



REGULATIONS «LEGO® WeDO»

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1 Introduction

The LEGO® WeDO competition is considered one of the most popular robotics challenges in the world and is targeting primary school children.

2 Objective

Participants must present a construction for a subject in which a LEGO[®] WeDO robot is included and participates.

3 Eligibility for Participation

- 1. The competition is exclusively for students of 1ST 3RD grades of primary school.
- 2. The competition accepts participation of teams and not individuals.
- 3. The team consists of 2-5 persons.
- 4. Students must be accompanied by an adult, preferably a teacher who is responsible for their safety.
- 5. The Team is advised to wear similar clothing at the competition, to stand out in the crowd.

4 The Construction

- 1. The construction consists of the field (the floor), the surrounding elements and the robot.
- 2. The field is a self-built mat or area with maximum dimensions of 1m*1m*1,5m.
- 3. The field can be flat or 3-dimensional.
- 4. The whole construction must be transportable and must fit on the 1m X 1m table to be made available to the team.
- 5. With the exception of the floor (and the walls, if they exist), the construction must be built by using only original LEGO® parts.

5 The Robot

- 1. Only LEGO WeDo robots qualify for the competition.
- 2. The robot must be a programmed LEGO[®] WeDO robot.
- 3. The robot must fit in the field.
- 4. The robot has to be mobile or perform some kind of a mobile activity.
- 5. The robot must only be made of the LEGO® original licensed parts.





6 The Competition

- 1. The subject of the competition is "Robots in Cyprus in 100 Years".
- The task is to present a self-made, programmed robot that performs some kind of a mobile activity relevant to the subject. At least three separate tasks and/or scene must be performed. For example, the robot can move from point A to point B on the mat (first task), dance (second task), say something (third task), etc.
- 3. The robot has to stay on the field during the whole activity.
- 4. When a robot gets stuck, it can be helped by lifting it or the field elements.

7 The Evaluation

- 1. The robots are evaluated by judges who visit the participants at the designated exhibition area. The judges may ask students additional questions if necessary.
- 2. The robots are evaluated on the scale of 1-10 based on the following criteria:
 - originality
 - · applicability, elaboration and level of detail of the design
 - quality of the field
 - quality of the program.
- 3. Additional points can be scored for:
 - relevance and connection of the model to education
 - teamwork among students
 - the existence of an explanatory video and its distinctiveness.
- 4. The team has three minutes available to present their model and the activity performed by it to the judges. The presentation must include:
 - introduction of the Entry and tasks performed by the robot;
 - overview of the code or algorithm used to program the robot;
 - introduction of team members and their roles.
- 5. Each team has the option to explain the idea behind their entry with a video.
 - The video (YouTube) has to be submitted to the organizers by 16th June 2018. The exact method of submission will be announced to the teams timely.
 - The video is not required, but it can add points to your entry.
 - The maximum length of the video is three minutes.

8 Example





9 Responsibility

- The organizers of CYPRUS ROBOTEX CHALLENGE do not take responsibility for any incidents and/or accidents that may be caused by the participants or their robots or any of their equipment.
- 2. The participants take full responsibility, should any incidents and/or accidents occur.
- 3. The organizers of CYPRUS ROBOTEX CHALLENGE are not responsible for any harm to the robots or the theft of them, should it occur.

10 Terms and Conditions of Participation

- 1. Participation in ROBOTEX CYPRUS assumes and requires acceptance of all terms and conditions for participation by competitors, the coaches and the organizations they represent.
- 2. In case of any difference in the competition rules between the English and the Greek versions, the English version is considered as correct.
- 3. The robot must be registered before the competition. The registration process includes technical inspection of the robot, marking the robot with a number sticker, and the order in which it will compete which is generated by an algorithm in the information system supporting the ROBOTEX CYPRUS organization.
- 4. All questions and issues that may arise during the competitions must be reported to the judges.
- 5. The final decision about objections will be taken by the judges in cooperation with the organizers.
- 6. Judges' decisions on any objections are considered final and can not be challenged by participants, the coaches or the organizations they represent.

11 Robot Technical Control

- 1. The robots' technical control will take place on the day of the competition at an area and on time specified by the organizers.
- 2. Failure of a team to come in time for a robot's technical check leads to the team being excluded from the event.
- 3. The leader of the team only is responsible to take the team's robot for technical control.
- 4. Technical control takes place before each phase of the competition (preliminary, qualifying, final) in which the team may participate.
- 5. Technical control includes the control of the robot based on the above and the paragraph "The Robot", if this paragraph exists. If the robot does not meet the requirements it will not be accepted to compete and will automatically be disqualified from the event.





12 Changes and Cancellation of Rules

Any changes and/or cancellations in the rules of the competition are decided by the Cyprus Computer Society in consultation with the Organizing Committee of the CYPRUS ROBOTEX CHALLENGE. You may address comments and suggestions to the Organizers at robotex@ccs.org.cy.

