The purpose of the poster is to introduce the team, explain the technology used in the robots and document the preparation work. Posters should be made in an **interesting and engaging format**. They will be viewed not only by the judges, but also by other teams and visiting members of the public.
- 4.3.3. **Areas that need to be covered include: team name, division (primary or secondary), and your country, annotated pictures of the robot under development at various stages and an explanation of the innovative robot technologies used.**
- 4.3.4. The poster display must be presented during the interview, and may be called upon to help establish the authenticity of a teams' performance.
- 4.3.5. **Teams should rely solely on the technical sheet and the poster display to explain their robots and performance. No other documentation will be read by the judges.**

4.4 Storage

- 4.4.1 **Storage area is limited at the venues so teams should plan for this.**

5. TECHNICAL INTERVIEW

5.1. Procedure of the interview judging

- 5.1.1. All teams will have a 15 minutes technical interview judging during the competition.
- 5.1.2. **Interviews will be judged by at least two RoboCupJunior officials deemed competent in a relevant field of engineering/computer science.**
- 5.1.3. **The Dance Interview Score Sheet is used in the interview judging. It is strongly suggested for teams to read the Dance Interview Score Sheet **before** the interview to make good use of the interview.**
- 5.1.4. **Teams should ensure that they bring all their robots, props, posters, and copies of the programs.**
- 5.1.5. The documents the team must supply for the interview judging are the poster, a technical sheet and listings of all programs.
- 5.1.6. **Each team member must be prepared to answer questions on the about the technical aspects of their involvement in the robot design.**



5.2. Demonstration during the Technical Interview

Teams are strongly encouraged to **explain and** demonstrate their robots working during the Technical Interviews. Especially, the innovative or special functions of their robot(s), such as complex mechanisms for a dynamic movement, innovative use of sensor, or an original electronic/electrical device should be shown in front of the judges.

Only a short amount of time will be available (maximum 5 minutes) for a demonstration. Teams should come prepared to demonstrate the key features of their robots in this time.

5.3. Translator

Interviews will take place in English. If teams require a translator they should inform the local organizing committee by e-mail prior to the event to allow translators to be organized.

5.4. Second technical interview

If the judges consider it necessary, teams may be asked to complete a second technical interview. If this occurs, the score from the second interview will be used to calculate the total score.

6. Dance PERFORMANCE

6.1. Performance judging for individual teams

6.1.1. The stage performances will be judged by a panel of at least three officials. One of the performance judges is a RoboCupJunior official who judges the Technical Interview as well.

6.1.2. **The Dance Performance Score Sheet is used to judge the performance.**

6.1.3. **All teams will be given 2 opportunities to perform before the judges. The highest scoring performance will be used.**

6.2. Stage performance

6.2.1. Each team will have a **total of 5 minutes** for their performance. This time includes stage set-up, introduction and performance routine, including any re-starts due to factors under the teams' control. It does not include time needed for packing up and clearing the stage.

6.2.2. A judge starts a stopwatch when a team member steps a foot on the stage for the maximum five minute period and following 1 minute to clear the stage. If the time limit is exceeded due to circumstances outside the team's control (for example problems with starting the music by the technicians) there will be no time penalty. The judges have the final say on any time penalties.

6.2.3. A RoboCupJunior official will start the music and the audio visual/multimedia presentation for the performance routine.

6.2.4. **Teams may provide two different, complementary performances. These may be a continuation of a story or a different aspect of a theme. Each performance is marked on its own merits but must use the same robots.**

6.2.5. **Teams which are selected for the finals may alter their performance for the finals.**

6.3. Stage setup time

Teams are strongly encouraged to use the time while they are setting up the stage for their performance to introduce to the audience the features of their robots, technology used and the highlights of the robotic performance. Any format is acceptable for the introduction including video, slideshow or a team member talking. The introduction must be within the total time allocation for the performance.



6.4. Clearing the stage

Following each performance, a team must fully tidy up the stage, pack up and remove any objects related to their performance. The performing team has a maximum of **one minute** to clear the stage after the end of their performance. **The maximum time onstage is therefore six minutes.**

6.5. Restarts

Teams are allowed to restart their routine if necessary, at the discretion of the judges. There is no limit on the number of restarts a team can perform within their 5 minutes performance time. Penalty marks will be deducted from the score. The team will be asked to leave the stage after 5 minutes.

