



# ROBOCUP JUNIOR AUSTRALIA

## Victorian State Finals 2011

*Friday August 26th*

*The Pumphouse, Scienceworks, Booker Street, Spotswood*

## INFORMATION PACK

National Sponsors

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RoboCup Junior – Victorian State Finals	
Audience	Open to all Primary and Secondary Schools.
Disciplines	Junior Dance, Junior Dance Theatre, Senior Dance, Senior Dance Theatre, Rescue, Novice Soccer, Premier Soccer
Location	The Pumphouse, Scienceworks, Booker Street, Spotswood Melways reference: Map 56 B1
Date	Friday 26th August 2011
Time	9am - 4pm
Registration	Registration will open at 9am <ul style="list-style-type: none"> <li>◆ Media Release Forms are mandatory</li> <li>◆ All registration fee payments <b>must</b> be finalised at this time. <b>NO EXCEPTIONS</b></li> <li>◆ <b>\$50 per team payable by cash or cheque only.</b> Cheques payable to RoboCup Junior Victoria</li> </ul>
Opening Ceremony	Official opening will be at 10am
Competition Times	Dance commences at 10 am, Rescue commences at 10 am, Soccer commences at 10 am (5 minute halves)
Presentations	Presentations will be held at the conclusion of all divisions, approximately 3.30pm.
Entry Fee	Students enter Scienceworks for free, and each team may bring one supervisor for no charge. Additional supervisors, family members, etc. will need to purchase general Scienceworks entry.
Parking	There is a public car park at the front of Scienceworks. Please observe parking restrictions. Enter via main entrance.
Buses	Buses should drop students off at the front of Scienceworks before parking.
Meals	Students may purchase food and drinks at the cafeteria, but should bring their own lunch to avoid standing in long queues.
Volunteers	Volunteers will be needed to assist with the management of the event on the day.
Student Workspace	Space will be available for students to set up their equipment and prepare their robots. <ul style="list-style-type: none"> <li>◆ This workspace will be labelled with the school name and is <b>extremely limited</b></li> <li>◆ Teams will not have a chair for each member</li> <li>◆ Students must bring their own computer equipment</li> <li>◆ There will be only one power outlet per team</li> <li>◆ Dance teams should leave their props in the designated props area, not in the workspace area</li> </ul>

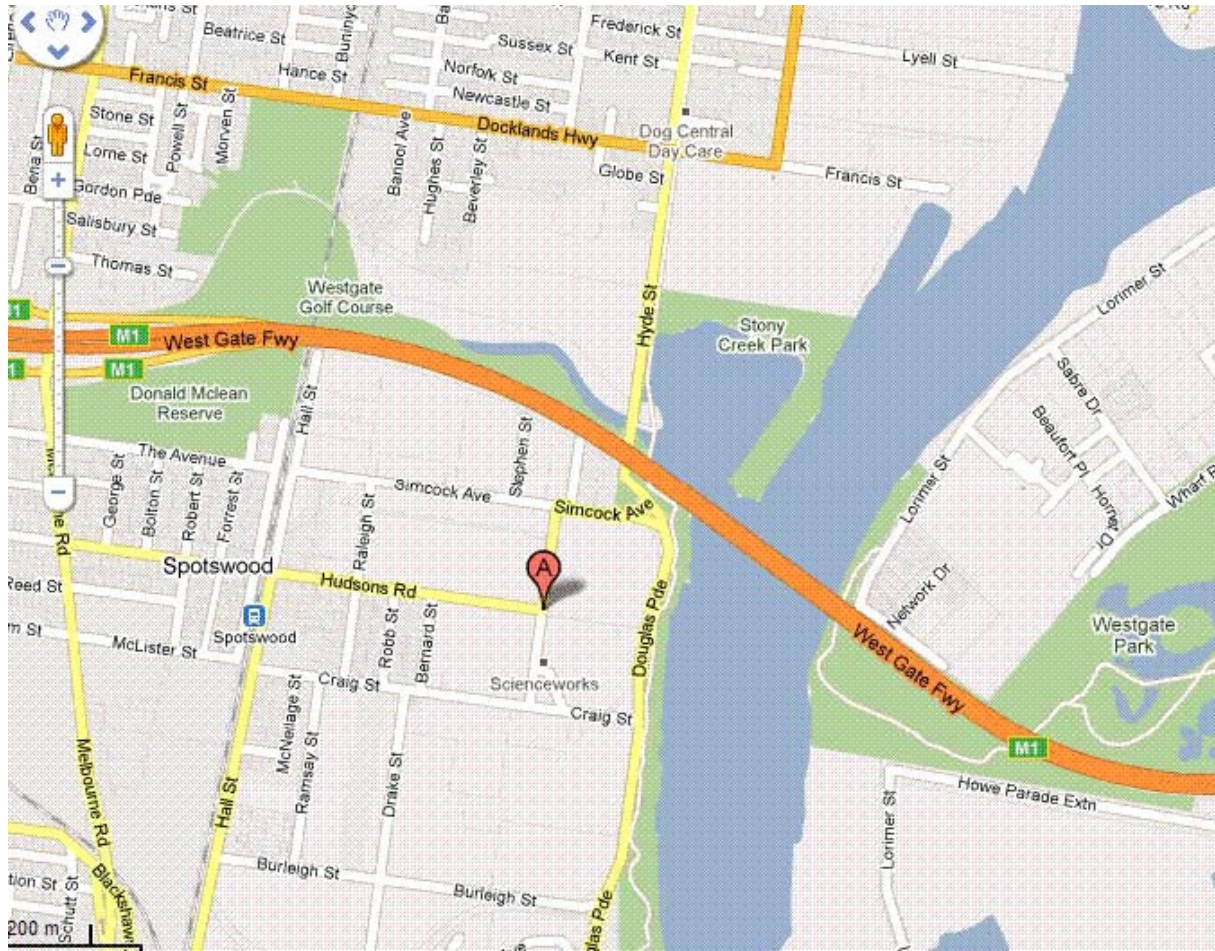
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# Location and Parking

