

Robocon Malaysia 2023 FAQ

Any inquiries, please don't hesitate to contact us through the link below:

<https://forms.gle/RhfGBUb5GAr82yxp8>

Revised on (2023.05.23)

Please read the rule book carefully before sending any questions. Please cooperate with us for smooth operation in a limited time.

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1. Terms and Conditions

FAQ #	Question	Answer
1-1	How are the 40 rings distributed amongst the 3 ring zones?	<p>10 rings must be arranged inside each ring zone of the team's red/blue area. Another 20 rings must be arranged inside the ring zone of the team's Angkor red/blue area.</p> <p>Please refer to Terms and Definitions number 17 in the rule book.</p>
1-2	May I ask about we can arrange rings touch the fence	Rings must be placed in the ring zone and can lean on the fence.
1-3	I want to ask about ring arrangement. There are 4 types of ring arrangements in the document sent. May I ask which of those ring arrangements are violation or not violation (without considering the number of rings in the document, just consider only the arrangement)?	<p>Figure (1) : Allowed</p> <p>Figure (2) : Not allowed</p> <p>Figure (3) : Allowed</p> <p>Figure (4) : Not allowed</p>

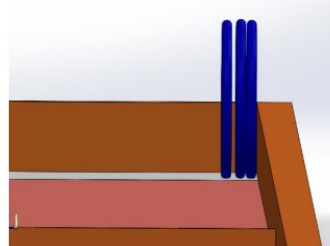
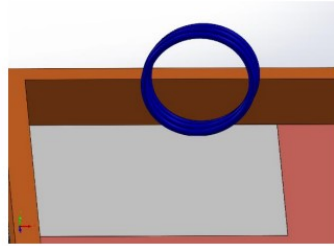
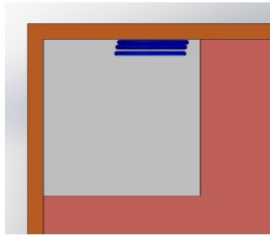
(REMARK 1: Regarding ring arrangement 2 and 4, since in the whole game rules only state that "before game starts, ring should be arrange in ring zone", but it does not mention something like "should be arrange in ring zone, including its space above". The parts of rings in arrangement 2, which in contact with the ground, is completely in ring zone, but some parts of rings in space, is not in the "space above" the ring zone)

(REMARK 2: Regarding ring arrangement 3, the rings are lying against the fence, little part of the rings are on the "space above" the fence, but not exceed the game field. Since the game rule allows us to arrange those rings against the fences, but sometimes the stacks of those rings will had little slanted towards the fence more, after arranging upright to the ring zone)

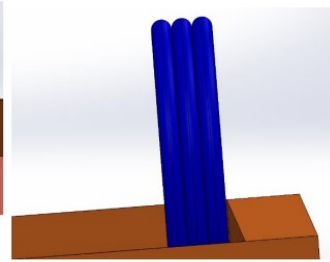
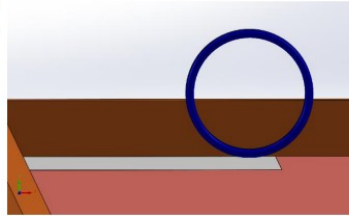
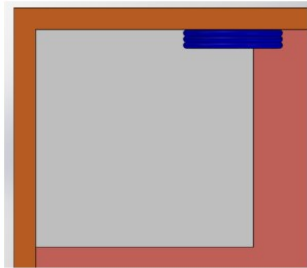
TOP VIEW

FRONT VIEW

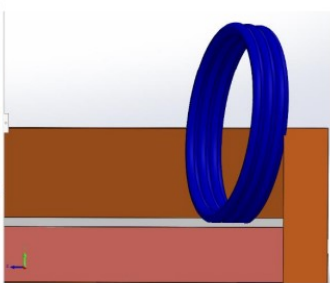
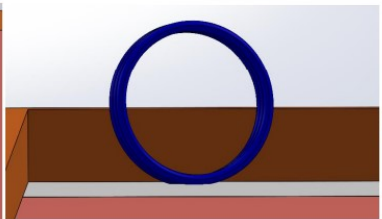
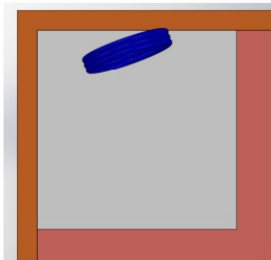
SIDE VIEW



