

Rescue Maze Entry Rules 2019 (Final)

January 20th, 2019

Basic Rules

The rules for the Rescue Maze Entry League 2019 are based on the international rules of RoboCupJunior Rescue Maze (as of January 20th, 2019).

The following changes apply for the Rescue Maze Entry League:

Arena

There are no floating walls in the arena.

Age limit

The maximum age of the RoboCup Junior competitions applies, but there are no age groups.

A participant may only participate twice in a regional RCJ qualification final (e.g., German Open, Portuguese Open, etc.).

Speed bumps

Speed bumps have a maximum height of 1 cm.

Debris

Debris have a maximum height of 3 mm.

Victims

There are no heating victims.

There are no visual victims.

Victims are represented by a red cross on a white tile (30 x 30 cm). The cross is centered on the tile and consists of five squares (6 x 6 cm). The color of the cross is traffic red (RAL color no. 3020).

The tile with the victim is always located next to a wall.

A victim's detection is indicated by a robot stop and a 5 second optical signal **and/or by deploying a rescue kit. The victim tile must be equal to the current visited tile at the same time.**

To successfully deploy a rescue kit, a robot must deploy (deployment point) a rescue kit within the tile of the victim. The deployment point is deemed to be the location where the rescue kit makes initial contact with the floor, it is not the final resting place of the rescue kit.

Checkpoints

After 3 LoPs you can jump to the next checkpoint in the direction of travel.

Scoring

The scoring is based on the Rescue Maze rules **with the following changes**. Reaching a checkpoint in the first attempt is rewarded with 10 bonus points. **Rule 3.5.14 (misidentification) is not applied.**