

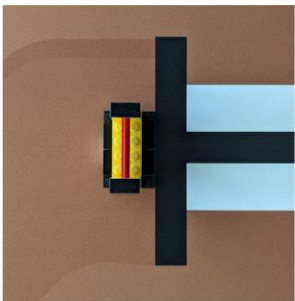
## Prepare a rally course!



**5 points each,  
max. 15 points**



WRO 2024 – RoboMission Senior



The barrier is at the edge of the black auxiliary line – parallel to the short band.



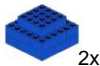
# Placement 2nd Day Challenge RoboMission Senior

The barrier cones are positioned with their corners on the red Border



In addition to the objects shown here, the glued elements are also in their positions and the obstacles are placed as before.  
Unless otherwise specified, all elements are placed centrally at the positions.

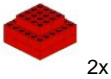
Two blue elements stand individually on the markings at the left edge of the playing field.



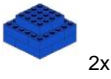
The debris is in the usual places from the standard task.



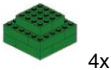
Two red elements are stacked on top of each other on the field.



The same is done with the blue elements.



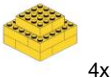
The green elements are placed individually on the markings on the right edge of the playing field.



Two red elements are aligned to the inner corners of the sponsor logos in the Earth Allies field.



The yellow elements are placed inside the corners of the starting field.

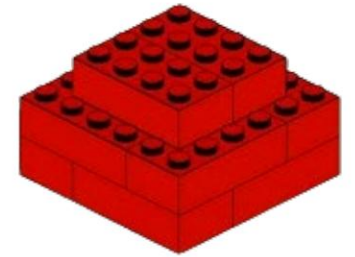


## Subtask 1: Bring the red marshals to the red fields!

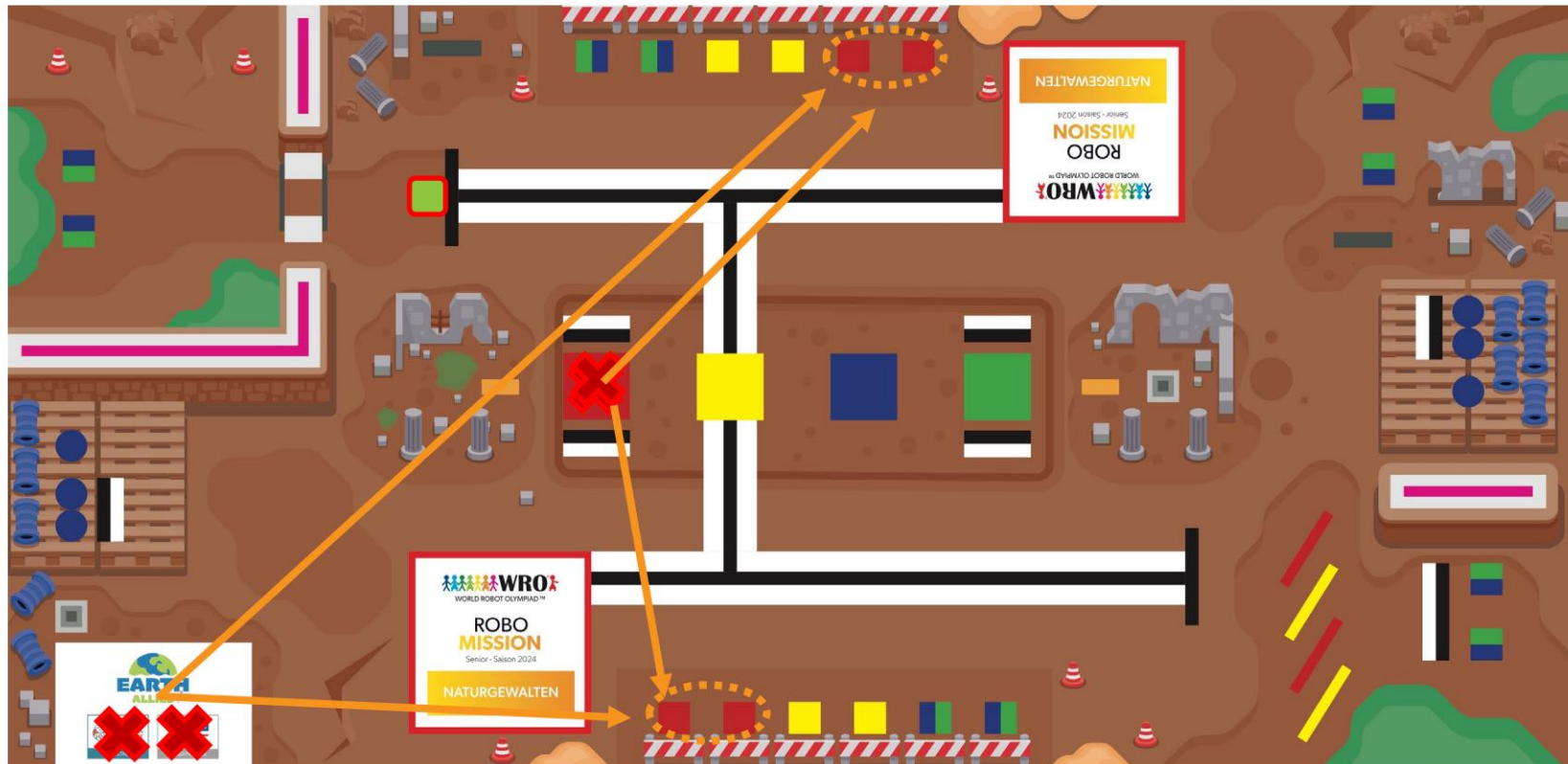
Two of the red elements are on the rectangular logos in the Earth Allies field. The other two red elements are stacked on top of each other in the middle of the big red field.