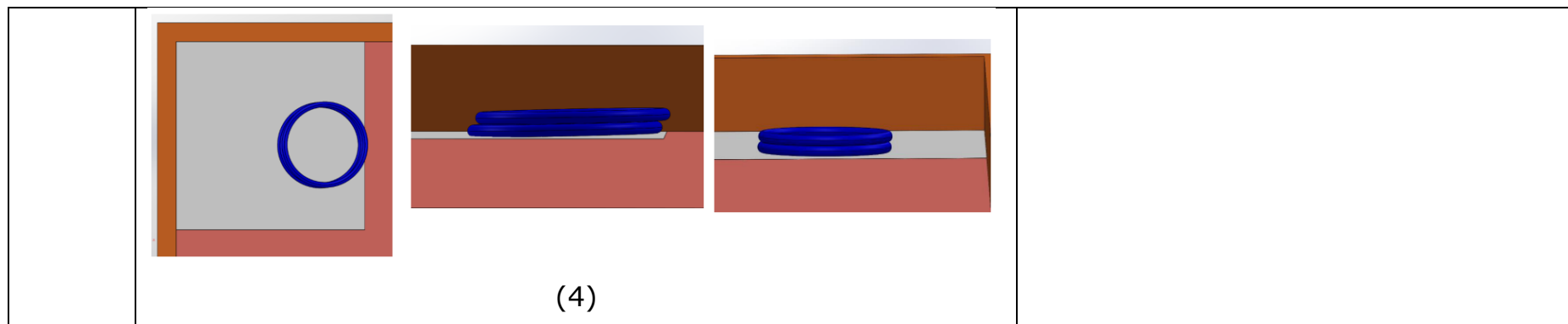
(1)



(2)



(3)



2. Game

2.1 Game Procedure

FAQ #	Question	Answer
2.1-1	Is it allowed the operators to stand in red or blue area?	No. The operators need to be outside of game field once the game started.
2.1-2	Will the operators be restricted to stay within a certain zone while controlling the robot?	Operators must be outside the game field during the game.
2.1-3	Can we reuse the ring that miss target	Yes.
2.1-4	Can RR be inside ER initially?	Yes.
2.1-5	Can rings toss to opponent retry zone?	Yes. The rings cannot be used anymore.
2.1-6	Can the robot operators stand at the side of the game field?	Yes

2.2 Points

FAQ #	Question	Answer
2.2-1	Let say any robot (RR or ER) toss the ring to the pole, and the ring not fully enter the pole, yet it stuck and obstruct/prevent others ring to get into the pole, Does referee/judge will remove the rings from pole?	No, the rings will not be removed.
2.2-2	Referring to previous question about ring stuck on the pole. Since the judge/referee will not remove the ring from pole, does it mean that particular pole cant be conquer/score by either team for the whole match. Because there is ring stuck on the pole(the ring not fully enter the pole & not counted as score)	Not necessarily. If other rings shoot down the stuck ring, then the pole can be used again.
2.2-3	Is the ring points counted when the ring enters the pole or the ring lands in the pole?	The ring lands in the pole.
2.2-4	The game will be going on fast, how does the jury notice the rings put on the pole?	A number of juries will be assigned for each game, sufficient enough to monitor the ring movements for each pole.

2.4 Retry

FAQ #	Question	Answer
2.4-1	RR already enter Angkor wat area to take ring but then RR go down the bridge and shoot the ring from the blue area not Angkor wat area. So where RR should go if retry? Start zone or retry zone?	RR can shoot the ring in both areas as per stated in rule book Section 2.1.10. No need to retry. If RR needs to retry for any reason, forced or voluntarily, RR should retry from the Start Zone.
2.4-2	When retry, are we allow to arrange rings in ring zone?	The rings that are currently being held by the robots must be returned to any ring zone. Rings that are not held by the robots should be untouched.
2.4-3	If both robot retry, do ER need to wait RR to go at retry zone first or can straight away start after ER arrived start zone	ER can straight away start as soon as it arrives at the start zone. There's no need to wait.
2.4-4	If the ring stack got deformed by enemy, does our team need to retry too to arrange our ring again?	No, only the opponent will be forced to retry. Your team can rearrange the deformed rings without retrying.

2.4-5	when retrying, can we rearrange the rings that is on the retry robot?	No. The rings that are currently being held by the robots must be returned to any ring zone.
2.4-6	when retrying, can we clear any unused rings on the game field?	No, they should not be removed from the field.
2.4-7	can we reposition the rings that is already picked up on the robot when retrying?	No. The rings that are currently being held by the robots must be returned to any ring zone when retrying.
2.4-8	If the opponent disrupts our ring formation in the ring zone, can we rearrange the rings?	Yes. And the opponent must retry.
2.4-9	when RR gets violation at the retry zone due to passing the opponents space, then RR should retry again at retry zone or start zone?	RR must retry at the start zone.
2.4-10	Please clarify, after a robot has picked up the rings from the ring zone, then a retry occurs, does the rings remain on the robot or the rings goes back to the ring zone?	The rings that are currently being held by the robots must be returned to any ring zone.