6.6. Penalties

- 6.6.1. If a team exceeds the time limits explained in 2.4, 6.2 and 6.4 the team will be penalized by the loss of marks.
- 6.6.2. If **all of the robot's contact points (e.g. wheels)** move outside the marked boundary of the performance area the team will receive a penalty score. **A contact point is considered to be the point at which a robot touches the stage.** If in doubt please consult with the **Technical Committee Chair** for clarification of "contact points" in relation to your robot design.
- 6.6.3. **Physical contact between a human and a robot or human interference to robots' sensor** will be penalized by the loss of marks. If contact between a human and a robot is part of the performance, the interaction must be discussed with and approved by the judges BEFORE the performance to ensure all the robotic performance is autonomous and aware.
- 6.6.4. Unless a problem is not the fault of the team, any restart will result in a score penalty.
- 6.6.5. **Teams who, in the opinion of the judges, have knowingly produced duplicate robots, costumes, props or performance movement (duplicate music is allowed) of another team or reused previous years' robots, costumes, props or performances will be subject to penalties. Penalties range from score reduction to a maximum penalty of exclusion from the competition. This applies to any previous RoboCupJunior Dance or Dance performances.**

6.7. Preparation for the stage performance

- 6.7.1. It is the responsibility of the team to ensure that the music is playing correctly before their first performance by liaising with the RoboCupJunior officials.
- 6.7.2. Teams should ensure that any presentation is displayed correctly before their first performance by liaising with the RoboCupJunior officials.
- 6.7.3. Depending on the configuration of the stage and the sound system at the venue, it is possible that the human starting the robot will not be able to see the RoboCupJunior official starting the audio source; and vice versa. Teams should come prepared for these conditions.

6.8. Practice on the main stage

- 6.8.1. The main performance stage will be made available for teams to practice on. In fairness to all teams who may wish to practice, a booking sheet will be used to reserve the stage for a short practice time. Please be respectful of the allocated time.
- 6.8.2. The last team to practice on this stage before performance time starts must fully clean up the stage and clear the stage area at least 3 minutes before the performance start time.



7. JUDGING AND COMMENDING

7.1. Judging criteria

The mark's criteria of judging are as follows:

- The Technical Interview: **Please refer to the score sheets.**
- The Stage Performance: **Please refer to the score sheets.**

7.2. Totaling

7.2.1. The total score of each team is calculated by combining the scores from the team's Technical Interview and **the highest score for their Stage Performance.** **This total score will be used to determine the teams that qualify for the finals.**

7.3. Finals

7.3.1. **The performance scores will be 'wiped clean' for the performances in the finals. The technical scores will remain the same; unless the judges request a second technical interview (see Section 5.4).**

7.4. Prizes and awards

7.4.1. The following trophies will be awarded in each age category (primary and secondary):

- **The RCJ International Dance Team of the Year** is awarded to the team with the highest combined total of the Technical Interview and the Performance scores. For competitions with a final round a second round of technical judging **may** take place and the performance scores from the performance in the final will be used.
- **The RCJ International Dance SuperTeam of the Year** is awarded to a SuperTeam that has gained the highest SuperTeam performance score.

7.4.2. Awards will also be given to individual teams in the following categories:

Best Design & Construction
Best Use of Electronic Devices
Best Use of Sensors
Best Programming
Best Robot-Human interaction

The awards will be awarded based on both the Technical Interview and the Performance scores at the discretion of the judges. Individual teams can receive only one award.

7.4.3. There will also be certificates awarded for the following categories:

Best Team Collegiality: This award goes to the team who, by popular vote, has given the greatest support to the other teams – the support can be demonstrated in a number of ways, such as providing assistance with components, developing friendships and/or giving encouragement to other teams. The vote described in section 8.4.2 will be used for selecting the Best Collegiality Award.

Best Poster: This award goes to the team who, at the discretion of the judges, has produced the best poster that describes the team and robot technology used.



Best Creative Presentation: This award goes to the team who, at the discretion of the judges, has produced the most creative and technically interesting digital display that supports and enhances the robot performance. This could be a video, slideshow, images or any other form of digital product that is displayed during the performance.

Best Novice Team: This award goes to the primary and the secondary teams who have placed highest in the competition overall and have not received another award, and where ALL members of the team are competing at RCJ international for the first time (this does not include a team having a team member(s) who has (have) competed in other RCJ categories).

- 7.4.4. No one team shall receive more than 3 prizes, awards and/or certificates excluding the SuperTeam awards.

7.5. Feedback

RoboCupJunior is an educational project. It is important that team members learn from their experiences with RCJ, and have the opportunity to improve in later years if they so choose. The organizers will provide feedback on each team's performance at the conclusion of competition. The sheet will indicate to the team their areas of strength and also areas needing improvement. It is important to note that these sheets are not to be used to debate positions, decisions or competition scores with the judges.

- 7.5.1. Scores will be given after each performance to allow teams to better prepare for the second performance.

