Rescue Maze Score Sheet

Team Name: _____ Round: 1 2 3 Time: _____ min _____ sec

RoboCup Junior York Region 2023
St. Andrew's College
St. Anne's School

Score of Obstacles and Special Tiles

Checkpoint	1 2 3 4	X 10	=
Ramp	1 2	X 10	=
Speed Bump	1 2	X 5	=
Stairs	1	X 5	=
	Total	=	

Visual Victim Identification

Type	Number	Points	Total
Floating Walls			
Visual H S U	1 2 3 4 5 6	X 30	=
Coloured	1 2 3 4 5 6	X 15	=
Other Walls			
Visual H S U	1 2 3 4 5 6	X 10	=
Coloured	1 2 3 4 5 6	X 5	=
Total	=	**Total**	=

Rescue Kit Deployment

Harmed 1 H	1 2 3	X 10	=
Harmed 2 H	1	X 10	=
Stable 1 S	1 2	X 10	=
Stable 2 S	1 2	X 10	=
Red 1	1	X 10	=
Red 2	1	X 10	=
Yellow 1	1	X 10	=
Yellow 2	1	X 10	=
Total	=	**Total**	=

Reliability Bonus

	Total Victims		Total Kits		Lack of Progress		Total
Reliability Bonus	(	+		-	)	X 10	=

Exit Bonus

Exit Bonus	Total Identified Victims		X 10	=

Final Score

Obstacles & Special Tile	
+	
Visual Victim Identification	
+	
Rescue Kit Deployment	
+	
Reliability Bonus	
+	
Exit Bonus	
=	
Total	

Lack of Progress

Tally		**Total**	=

Signatures

Captain		Judge	
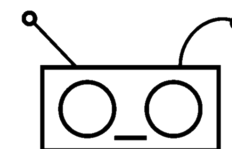
a. For victims located on a tile adjacent to a linear wall (even diagonally), i.e., all victims at the six tiles around a linear wall.

    i. For visual victims: 10 points

    ii. For colored victims: 5 points

b. On other walls (i.e., floating walls)

    i. For visual victims: 30 points

    ii. For colored victims: 15 points
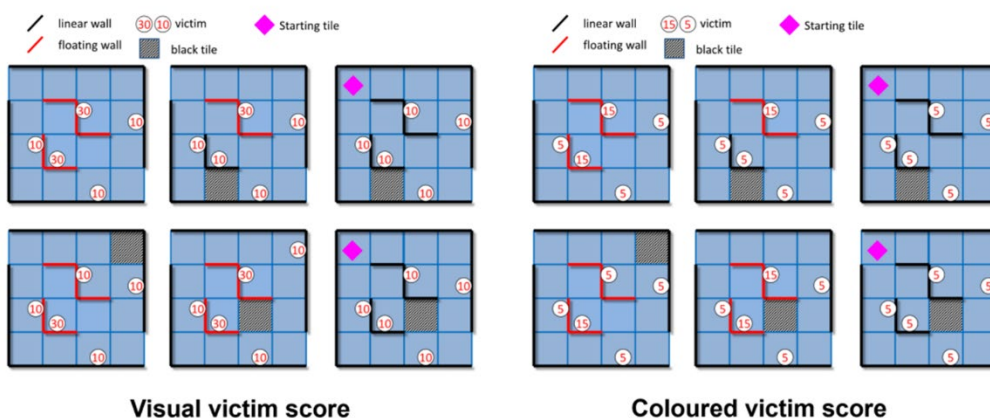
- 30 points for a harmed visual victim
- 20 points for a stable visual victim
- No additional points for an unharmed visual victim
- 10 points for a red-colored victim
- 10 points for a yellow-colored victim
- No additional points for a green-colored victim

- 10 points for going up or down a ramp
- 10 points for each visited checkpoint
- 5 points for passing through each tile with speed bumps
- 5 points for navigating a set of stairs

Visual victim score   **Coloured victim score**

2.6. Rescue Kits

1. A rescue kit represents an essential health package distributed to a victim caught in a natural disaster. It symbolizes tools, medical supplies, or devices used in the rescue process, such as GPS transponders or even something as simple as a light source.

2. Because we need to ensure that a rescue kit reaches the victim, it has to stay near the victim after the deployment. For example, it cannot roll away from or bounce away from the victim.

3. Each rescue kit must have a minimum size of 1 cm in each dimension.

4. A robot can only carry a maximum number of 12 rescue kits.

5. Each team is responsible for its rescue kit system, including bringing the rescue kits to the competition. The team captain is responsible for loading the rescue kits onto their robot and collecting it from the field with the referee's authorization after the end of the run.

6. Deployment of the rescue kit must be very clear to the referee.

4.5. Lack of Progress

1. A lack of progress occurs when:

    a. the team captain declares a lack of progress.

    b. a robot visited the black tile. See the definition of visited tile on 4.4.4.

    c. a robot does not stop for 5 seconds if the robot visits a blue tile.

    d. a robot damages the field.

    e. a team member touches the field or their robot without permission from a referee.

2. In the event of a lack of progress, the robot must return to the last visited checkpoint (or the start tile if it never reached a checkpoint). The robot can be installed in any direction. For the definition of the visited tile (see 4.4.4).

3. After a lack of progress, the team must reset the robot by using a switch located in a visible location by the referee (see 3.2.10).

A robot must deploy a rescue kit entirely within 15 cm of the victim to successfully deploy a rescue kit. The deployment point is determined by the location of the rescue kit when the robot moves entirely out of the 15 cm boundary of the victim.

No points will be awarded for delivering a rescue kit to a victim that wasn't successfully identified first.

To successfully identify a victim, the robot must stop within 15 cm of a victim and blink an indicator visible to the referee for the full 5 seconds while stationary.

Reliability Bonus = the number of 'successful victim identification' × 10 + the number of 'successful rescue deployment' × 10, minus the number of 'Lack of Progress' × 10. However, the scoring round can only reduce the Reliability Bonus score to a minimum of 0 points.

Successful Exit Bonus. A robot is awarded 10 points for each victim successfully identified (see 4.6.1). The 'exit bonus' condition is satisfied when the robot returns to the starting tile and stays there for at least 10 seconds to complete the scoring run.