



RoboCupJunior Rescue A SuperTeam – Rules 2014

RoboCupJunior Rescue - Technical Committee 2014

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These are the official rules for RoboCupJunior 2014. They are released by the RoboCupJunior Rescue Technical Committee for Rescue. These rules have priority over any translations. **Changes from the 2013 rules are highlighted in red.**

1. SuperTeam Challenge

1.1 SuperTeams

1.1.1 All teams **have to participate** in the SuperTeam Tournament. Teams will form SuperTeam alliances by drawing a **lottery** or other **fair matching** methods.

1.1.2 Teams will have sufficient time to start planning among alliance teams throughout the first three days of the individual team competition.

1.1.3 **Success in the SuperTeam game takes collaboration without border. Teams should be prepared to form an alliance which will create the most awesome solution for a greater challenge.**

1.2 Robot

1.2.1 Teams can use a different robot from the one they used in the individual tournament.

1.2.2 If inter-robots communication is desired, **teams** are allowed to use Bluetooth Class 2, 3 or ZigBee communication.

1.2.3 **Also Refer to Rescue A 2014 Rules in Section "2. Robots".**

1.3 Mission

1.3.1 SuperTeam missions will be revealed at the international event.

1.3.2 Teams should come prepared to perform some program and/or electronic modifications that the alliance teams may desire.

1.3.3 **The field conditions may be different from the individual competition.**