The Pumphouse, Scienceworks, Booker Street, Spotswood

Melways reference: Map 56 B1



## Contact Information

If you have any queries please contact the appropriate people:

Event Coordinator:	Susan Dixon	<a href="mailto:sdixon@sac.vic.edu.au">sdixon@sac.vic.edu.au</a>
Dance:	Jen Pritchard	<a href="mailto:jen1901@gmail.com">jen1901@gmail.com</a>
Rescue:	David Ebert	<a href="mailto:ebert.david.l@edumail.vic.gov.au">ebert.david.l@edumail.vic.gov.au</a>
Rescue:	Emma Bebe	<a href="mailto:emmabebe@gmail.com">emmabebe@gmail.com</a>
Soccer:	Brian Thomas	<a href="mailto:thomas.brian.d@edumail.vic.gov.au">thomas.brian.d@edumail.vic.gov.au</a>

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## Venue Protocol & Rules

No responsibility will be taken by the venue or RoboCup Junior Australia organization for any items, robots, laptops etc lost or damaged during the competition.

**Mentors may not assist the students on the day with the building or programming of the robots.** Please read the Mission Statement to understand the spirit of the Competition.

There will only be a limited number of powerboards & extension cords available therefore you may like to consider bringing your own to ensure you actually have what you need for your preparations.

## Media Presence

As there will be media presence you have received a copy of a Staff & Student Media Release deed. Please note that a signed form for each student & staff member is necessary and will be collected as you register. You will not be able to participate without this deed signed by a parent.

## Competition Rules

Please read and familiarise yourself with the current rules and judging criteria for each activity (i.e interviewing processes e.g Dance interview evaluation sheets and scrutineering of robots). Official rules are available on [www.robocupjunior.org.au](http://www.robocupjunior.org.au).

## Log Books

Students are encouraged to bring along a log book and a copy of their program for examination during the interviews. Interviews will be scheduled for all leagues on the day.

## Use of Electronic Equipment

Due to the sensitive nature of the robots, NO FLASH PHOTOGRAPHY will be permitted in areas where it may affect the robots. Please check for signage to locate permissible areas for photography.

NO Infra Red towers, computers, mobile phones or other communication equipment is permitted in competition areas. Any team member or spectator who is seen using this equipment will be asked to leave the area and the team may be penalised.

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# Mission Statement & Objectives

RoboCup Junior Australia aspires to be a popular educational activity of excellence.

During the 20th century, science and technology have made exponential strides into the bettering of people's lives, but at the same time left many problems to solve.

In the 21st century, it is essential that our cultures evolve in order to cater for new technologies. This is not a problem to be solved by one country or just a few engineers. All concerned people throughout the world must work on its on-going solution.

By taking a fresh look at robots as an educational and entertaining medium, it is hoped that RoboCup Junior Australia will contribute to the development of 21st century society.

## Objectives

1. To encourage young people to take an interest in scientific and technological fields, to cultivate their interest through robotic competitions through hands on creation.
2. RoboCup Junior Australia will help young people to expand their social, intellectual and problem solving skills, helping them to develop into creative and independent adults.
3. To provide a forum that will allow more people to appreciate the co-existence between science, technology and human kind.
4. To create an environment that will encourage people from all over the world to share their experience with science and technology, thereby contributing to its development.
5. To use robotics as a vehicle to foster the development of an internationally-based intellectual cooperative.
6. The emphasis will be on learning and enjoyment rather than competing to win.
7. Participants will be required to share technological developments in order to ensure the improved quality of the competition rather than allow an individual team's dominance.
8. RoboCup Junior Australia is an educational activity, which will nurture understanding between different nationalities via the opportunity to compete in an educational robotics competition.
9. RoboCup Junior Australia must remain accessible to students around the world.