Bring the red marshals to the red fields at the edge of the playing field.

=> **10 points each** time a red marshal touches the playing field mat on a red field in whole or in part – only one Marshals per field.



4 x



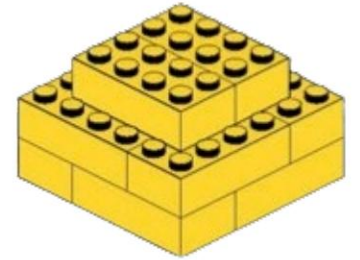


## Subtask 2: Bring the yellow marshals to the yellow fields!

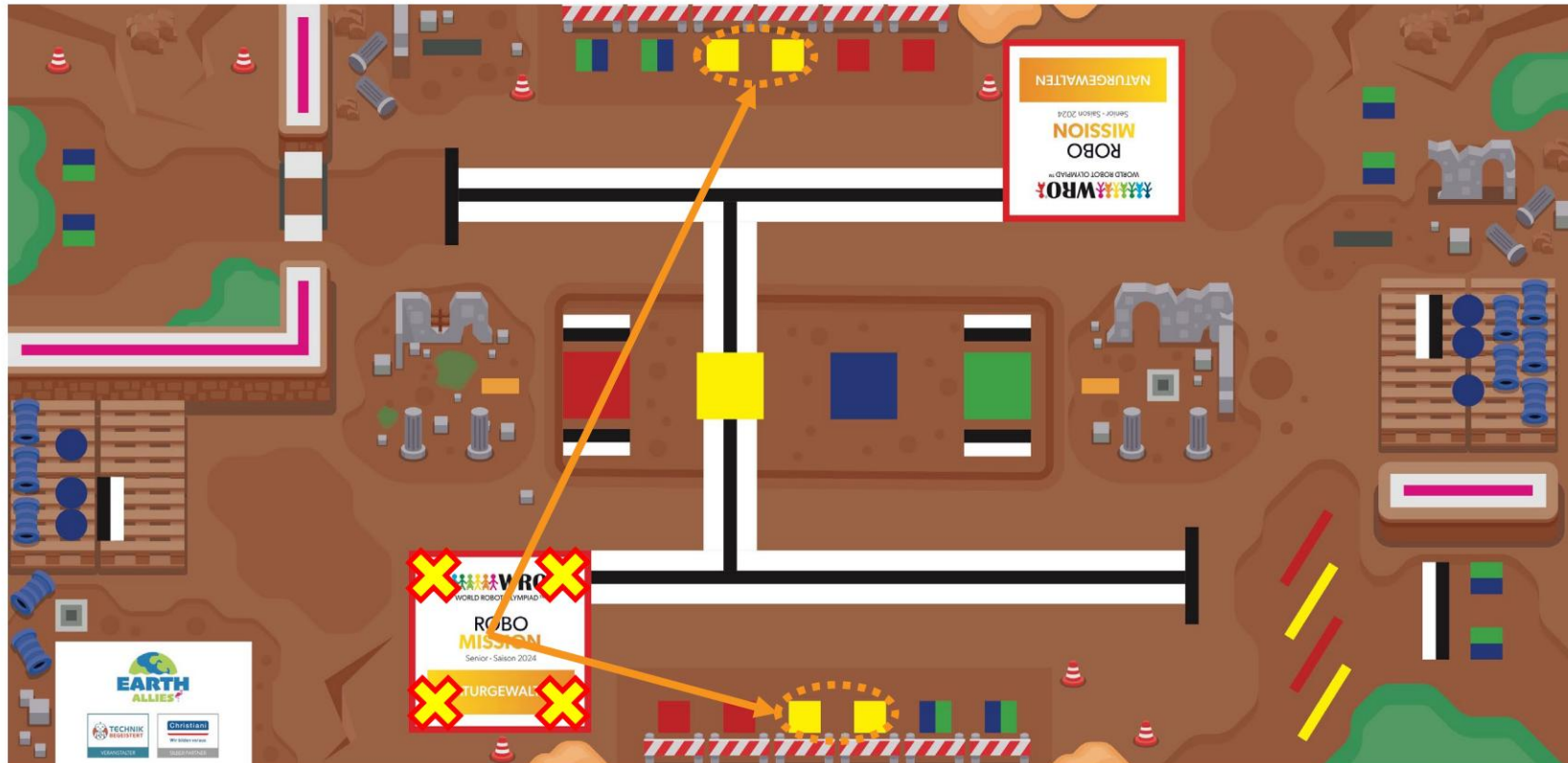
The yellow elements are in the corners of the unused starting field.

Bring the yellow marshals to the yellow fields at the edge of the playing field.

=> **10 points each** time a yellow marshal touches the playing field mat on a yellow field in whole or in part – only one marshal per field.