2.4-11	<p>hi, a little bit confuse ,is that we just can rearrange the ring that never shoot(never use) in the the ring zone when retry (like rearange the stack rings that deformed during picking), but if the ring already be shooted to ring zone, or the robot push the ring to ring zones, we cannot rearrange it when retry</p>	<p>No. You are not allowed to rearrange the rings in the ring zone unless if the ring(s) are on your robot during retry.</p> <p>You are allowed to rearrange rings in your ring zone only if the opponent damage your ring arrangement.</p>
2.4-12	<p>If robot accidentally hit the stack of ring and the stack is deformed. Can we ask for retry and arrange the ring back?</p>	<p>You are allowed to rearrange rings in your ring zone only if the opponent damage your ring arrangement.</p>
2.4-13	<p>When retry, can we rearrange the rings in ring zone?</p>	<p>You are not allowed to rearrange the ring(s) in the ring zone unless if the ring(s) are on your robot during retry.</p> <p>You are allowed to rearrange rings in your ring zone only if the opponent damage your ring arrangement.</p>

2.4-14	If the rings shot back to ringzone, still can pick up when retry?	<p>No. You are not allowed to rearrange the ring(s) in the ring zone unless if the ring(s) are on your robot during retry.</p> <p>You are allowed to rearrange rings in your ring zone only if the opponent damage your ring arrangement.</p>
2.4-15	The stack rings in the ring zone is deformed during picking. can we retry and arrange that rings back?	<p>No. You are not allowed to rearrange the ring(s) in the ring zone unless if the ring(s) are on your robot during retry.</p> <p>You are allowed to rearrange rings in your ring zone only if the opponent damage your ring arrangement.</p>
2.4-16	The stack rings in the ring zone is deformed and fail to pickup. can we retry and arrange that rings back (the rings still in ring zone)?	<p>No. You are not allowed to rearrange the ring(s) in the ring zone unless if the ring(s) are on your robot during retry.</p>

		You are allowed to rearrange rings in your ring zone only if the opponent damage your ring arrangement.
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3. Violations

FAQ #	Question	Answer
3-1	During the competition, is it possible to have a "pause" section when there is a fault happening? Because during last year competition, our opponent has a made a fault move but the judge didn't saw it and ask us to restart (the judge thought that my team is the one who make the false move). In the end, the judge admit its their fault but we can't do anything about it.	No. there will be no pause section included. We take note on the issue and we will ensure more appropriate measures are taken during the game this year.
3-2	Is it a violation when tossing a ring to opponent bridge (whether it is intentionally or unintentionally)	It is not a violation.
3-3	Can we shoot opponent's ring mid air?	Yes, you can.
3-4	If robot shoot the ring but unintentionally hit opponent's robot, is it considered violation?	No, it is not.

3-5	Is it a violation or disqualification when tossing a ring to enemy robot (unintentionally), but it cause that enemy robot malfunction?	It is not a violation if it is deemed as unintentional. However, the panel of juries will decide and have the final say on this.
3-6	Can we shoot opponents' ring stack?	No. It is a violation. Your team must retry.
3-7	if the robot exceed the space outside of gamefield during moving, is it considered violation?	Yes, it is a violation.
3-8	Is it a violation if the opponents keep stacking rings on the same poles?	No, it is not a violation.
3-9	can the rabbit robot run on the river (MOAT) zone	No, it is a violation.
3-10	Is it a violation when tossing rings and hit opponent operators?	No, if it is deemed unintentional.
3-11	is it a violation if the robot extended to the outside of game field during retry?	There is no violation issued during retry (i.e. no retry on retry). However, the jury will make sure that the robot will not disrupt the game during the retry.

4. Disqualification

FAQ #	Question	Answer
4-1	is it disqualification if we shoot opponents' ring stack in ring zone few times ?	They are considered as violations. Your team must retry. However, if it is continuously damaging the rings, based on Section 4.2 of the rule book, your team will be considered for disqualification by the panel of juries.

5. Robots

FAQ #	Question	Answer
5-1	Hope that the radio station/tower can be set up at some other place which is far from the game field, because during last year's competition some of the teams face connection difficulties before the competition starts (but in their own game field, they didn't face this issue before) Thank you.	The layout for the event has been carefully planned and endorsed to meet all event's specifications. In addition to that, we have no control over the RF communication. Please refer to Section 5.7.2 in the rule book.

5-2	Just to clarify again, can we use RF ps2 controller?	Yes
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7. Teams

FAQ #	Question	Answer
7-1	Can we change the crew member/pit crew after we have registered their name? Due to some of the crew might not be able to attend after registered.	The team can still edit team member info on the registration system up until 5 June 2023. If the issue arises later than that, the team needs to consult with the registration unit. All changes made after the deadline is under the team's responsibility.
7-2	On the day of the tournament, can we change the name or crew member that will be in the game, if anything happened ?	Yes, you may consult our registration unit and inform them on the change. However, it is subjected to approval and consideration from the unit. We strongly suggest you make the final edit by 5 June 2023 online.
7-3	What is the maximum number of participants?	3 operators+3 pit crews + maximum of

		30 support members.
7-4	Can the pit crew swap position with the robot pilot before the match?	Yes, it is allowed.
7-5	Can instructor (lecturer) be included in the team member/crew (not during the games)?	Lecturers or postgraduate students can only serve as a manager/instructor, not as team members/pit crews.

8. Others

FAQ #	Question	Answer
8-1	Can we walk around and see other teams' robots for pit crew and members? When not in game, is it ok for members to see others robots?	Yes
8-2	During the match-up time, if the robot has some irregular situation such as spoiled motor, will extra time be given to repair the robot?	No extra time provided.