## Detailed Process for 2023 GreenMech Jr. - Programmer

Process	Item	Remarks
1	Registration and Material Inspection	The memories of the main units will be erased. The code cards and map cards must be divided in pieces, and all building block parts are dismantled and separated.
2	Regulation Review	N/A
3	Practice Time	<ol> <li>The contest area is not open for practice. If teams bring their site paper, the position of the site paper should be near the team, but the team must keep the site paper from other teams to avoid impeding other teams' practice.</li> <li>To ensure fairness, once the practice time is over, all teams are required to disassemble their code cards and map cards into pieces. These pieces can then be stacked into several piles on the table.</li> </ol>
4	Official Competition Time	<ol> <li>Before the competition, each team draws out the positions of garbage patch and entry port. Each team will then have 15 minutes to individually practice in their designated area.</li> <li>(1) After 15 minutes of individual practice, the map cards must be divided into pieces. It is prohibited to transport assembled map cards to the contest area. Instead, teams must assemble the map cards on the contest area during the competition. (2) Teams have the option to either keep their code cards in a row or separate them. They can choose to place their code cards at the contest preparation area or keep them to their original position, depending on their preference for modifying their program.</li> <li>The competition consists of a total of 7 minutes. <u>During the first two minutes</u>, teams can arrange map cards on the contest area and read/write code cards either on their team table or at the preparation area. However, the robots are not allowed to move or score during this period. <u>In the final five minutes</u>, one robot is permitted to start scoring, and teams can assemble map cards and read/write code cards.</li> <li>Before starting the next robot, the previous one must be retrieved. The next robot can be placed in the START</li> </ol>
5	Grading Time	area without initiating movement.  N/A
5	Grading Time	IN/A