

SportsWonderland (All-Star Pickup)

Simplified, clear, and complete version of the official rules

1. Overview of the Challenge

SportsWonderland is a beginner-friendly mission where the robot must:

1. Locate and **touch 5 assigned sports tokens** on the map.
2. Each token touched is removed and counted as “collected.”
3. Return fully to the **Huddle Pad (Start Area)** before time ends.

Robots may be **autonomous** or **controlled by cards/limited commands**, making this category ideal for new participants.

Match duration: **120 seconds**.

2. Mission Story (Theme)

It's game day in the Capelli Sports complex.

Some athletes and essential gear are still scattered around different areas:

- basketball court
- football stadium
- water/pool zone
- skate/sand/playground area

Your robot is the assistant in charge of **collecting the right items** before kickoff:

- Athletes (footballer, goalkeeper, runner...)
- Equipment (ball, jersey, cones, whistle, water bottle)

The team draws **5 items** each match. The robot must find and touch these specific items only.

After collecting all 5, the robot must regroup on the **Team Huddle Pad** to show the team is ready.

3. Field Layout

The field is a colorful sports map with many themed sections. The competition uses a **letter × number grid** (A–H, 1–7) to help referees place tokens.

SportsWonderland 4–7 years old



3.1 Start & Huddle Pad

- Located at the **bottom-center** of the field.
- Marked by a dashed white rectangle near “MAKEX Lebanon”.
- The robot must:
 - Start fully inside it
 - Return fully inside it for a bonus

3.2 Placement Spots for Tokens

- The referee uses the grid to place each drawn token.

3.3 Tokens (Athletes & Items)

5 official tokens exist:

Equipment:

- Helmet (5 pts)
- Whistle (4 pts)
- Basketball (3 pts)
- Volleyball (2 pts)
- Tennis Ball (1 pt)

Each match uses **only 5** of these, chosen randomly.

4. Pre-Match Setup

4.1 Obstacle Cones

- Each match includes **4 cone obstacles** placed on the field.
- Cones are placed according to the **position card** drawn before the match.
- **Cones do NOT give points and do NOT deduct points.**
- They are **pure obstacles** designed to make navigation more challenging.
- Hitting or touching a cone **has no penalty**, unless the robot causes **damage to the field**.

4.2 Steps to follow

Step 1 – Token Draw

- Team draws a card of the **5 tokens** at random position.
- On this card also placed **4 obstacles (Cones)** to be avoided.

Step 2– Robot Positioning

- Robot starts **fully inside the Starting area**.

Step 3 – Start Signal

Referee announces:

“3... 2... 1... GO!”

Match time: **120 seconds**.

5. Match Procedure

5.1 Collecting Tokens

A token is considered **collected** when:

- The robot makes **clear physical contact** with the token’s base/stand.
- Pushing, bumping, knocking down, or driving over it all count.
- Once touched, the referee immediately removes it from the field.

Only the **five assigned tokens** score points.

5.2 Human Interaction Rules

- No touching the robot after GO.
- No touching tokens.
- No resetting the field.

Touching robot/tokens by another person than the referee = **disqualification of the round**.

5.3 End of Match

When time expires or the team calls “STOP”:

- Robot must stop moving.
- Referee checks if robot is **fully inside** the Huddle Pad for bonus.

6. Scoring

6.1 Token Collection

Each token has a point value (1–5):

- Helmet (5 pts)
- Whistle (4 pts)
- Basketball (3 pts)
- Volleyball (2 pts)
- Tennis Ball (1 pt)

If the robot touches all 5, the score is the sum of these values.

6.2 Huddle Pad Bonus

+5 points

Awarded if the robot is **fully inside** the dashed Start/Huddle Pad at STOP.

6.3 Sample Maximum Score

Example (if drawn tokens total 15 points):

- Tokens collected = 15
 - Huddle Pad Bonus = +5
- Total = 20 points**

7. Robot Requirements

7.1 Allowed Robots

- Any safe educational robot:
 - mTiny
 - CodyRockey

7.2 Control Modes

Two modes allowed:

1. Autonomous Mode (6-7 years old)

- Robot runs using the cards to program the path of the robot, scanned and executed one time.

2. Manual Mode (4-5 years old)

- Use the 4 arrows to (forward, backward, left and right) to direct the robot to its path in live mode.

7.3 Autonomous Programming Time (120 seconds)

In Autonomous Mode (for ages 6–7):

1. The student has **120 seconds** to build the card program.
2. When the **120 seconds end**, the student must **stop programming** immediately.
3. After the time ends, the student is allowed to:
 - **Scan the completed cards**
 - **Execute the program**
4. **Modifying the program after the 120 seconds is strictly NOT allowed.**

7.4 Ending the Programming Time Early

- The student may choose to **stop the programming phase early**.
- Example:
If the student finishes at **40 seconds**, they may say “**Finish!**”
- The referee stops the programming time.
- The student then immediately **begins scanning the cards** to execute the program.
- No additional modifications are allowed after calling “Finish”.

8. Referee Evaluation

Referee checks:

1. The **5 assigned tokens**
2. Which were successfully collected
3. Whether robot fully returned to Huddle Pad
4. Any penalties (reset/damage/illegal touch)

Final score is recorded and confirmed.

9. Ranking & Finals

Qualification

- Each team gets **2 rounds**.
- Best score counts for ranking.

Tie-Breakers

If teams tie:

1. Highest number of collected tokens
2. Fastest time the last token was collected
3. Head Referee decision (driving quality, consistency)