

Rules

(translated to English, the Danish version has priority)

§1 Autonomous robot

Vehicles must be completely autonomous: No interfering communication between the outside world and the vehicle is allowed when the vehicle has started the track. A run/attempt will be interrupted if a vehicle leaves the area or if a participant touches the vehicle.

§2 A run

If the vehicle does not reach the first gate fast enough (corresponding to having an average speed below 0.25 m/s), this port will close and the drive will be interrupted. The run can also be interrupted elsewhere on the track if the vehicle does not make significant progress for a certain period. Also, to ensure a quick and efficient competition, participants may be disqualified if they are not ready to start when it is their turn.

The gates will not all be fixedly mounted, but it is permissible to touch gates and obstacles - in a non-intentional destructive manner. If a gate is overturned before the passage, the judge will decide if it has passed. The judge may also interrupt the run if it is deemed deliberately destructive.

All teams attempt the track twice during the competition. If a run is interrupted, the number of points obtained before the interruption will apply to the run. Only the best of the 2 runs gives points.

The starting order in the final will be determined by the number of points earned in the qualifying round so that those with the fewest points start first. The starting order for the qualifying round is determined by the organizers (no later than 1 hour before start)

§3 Restrictions

Neither the path nor the surroundings must be changed to make the task easier for the robot. A vehicle can have sensors, computers and operating systems onboard, engines, energy sources, and brakes. There are no restrictions on size except that the vehicles must be able to get through the gates. The vehicle must not contain an internal combustion engine and must not constitute a danger to the audience.

§4 Points

Points are given as described for the track. Each point is given only once, even if the obstacle is passed several times. A gate is passed when the entire vehicle including sensors is at least 1 cm on the other side of the gate.

A run is completed when the target is reached, **time has run out**, or when the team or judges say "stop".

If more teams obtains the same number of points, the points obtained in the other run will count for the rank. If more teams still has the same rank, then another attempt will be arranged for the affected teams, but only for the match for first to third place and participation in the final. Is e.g. 2nd place divided between 3 teams, these will participate in another attempt for the 2nd, 3rd and 4th place, in this attempt the completion time will be decisive if the points between some of the teams remain equal. Points obtained in this kind of attempt will not count towards the official point score, only the achieved rank. This kind of attempt will take place immediately after the last race.

§5 Access to the track

Two hours before the start of the competition, the track will be closed and it can only be used when the competition is completed. During these two hours, gates and branches can possibly be moved (but the track will still be in accordance with the description). Encoding the exact course of the track will therefore not be expected to be sufficient.

The track will normally be available for testing a week before the qualification.

Before this time the track may be available in a similar setup elsewhere. Ask the organizers to see if this option is available.

§6 Unique robot

The used robot must be unique in the competition and no contestant can be part of more than one team.

§7 Disputes

The organizers decide the interpretation of the rules.