4 x

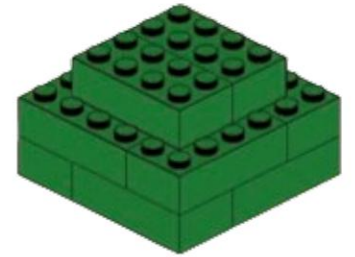


## Subtask 3: Bring the green marshals to the green-blue fields!

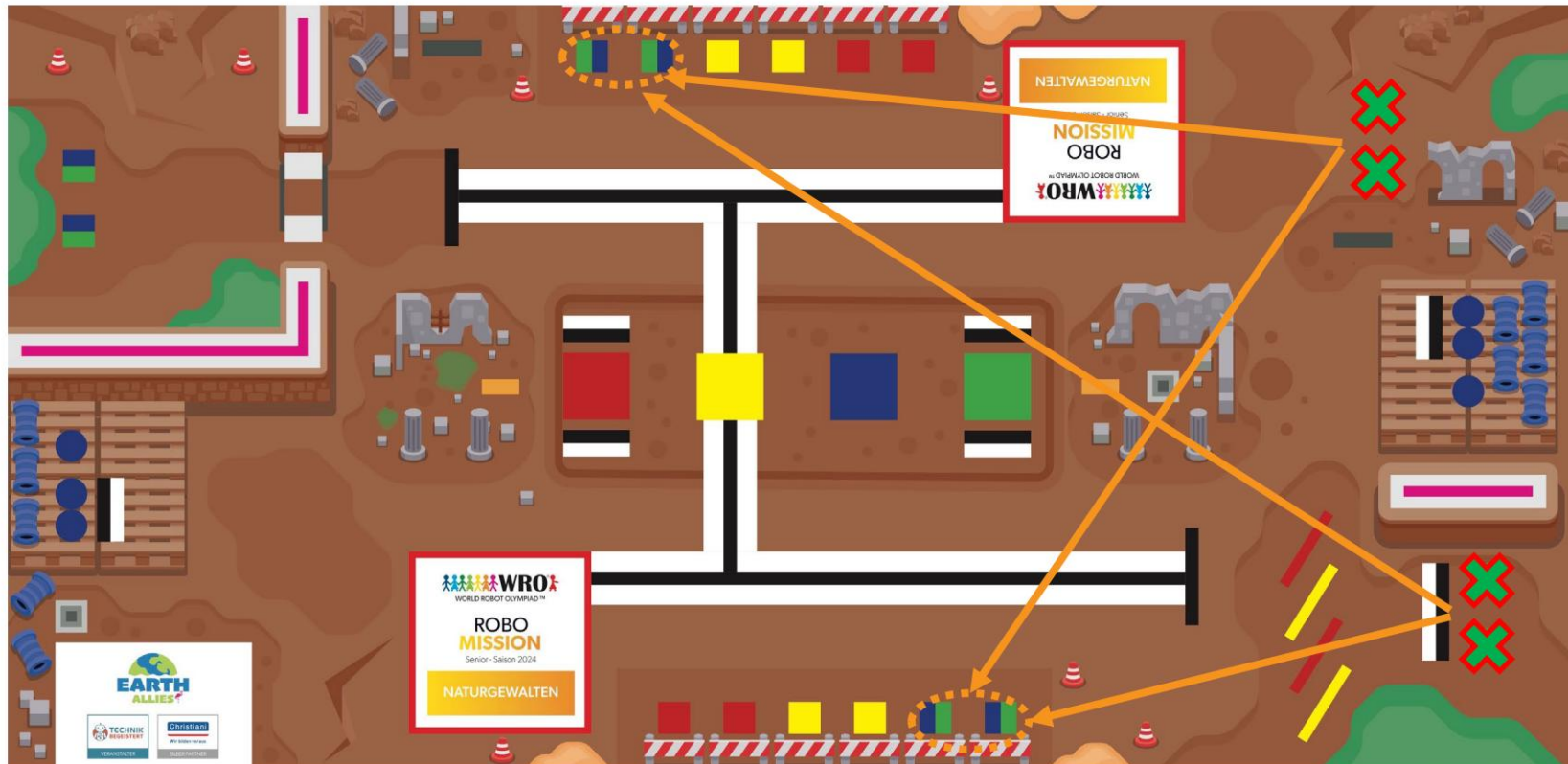
The green elements are on the markings on the right edge of the playing field.

Bring the green marshals to the green-blue fields at the edge of the playing field.

=> **10 points** each time a green marshal touches the playing field mat on a green field – only one marshal per field.



4 x



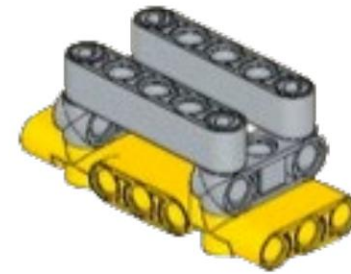
## Subtask 4: Bring the debris to the warehouse!

The debris is in its usual positions on the field.