8. CODE OF CONDUCT

8.1. Spirit

- 8.1.1. It is expected that all participants, students and mentors, will respect the RoboCupJunior mission. In addition, participants should keep in mind the values and goals of RoboCupJunior.
- 8.1.2. It is not whether you win or lose, but how much you learn that counts. You will really miss out on a lifelong learning experience if you don't take this opportunity to collaborate with students and mentors from all over the world. Remember this is a unique moment!

8.2. Fair Play

- 8.2.1. It is expected that the aim of all teams is to participate in a fair and clean competition.
- 8.2.2. Humans that may cause deliberate interference with robots or damage to the stage will be disqualified, if part of a team. If not part of a team they will be ask to leave the venue.
- 8.2.3. The team is responsible for removing all debris left from their routine that may interfere with the performance of subsequent activities.
- 8.2.4. Remember, helping those in need and demonstrating friendship and cooperation are the spirit of RoboCupJunior as well as making the world a better place.

8.3. Sharing

- 8.3.1. It is understood that RCJ events with rich technological and curricular developments should be shared with other participants after the competition.
- 8.3.2. Any developments may be published on the RoboCupJunior Web site following the event. **All winning teams should submit a one page PDF summary describing their robots for upload to the RoboCupJunior website.**



8.3.3. Sharing information furthers the mission of RoboCupJunior as an educational initiative.

8.4. COLLEGIALITY

8.4.1. Each participating team will have one vote to nominate the team that displayed the greatest cooperative interactions and shared support with other teams. Please refer to section 7 for information about the Best Team Collegiality award.

8.4.2. In keeping with the spirit and collegiality aspects of RCJI, the organizers will provide a party for all team members, mentors and supporters. It is strongly requested that all participants delay their departure sufficiently to attend the party, even if the event is held after the finals and prize giving ceremony. The organizers request all team members bring business-sized cards to share with other teams at the party. These cards could include the team name, its members' name(s) and contact details, so students can remain in contact with each other after the event. This is optional, but encouraged. It is also requested, but not compulsory, for team members to wear either national dress, or some icon that identifies them with their country. This can be done in a humorous manner, such as an animal mascot from their country or another creative idea.

8.5. Behavior

8.5.1. All movement and behavior is to be of a subdued nature within the event venue.

8.5.2. Competitors are not to enter set-up areas of other leagues or other teams, unless expressly invited to do so by other team members.

8.5.3. Participants who misbehave may be asked to leave the building and risk being disqualified from the event.

8.6. RoboCupJunior Officials

8.6.1. The officials will act within the spirit of the event.

8.6.2. The RoboCupJunior officials shall not have close relationship with any of the teams in the age group they judge.

8.7. Mentors

8.7.1. Mentors (defined as teachers, parents, chaperones, translator or any other non team-member) are not allowed in the student work area except to assist carrying equipment in or out of the area on the arrival and departure days.

8.7.2. If a problem is encountered with a computer or other device that is clearly beyond the reasonable ability level of a student to repair, a mentor may request permission from the organizers to enter the work area for the sole purpose of advising on that repair. They must leave the work area immediately after this is completed. Rule 8.7.1 still applies at these times.

8.7.3. Mentors are not allowed to set up equipment on stage, as this should be the responsibility of team members. Organizers will assign volunteers to teams that need an assistant for stage set-up. Teams should request this assistance to the officials.

8.7.4. A mentor found in the student work area may lose his/her access to the venue and the team will be penalized.

8.7.5. A mentor found to be involved with mending, building or programming the robot(s) and/or directing choreography may lose his/her access to the venue and the team marks will be penalized. This applies to both the "individual" and "super team" competitions.



- 8.7.6. If a mentor is interested in becoming a judge please contact the Technical Committee Chair. RoboCupJunior is interested in having as many impartial judges as possible for two reasons: 1) More informed mentors help create better teams and 2) We wish to develop a sustainable set of judges. You will not judge the division that your own team is participating in, i.e. Primary Team Mentors will judge Secondary performances.

9. ADDITIONAL INFORMATION

9.1. Information about the event

- 9.1.1. Teams will be responsible for checking for updated information during the event. Updated information will be provided on notice boards in the venue and (if possible) on the RoboCupJunior website. The updated information will be announced at the beginning of the event and will be posted on the notice boards as well.
- 9.1.2. Newsletters will be disseminated during the event to ensure teams and mentors have the latest information.

9.2. Contact

Queries regarding the rules or their interpretation may be sent to the Dance 2015 Technical Committee Chairs:

Susan Bowler – Co-Chair (Australia), susan.bowler@education.tas.gov.au

Josie Hughes – Co-Chair (UK), jaeh2@cam.ac.uk