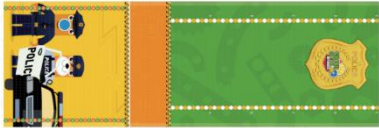
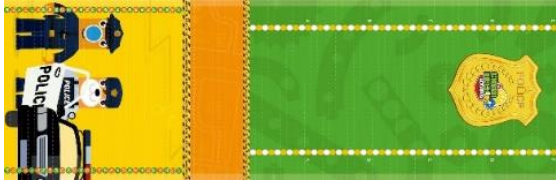


**2024 WGM Correction of Regulation 2024 WGM Regulation**

Updated Date	Page	Contest	Character	Original Script	Correct Script				
11/7/2023	11	GM Basic	7.3.4.1. Smoothness	<p>The Smoothness is scored by the operation from the first device to the fifth device. The first scoring item for each team is Smoothness and the number of devices. 5 minutes is granted for fine-tuning before scoring begins. Contestants must sign to acknowledge their score after it has been given</p> <table border="1"> <tr> <td>Smoothness 20%</td> <td>The Smoothness is scored by the operation from the first device to the fifth device. The first scoring item for each team is Smoothness and the number of devices. 5 minutes is granted for fine-tuning before scoring begins. Contestants must sign to acknowledge their score after it has been given.</td> </tr> <tr> <td>Total Number of Devices 10%</td> <td></td> </tr> </table>	Smoothness 20%	The Smoothness is scored by the operation from the first device to the fifth device. The first scoring item for each team is Smoothness and the number of devices. 5 minutes is granted for fine-tuning before scoring begins. Contestants must sign to acknowledge their score after it has been given.	Total Number of Devices 10%		<p>The Smoothness is scored by the operation from the first device to the fifth device. <b>The Smoothness score operates from the first device to the fifth device.</b> 5 minutes is granted for fine-tuning before scoring begins. Contestants must sign to acknowledge their score after it has been given.</p>
	Smoothness 20%	The Smoothness is scored by the operation from the first device to the fifth device. The first scoring item for each team is Smoothness and the number of devices. 5 minutes is granted for fine-tuning before scoring begins. Contestants must sign to acknowledge their score after it has been given.							
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	11	GM Basic	7.3.4.1 Designated Device and Mission	<p>The scores for the all three launches can only be triggered by the last action in the previous device. If the launches are triggered automatically, the landing score is recorded</p> <table border="1"> <tr> <td>Designated Device and Mission 30%</td> <td>The scores for the all three launches can only be triggered by the last action in the previous device. If the launches are triggered automatically, the landing score is recorded.</td> </tr> </table>	Designated Device and Mission 30%	The scores for the all three launches can only be triggered by the last action in the previous device. If the launches are triggered automatically, the landing score is recorded.	<p><b>After the Smoothness score has been awarded and the first launch is triggered, the landing score can be recorded for <u>Designated Device and Mission</u>.</b></p> <p><b>The scores for the second and third launches can only be triggered by the last action in the previous device. If the second and third launches are triggered automatically, the landing score is recorded.</b></p>		
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14	GM Advanced	7.4.4.2 Green Energy	<p>1. There are 5 minutes of preparation time is allowed before scoring begins. After scoring, the contestants need to sign for confirmation.</p> <p>1. <b>There are 5 minutes of preparation time is allowed before scoring begins. After scoring, the contestants need to sign for confirmation.</b></p>	<p>There are total 5 minutes of preparation time <b>for Green Energy and Scientific Concept</b> is allowed before scoring begins. After scoring, the contestants need to sign for confirmation.</p>					
14	GM Advanced	7.4.4.2 Scientific Concept (16 points )	<p>Scoring is applied according to the Scientific Concepts demonstrated. Scores are applied based on the Scientific Principles Reference Table. There are 2 minutes of preparation time is allowed before scoring begins. After scoring, the contestants need to sign for confirmation.</p>	<p>Scoring are applied according to the Scientific Concepts demonstrated. Scores are applied based on the Scientific Principles Reference Table. <b>There is total <del>2</del>5 minutes</b> of preparation time <b>for Green Energy and Scientific Concept</b> is allowed before scoring begins. After scoring, the contestants need to sign for</p>					