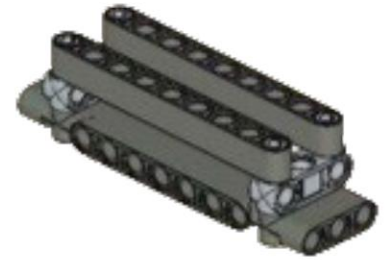
Bring the debris to the warehouse today.

=> **5 points** each time a piece of debris touches the playing field mat only in the area of the camp.

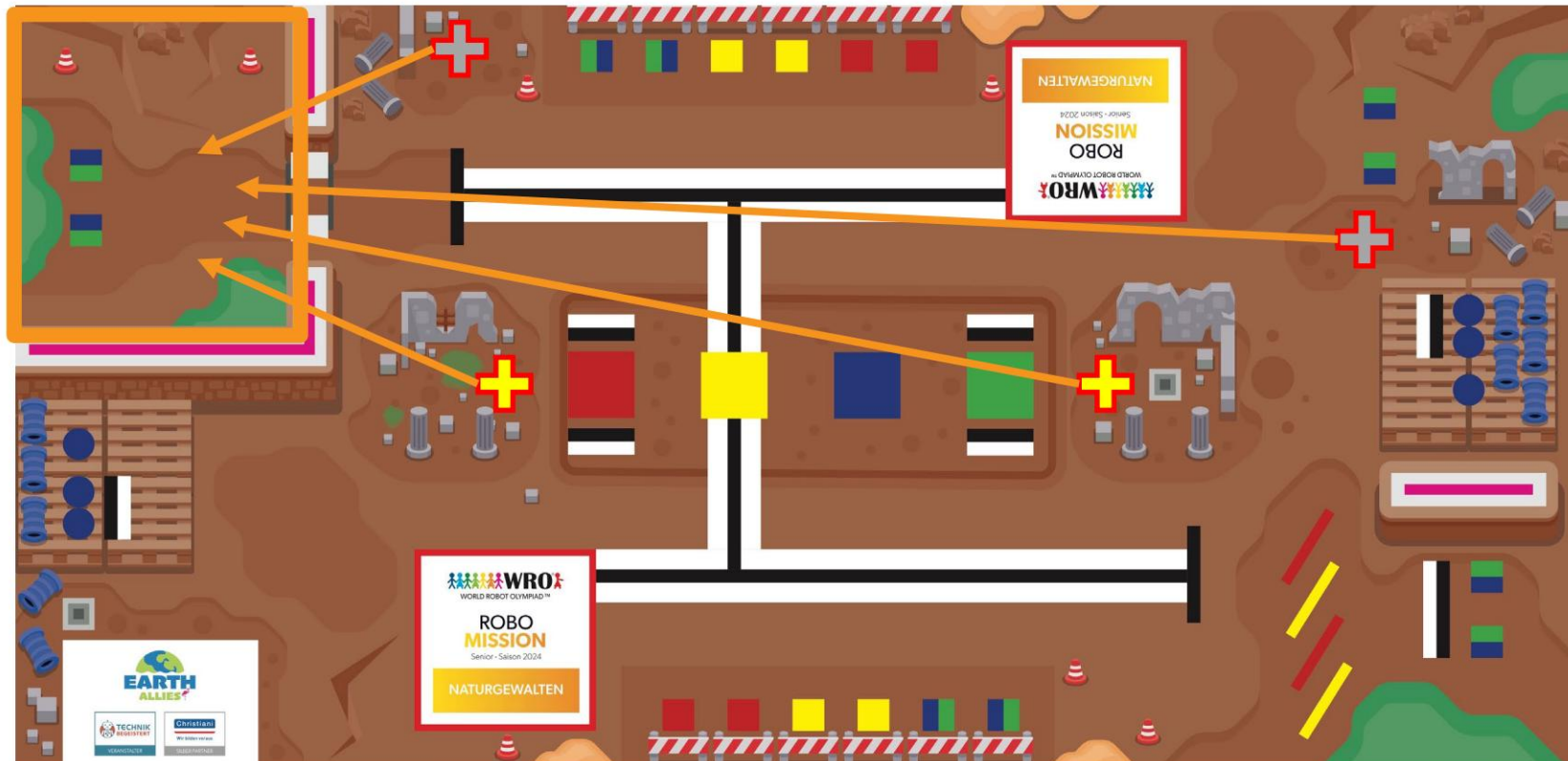
(The white area around the obstacles does not count as storage.)



