

Newsletter 7

Hello everyone!

We hope you enjoyed the first individual challenge, and that you were successful with the SuperTeam challenges! Here's all information we shared with you in the Daily Gatherings today, starting with the recordings:

Daily Gathering for Simulation: 2021-06-24 2pm UTC

https://drive.google.com/file/d/1viMcU1tMidsXCSCxCxL2UJfZWB18_ztO/view

Daily Gathering for LW & Open: 2021-06-24 3pm UTC

<https://drive.google.com/file/d/1Pdnw5eP6ljUZVemf0raXbM1eJR3X9j8R/view>

Daily Gathering Slides:

 Daily Gathering 3

Also, the registration for the LW- & Open-League SuperTeam Interviews just closed. There are no SuperTeam-Interviews for the simulation league. You can see your interview schedule on the screens in front of the interview rooms. For today, that is:

https://robocupjunior.github.io/soccer-2021/pdfs/schedules/interviews_challenge_st.pdf

Technical Challenges

As we discussed in the Daily Gatherings today, we've announced two more technical challenges, the definition of which you can find below.

Technical Challenge LW.2 and O.2

As we re-emphasized in the specification, please use unmodified bottles as your barrier. If these are difficult to obtain for you please contact OC at the OC booth as soon as possible.

<https://docs.google.com/document/d/1bLxK-ysmiyVRfdkI015Jr6ZO0Ssyk5HsSwtnRJalEk>

SoccerSim Technical Challenge S.2

https://docs.google.com/document/d/1faxDQLe5di8xG3Wm8Ox-rpsvQYe0-_ges3jaoCLSfUc

There is a Post by Robert from ORKA Robotics on the forum with details on how to access the low latency compass and position data.

Link to Forum: <https://junior.forum.robocup.org/t/soccer-simulation-sensor-usage/2155>

Link to Download (in case it does not work on the forum, currently you would need to copy the link and paste into a new tab): <http://orkabot.com/rcj-soccer-sim-C2-sens.zip>

Furthermore, for the "Open" teams we also have a long-standing "crazy" challenge which you can find below:

Special Technical Challenge O.999

<https://docs.google.com/document/d/1A0Run21fMXDpsyFFPRGz-UNuEV8eEVmTxZs2aGIVTcQ>

Simulation Tournament

With the Group Phase being finished, we are headed straight to the Round-of-16 today! You can find your simulated videos and results here:

<https://robocupjunior.github.io/soccer-2021/worldcup-b-round-of-16.html>

Please note that there were subsequent changes within the Group Phase: Two teams, namely i-bots-4 and i-bots-5, agreed to leave the Simulation Tournament. They were using a strategy that - technically - does not violate the rules. However, in the spirit of a fair competition, they will continue to participate in the other Challenges, but we will have the rest of the simulated tournament without their code submission.

This is unlucky in a way that we did not have the chance to clarify this before the tournament. Also, the two teams were very cooperative and did not want to offend anyone. They will still get their points from the Simulation Tournament as if they were part of it.

This changes the results of the group phase, thus there are different teams advancing to the Round-of-16 now. For most teams, this will have a positive outcome. However, this change might put some teams at a disadvantage. This is why we decided that **if your original placement in the competition was higher** than it is without i-bots-4 and i-bots-5, **then we will award you your original placement instead.**

This being said, we will continue simulating and publishing the quarter finals tomorrow. We wish you best of luck in the upcoming days and challenges!

Regarding your SuperTeam submissions:

If your robots are deliberately pushing away goalies from the goal, please stop doing that. If this is the case, you have until tomorrow, **June 25th, 2pm** to re-submit our code. That means, SuperTeam code submission for Simulation is extended until June 25th, 2pm.

What's next

Tomorrow you can look for the standard stuff: interviews, daily gatherings and new technical challenges. As always, should you have some questions, please do not be afraid to reach out.

See you in the venue!