



**RULES
BRISTLE RACE**



Index

1. Summary 2

2. Registration 2

3. Rules clarification 3

4. Challenge setup 3

5. Robot 3

6. Competition 4

7. Track 4

8. Penalties 5

9. Claims 5

10. Prizes 5

1. Summary

The main objective in BRISTLE RACE is to create a [Bristlebot](#) that runs a 1.5 Meter (150 cm) distance, as fast as possible.

All teams will solve the challenge live on the day of the event. There will be one qualifying round for all teams, a second round for the best 10 teams in the first round and a final round for the best five on the second round. In case of having 10 or less registered teams, the teams will do the 3 rounds.

The competition is only for kids ages 12 and younger. Each registered team can have a maximum of 3 members and a mentor. All team members should comply with the age requirement. The mentor must be 18 y/o or older, and must act as the adult responsible for the team.

2. Registration

All the information regarding registration can be found in <http://robojam.live/>



3. Rules clarification

All those circumstances not foreseen in this set of rules, will be up to the judges and/or the tournament staff to solve. They will have the final decision on it and cannot be appealed.

By registering the team and paying the registration fee, the team understands and accepts all the rules presented here.

In case of being disqualified, or not showing up to the event, there will be no reimbursement of any kind for the team.

Rules could be modified until the registration due date. However, if there is any need to clarify one of the rules before the event, the teams will be notified

4. Challenge setup

The team is responsible to get and organize all the elements necessary to participate.

It is strongly recommended to check the internet access and bandwidth ahead of time, along with all the devices (laptop, tablet, Cell phone, etc.) the team will use to stream the challenge.

5. Robot

- a) Robot must be put together by the team. Commercial versions, already assembled, are not allowed. This includes: Hexbug Nano, Klutz, 4M Brush Bot, Pico Turbine, Brown Dog, among others.
- b) The power source can be composed of one or more batteries, with a maximum of 9V in total.
- c) It cannot have a control card (Arduino, Raspberry PI, among others).
- d) Operation is limited to connecting the power source to a switch and a motor.
- e) The body of the chassis must include some type of bristle: toothbrush, hairbrush, nail brush, toilet brush, or similar. Wheels or Tank tread tracks are not allowed.
- f) The maximum dimensions of the robot are 10 cm long x 10 cm wide (3.9 x 3.9 inches), without height restriction. The robot must not exceed these measurements at any time.
- g) The robot must be completely autonomous.
- h) There must be a non remote switch to turn the robot on and off.
- i) We want to clarify, these requirements are mandatory in order for the robot to participate. In case a team starts competing without complying with any of them the round will be considered null and the team can even be disqualified.



6. Competition

- a) Attending the captains meeting is mandatory and it is scheduled to take place one hour before the competition, in order to homologate the tracks and the robot. Failure to connect to the meeting prior to the start of the challenge may have a time penalty.
- b) The robot must travel a distance of 1.5 meters (5 feet) as fast as possible.
- c) All teams will have one classifying round. In case there are less than 10 teams registered, teams will skip this step and go straight to the second round.
- d) Each round will have a maximum of 2 minutes.
- e) The robot stands before the starting line, and its time begins at the order of the judges.
- f) If somebody touches the robot during the round, it will go back to the beginning but the time doesn't stop
- g) Time ends as the robot completely passes the finish line or when the 2 minutes are up. In case of having 2 different times taken by the judges, the fastest time will be the official one. In case of having 3 different times taken by the judges, the fastest and slowest times are discarded, and the one remaining will be the official one for the round.
- h) Team members may take their time, but it will only be considered a reference. In case of doing so, their stopwatch must always be visible
- i) Best 10 teams (10 highest scores) in the first round will classify to a second round. Best 5 teams (5 highest scores) in the second round will classify to a Final round.
In case of having 10 or less registered teams, the teams will do the 3 rounds and the best time of the 3 rounds will be taken.
- j) In case of a tie in the last position that gives classification (10th place in the first round or 5th place in the second round), the teams involved will move to the next round, without doing a tie break.
- k) For in person competitions, the organizer may have qualifying rounds and then final matches. If this is done, it will be informed to the teams ahead of time.**
- l) In case of a tie in any of the first 3 places in the final round, another round will be done as a tie breaker between the teams involved.
- m) In case of calling a team, and not showing up, the team will be given until the end of the round to be able to show up and make their attempt. Otherwise the round will be declared Invalid.

7. Track

- a) The track has a length of 1.5 m (5 feet) in a plane (not inclined) surface
- b) The width must be at least 15 cm (6 inches).
- c) The organizer will organize the track in all in person competitions, and for virtual tournaments the team can use books, walls, tables, or any other element to limit the width of the track, or they can leave it open.



- d) .The starting and finish line must be clearly marked (electrical tape, marker, masking tape, etc.)

8. Penalties

Teams may receive a time penalty for not complying with any of these regulations. The time penalties are 3 seconds for each foul.

The judges and / or the staff can disqualify any team, at any time, for any fault that in their opinion is serious and is against the respect, ethics and education that is sought in the event. This includes, but is not limited to, any of the following situations:

- a) Fraud in the information shared with the organization or in the competition
- b) Dishonesty in the challenge, deliberately breaking the rules.
- c) Disrespect to judges or participants, during the competition or in the comments during the live streaming.

9. Claims

- a) The captains can file a claim in front of the judges, in case of having any disagreement.
- b) The final decision on any claim is at the discretion of the judges and / or the organizer, who are considered the last instance in the resolution of this situation and their decision is final, cannot be appealed.

10. Prizes

The first 3 places will be awarded with credentials for a ROBOJAM event. All other teams can request participation certificates.

Other additional prizes, such as cash prizes or sponsor gifts, will be assigned and communicated by the organizer at his own discretion, after the registration due date, but before the competition date.

Any question, please send us a message to
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SIZE SHEET

