

The 10th Robot Design Contest

FAQ

Update on 29th October 2018

Item	Questions	Answer
16th October 2018		
FAQ 1	<p>The score system described in the rule book says that the thrower robot can score points by successfully grabbing and transporting 1 Special Shuttlecock OR Rack.</p> <p>Does that mean the thrower robot can ignore the rack altogether when it comes to the Special Shuttlecock?</p> <p>Does the Special Shuttlecock have to be on a rack as well?</p>	<p>It is forbidden to have a rack holding the Special Shuttlecock. For Normal Shuttlecocks, there must be a Rack holding them, and you can only pick up Normal Shuttlecocks by picking up Rack(s).</p>
29th October 2018		
FAQ 2	<p>What materials can we used to make the rack, apart from aluminium.</p>	<p>The Rack(s) can be made up of any material, but it cannot violate any of the rules concerning the Rack in Rule Book.</p>
FAQ 3	<p>Can we throw the special shuttlecock first if we unlock the loading zone 2? Even if we do not throw any normal shuttlecock before.</p>	<p>Yes. There is no specific order of throwing Shuttlecocks. As long as Shuttlecock(s) is transported to TZ, the Thrower Robot can throw those shuttlecock(s).</p>

<p>FAQ 4</p>	<p>Where is the operator of the Thrower Robot allowed to go during manual mode?</p> <p>Is the operator of the Thrower Robot allowed to pass control to another team member during a match?</p> <p>Are multiple team members allowed to control the Thrower Robot simultaneously?</p>	<p>There should be only one controller and one operator throughout the entire game. Referring to Rule Book 2.3.1, the operator can be at any position on the stage other than the game field during the match.</p>
<p>FAQ 5</p>	<p>On page 7, 1.6, the "following 2 flows" refers to Part 1A and Part 1B?</p>	<p>Yes</p>
<p>FAQ 6</p>	<p>What happens when there is a Shuttlecock on the Track?</p>	<p>Game field member can pick up the Shuttlecock on the Track during retry referring to Rule Book 3.8 & 3.9.</p>
<p>FAQ 7</p>	<p>Is there any magnetic line in the straight portion of the fork roads? (for smart car moving backward)</p>	<p>Please Refer to Rule Book, 14. Figures: Magnetic line placement. The red line represents the magnetic line.</p>
<p>FAQ 8</p>	<p>Is the whole robot required to be inside loading zone while loading?</p>	<p>No, it is not required.</p>
<p>FAQ 9</p>	<p>Can we press any button on the robot to start the program during auto mode time?</p>	<p>Yes, one of the game field members can touch the Thrower Robot to start the program of it.</p>
<p>FAQ 10</p>	<p>What is the definition of entering no contact zone? wheels or vertical projection?</p>	<p>The Thrower Robot is defined as entering No Contact Area if the vertical projection of the Thrower Robot enter No Contact Area.</p>
<p>FAQ 11</p>	<p>Can we take away own team's Shuttlecock if they are knocked out of the ring into our own zone?</p>	<p>Yes, you can refer to Rule Book 3.8</p>

FAQ 12	What are legal ways to handle empty Racks?	Empty Rack(s) can be placed on the movable area of the team's Thrower Robot during a match. However, all Rack(s) must be inside LZ1 during start and restart referring to Rule Book 2.1.1.
FAQ 13	What are the max number of Racks?	There is no maximum number of Racks referring to Rule Book, Terms and Definitions: Rack. However, the vertical projection of the Rack(s) must completely stay within LZ1 referring to Rule Book 2.1.1.
FAQ 14	After shoot all the shuttlecock of current Rack, can robot go to SZ?	Yes, Thrower Robot can go to any position of the movable area of the team's Thrower Robot at any time of the match.