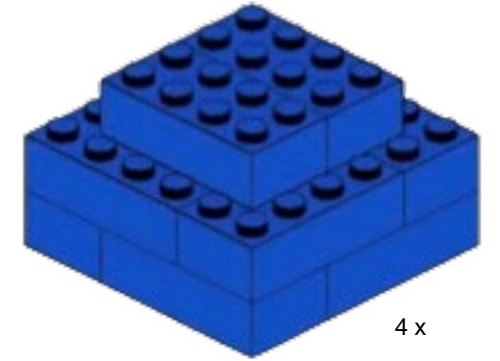
2 x



2 x



## Subtask 5: Bring the water elements to the pipes!

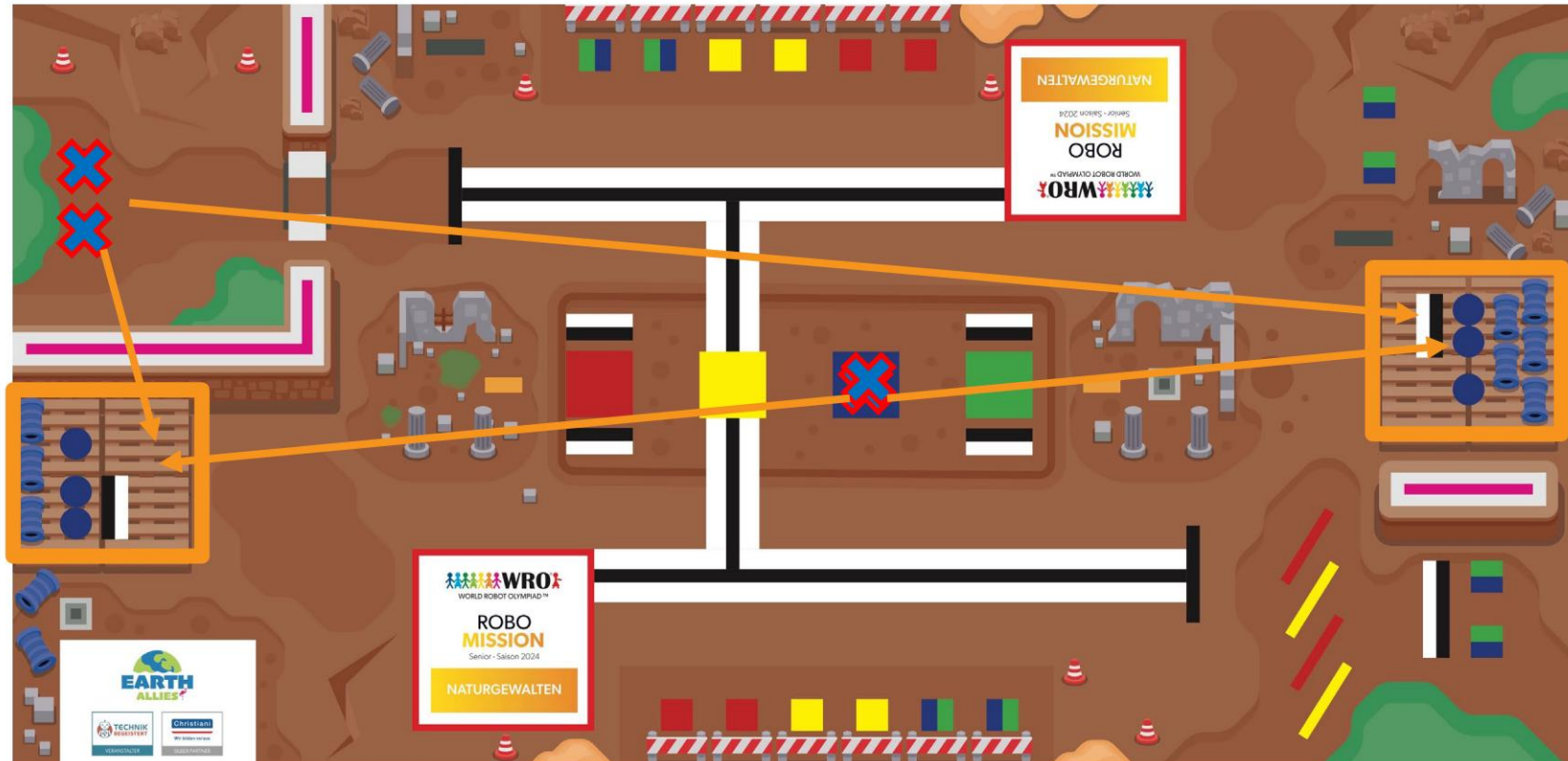


4 x

Two of the blue elements are on the green-blue markings on the left side of the playing field. The other two blue elements are stacked on top of each other in the middle of the large blue field.

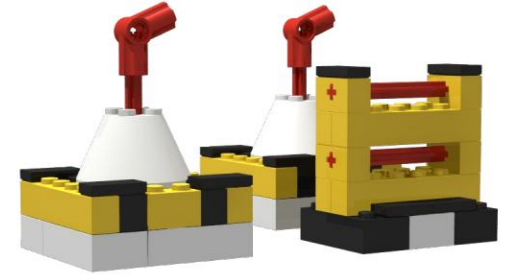
Bring two blue water elements to each water pipe.

=> **5 points** each time a blue water element touches the playing field mat only within the marked brown area with blue water pipes – maximum two elements per marked area.