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## Mission Statement

1. These and all other rules are based on the RoboCup Junior Australia Mission Statement.
2. The referees and officials will act within the spirit of this statement.
3. All competitors and team leaders should be familiar with the Mission Statement.
4. It is expected that all participants, students and mentors, will respect the RoboCup Junior Mission.
5. It is not whether you win or lose, but the enjoyment of learning that counts.

## Sharing

1. An understanding that has been a part of World RoboCup Competitions is that any technological and curricular developments should be shared with other participants after the competition.
2. Any developments may be published on the RoboCup Junior Web site.
3. Students may be asked to display developments to other students after the State Finals. This furthers the mission of RoboCup Junior as an educational initiative.

## Behaviour

1. All movement and behaviour is to be of a subdued nature within the tournament venue.
2. Competitors are not to enter setup areas of other leagues or other teams, unless expressly invited to do so by team members.
3. Participants or mentors who breach conduct rules may be asked to leave the building and risk their team being disqualified from the tournament, as well as entry not being accepted in future tournaments.
4. These rules will be enforced at the discretion of the referees, officials, conference.

## Power

1. Organisers will make every effort to supply adequate power points and work space for each team competing in soccer and adequate power points for teams competing in Rescue and Dance.
2. Teams are asked to supply their own power board and extension cord.

## Equipment

1. All equipment must be clearly labelled identifying your school.
2. It is recommended that all equipment is stored in plastic tubs.
3. If a team is competing, loose equipment should be returned to this tub.

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4. Computers are allowed in the competition area, but IR transmitters should be on LOW and shielded to prevent stray emissions.
5. No other wireless or infra-red (IR) communication devices will be allowed anywhere in the venue. Any transmitters will be confiscated and returned at the completion of the day's competition.
6. Anyone interfering with any of another team's equipment will be disqualified.
7. Organisers cannot take any responsibility for missing equipment.

## Scheduling

Every effort will be made to adhere to the advertised running schedule, however due to late entries and un-foreseen circumstances there may be some variation. Teams must be available for interview/performance up to 30 minutes prior to the advertised times.

## Parental/Mentor Assistance

1. If there is excessive mentor assistance or the work on the robots is deemed by the interview panel not to be substantially the original work of students, then the team will be disqualified from the tournament.
2. **No parent/supporter/mentor is allowed to assist any team with modifications to robots and/or programming during the event.**
3. **No parent/supporter/mentor is permitted in the Team working area, interview area or on the stage other than to assist in bringing equipment at the start of the day, or helping to pack up at the day's end.**

## Prizes

1. Please read the MISSION STATEMENT and adhere to the ideals of this competition.
2. The prize schedule will be made available prior to the event.
3. In the interest of economics, team medals and prizes have been allocated on the basis of 2 members in a team: additional items may be sent at the discretion of organisers after the event.
4. Any travel funding that is awarded will be at the discretion of the tournament organisers, and may only be used to assist travel to the National Championship. Every effort will be made to advise teams of funding allocation as early as possible. Teams must be reminded that any travel funding is a bonus and must not be budgeted on, when planning travel.
5. Whilst not a rule, all competitors are encouraged to stay for the finals and awards ceremony to acknowledge the achievements of other teams, the work of the organisers and the contribution of sponsors; thus encouraging good sportsmanship.

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# Equipment Requirements

## Soccer/Rescue Competitors' Check List

1. All schools entered into Soccer **MUST** provide 1 Referee for every three soccer teams entered.
2. Schools entered into Soccer **MUST** provide 1 stop watch and 1 whistle per school for referee use.
3. Robots, spare batteries, etc.
4. Tubs should be used to hold equipment. Due to limited space, school bags, back packs etc are not allowed in set-up area.
5. Completed Media Release forms from each competitor. Please note: All competitors **MUST** submit a Media Release form at registration. This form may be downloaded from the Web site: [www.robocupjunior.org.au](http://www.robocupjunior.org.au)

## Dance Competitors' Check List

### Before the event

1. Download the 2011 dance rules, ensure you have read them.
2. Download the 2011 Assessment sheets, read them and discuss them. Know what the judges are looking for as the most important aspects.
3. Build a robot that is stable, doesn't fall over or break-up. Use masking tape, electricians' tape, string, self-stick Velcro: whatever you need to keep the costume on and the robot in one piece.
4. Make a program that works every time and TEST it in the required space and on a similar surface. Know where in the space you need to place the robot to keep it within the dance space. Use a tape measure if you need to.
5. Build the robot so that your fingers can easily get to the on/off buttons and the program buttons.

### What to bring

1. Laptop computer with the software program and your Dance program on it.
2. All music **must** be provided on a CD. Each CD must be clearly labelled with name of the school and team, and should only contain the music that is to be played. Each team must have their music on a separate CD. **Please check that your CD will play on a variety of CD players, not just through a computer.**
3. Robot, spare batteries, download cable, etc.
4. Tubs to hold equipment.
5. Completed Media Release forms from each competitor. Please note: All competitors **MUST** submit a Media Release form at registration. This form may be downloaded from the Web site: [www.robocupjunior.org.au](http://www.robocupjunior.org.au).

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