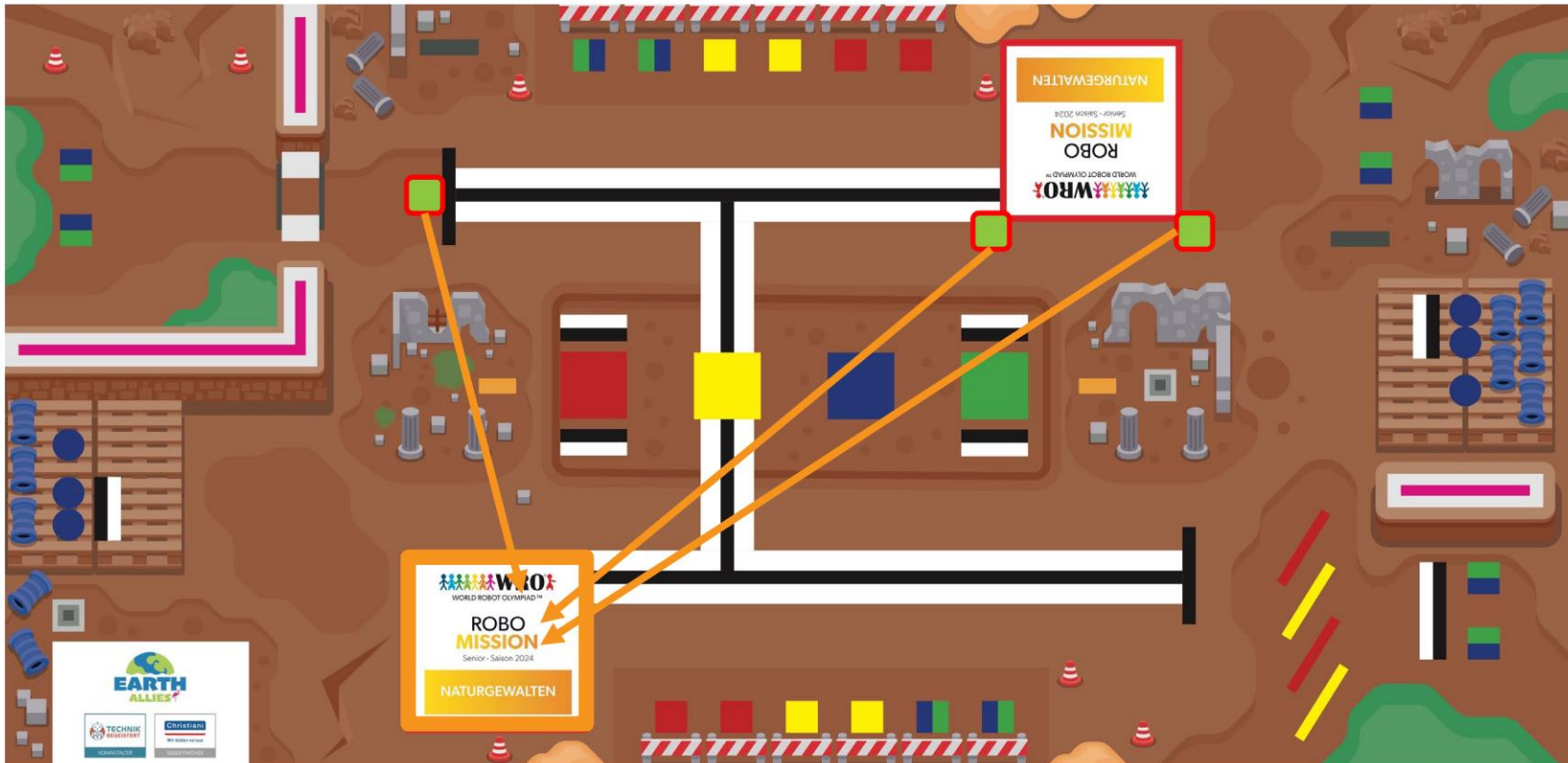
## Subtask 6: Bring the barriers to the unused starting field!



The corners of the barrier cones are on the red border of the starting field. The barrier is on the edge of the black auxiliary line.

Bring all barrier elements to the unused (lower) starting field.

=> **5 points each** if a barrier element touches the playing field mat only within the lower starting field (only the white Area with logos).





## Evaluation sheet 2nd-Day-Challenge – RoboMission 2024 – Senior

Team: \_\_\_\_\_

Round: \_\_\_\_\_

Tasks	Per	Total Number of Points		
<b>Subtask 1 – Bring the red marshals to the red fields!</b>				
A red marshal touches the playing field mat (partly) on the red area. Only one Marshals per field!	10	40		
<b>Subtask 2 – Bring the yellow marshals to the yellow fields!</b>				
A yellow marshal touches the playing field mat (partially) on the yellow area. Only one Marshals per field!	10	40		
<b>Subtask 3 – Bring the green marshals to the green-blue fields!</b>				
A green marshal touches the playing field mat (partly) on the green area. Only one Marshals per field!	10	40		
<b>Subtask 4 – Bring the debris to the warehouse!</b>				
A piece of debris touches the playing field mat only within the camp. (The white areas around the Obstacles are not part of the camp.)	5	20		
<b>Subtask 5 – Bring the water elements to the pipes!</b>				
The water element only touches the playing field mat within the area of the pallets around the Water pipes. The blue markings count also to this area.	5	20		
<b>Subtask 6 – Bring the barriers to the unused starting field!</b>				
The barrier / shut-off cone touches the Playfield mat only within the unused (lower) starting field. The starting field only includes the white area with logos.	5	15		
<b>maximum number of points</b>		<b>175</b>		
<b>total score</b>				
<b>time in seconds</b>				

\_\_\_\_\_  
Signature Team\_\_\_\_\_  
Referee's signature