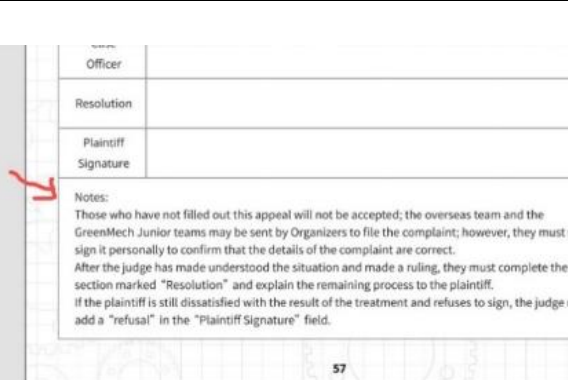
				<p>Scientific Concept 16%</p> <p>Scoring are applied according to the Scientific Concepts demonstrated. Scores are applied based on the Scientific Principles Reference Table. There are 2 minutes of preparation time allowed before scoring begins. After scoring, the contestants need to sign for confirmation.</p>	confirmation.								
	27	R4M Basic	Task Two	<p>F. Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area and Robot C autonomously goes to the designated goal</p> <p>F Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area and Robot C autonomously goes to the designated goal area, and is fully within the yellow frame.</p>	F. Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area and Robot C autonomously goes to the designated goal area, and is fully within the lines inside the black frame.								
	48	GMJr. Science	Competition One	<p>(4) The scores for this competition are as follows (see Figure 4). The leftmost area earns 80 points, and each square in sequence decreases by 2 points to the farthest right, which scores 42 points.</p> <p>Figure 5. Team preparation</p> <p>(4) The scores for this competition are as follows (see Figure 4). The leftmost area earns 80 points, and each square in sequence decreases by 2 points to the farthest right, which scores 42 points.</p> <table border="1"> <tr> <td>80 Points</td> <td>78 Points</td> <td>76 Points</td> <td>74 Points</td> <td>72 Points</td> <td>70 Points</td> <td>68 Points</td> <td>66 Points</td> <td>.....</td> </tr> </table>	80 Points	78 Points	76 Points	74 Points	72 Points	70 Points	68 Points	66 Points	.....
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1/2/2024	9	GM Basic	7.3.3.	<p>A Launcher:</p> <p>On the day of the competition, teams are required to make their own automatic launcher that will automatically release 4-centimeter balls into a designated target area via mechanical triggers.</p> <p>Content of the Last Device - A Launcher</p> <p>1. On the day of the competition, teams are required to make their own automatic launcher that will automatically release 4-centimeter balls into a designated target area via mechanical triggers.</p>	A Launcher: On the day of the competition, teams are required to make their own automatic launcher that will automatically release 4-centimeter balls (Gigo A-40mm BALL-2945C BLUE :7330-W11-M1B) into a designated target area via mechanical triggers.								
	38	R4M Advanced	Task 2.2.	<p>Note 2: The software used by Robot C is Web AI x Gigo, and the main control box is C-Gigo AI CONTROL BOX (1206-W85-A). Please refer to Appendix for exact specifications</p> <p>Note 2: The software used by Robot C is WebAI x Gigo, and the main control box is C-Gigo AI CONTROL BOX (1206-W85-A). Please refer to Appendix for exact specifications.</p>	Note 2: The software used by Robot C is Web AI x Gigo, or micro: bit and the main control box is C-Gigo AI CONTROL BOX (1206-W85-A) or C-micro: bit Control Box (1269-W85-A1). Please refer to Appendix for exact specifications								

	49	GMJr. Science	9.4.2.2.	<p>Figure 7. Description of the site for competition two: The official site map <b>does not include the white line</b> indicated by the arrow below (as</p>  <p>shown in the right diagram). The starting point for both competitions is at the intersection of the caution line indicated by the arrow and the boundary line of the orange area.</p>	<p>Figure 7. Description of the site for competition two (below is updated one)</p> 																										
1/29/2024	9,10	GM Basic	7.3.3 7.3.4 7.3.4.1	<p>Pneumatic Hydraulic Device</p> <table border="1" data-bbox="902 616 1431 715"> <thead> <tr> <th colspan="2">Contents of Devices</th> </tr> </thead> <tbody> <tr> <td><b>Pneumatic hydraulic device</b></td> <td>Teams should design their devices according to the contest requirements. For example, if a team designs a ratchet, it must clearly demonstrate ratchet properties, and function correctly and smoothly.</td> </tr> <tr> <td>Pulley</td> <td></td> </tr> <tr> <td>Ratchet</td> <td></td> </tr> <tr> <td>Lever</td> <td></td> </tr> </tbody> </table> <table border="1" data-bbox="902 738 1377 869"> <thead> <tr> <th colspan="2">Pneumatic Hydraulic Device</th> </tr> </thead> <tbody> <tr> <td>10%</td> <td></td> </tr> <tr> <td>Pulley</td> <td>1. Uniqueness (4%)</td> </tr> <tr> <td>10%</td> <td>2. Sophistication (4%)</td> </tr> <tr> <td>Ratchet</td> <td>3. Demonstrate the corresponding scientific principles in each device (2%)</td> </tr> <tr> <td>10%</td> <td></td> </tr> <tr> <td>Lever</td> <td></td> </tr> <tr> <td>10%</td> <td></td> </tr> </tbody> </table> <p>7.3.3. Contents of Device</p> <p>The first device is designated as a pneumatic hydraulic device. Teams should make a pneumatic and hydraulic powered device using Gigo building blocks. The last device is the designated self-made launcher. The remaining three devices are the pulley, ratchet, and lever. The order of these three devices can be decided by teams.</p>	Contents of Devices		<b>Pneumatic hydraulic device</b>	Teams should design their devices according to the contest requirements. For example, if a team designs a ratchet, it must clearly demonstrate ratchet properties, and function correctly and smoothly.	Pulley		Ratchet		Lever		Pneumatic Hydraulic Device		10%		Pulley	1. Uniqueness (4%)	10%	2. Sophistication (4%)	Ratchet	3. Demonstrate the corresponding scientific principles in each device (2%)	10%		Lever		10%		<p><del>Pneumatic</del> Hydraulic Device</p>
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	37	R4M Advanced	Task One	<p><b>Task One:</b> Robot A earns 10 points when the whole robot body has left the Rocket Ship Area A.          Robot B earns extra 10 points when it successfully completes one task.          Robot C earns 10 points when the whole robot body has left the Rocket Ship Area C.          Teams earn 20 points if the automation platform D successfully completes at least one task and is operated by remote control.          Teams earn 40 points if the automation platform D successfully completes at least one task and is fully automated by programming or performs AI <b>identification</b>.</p>	identification																														
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8 : 40-9 : 10 (30 mins)	Opening Ceremony																																		
9 : 10-9 : 35 (25 mins)	Competition One: Assembly & Practice Time	Models produced for the competition are built and tested at the same time.																																	
9 : 35-10 : 15 (40 mins)	Competition One: In the Nick of Time Competition Time	<ol style="list-style-type: none"> <li>During the competition, the work and heavy objects should be placed on the storage box with the lid locked, and the rest of the materials should be stored in the box, and no other parts may be used for modification or production.</li> <li>Models (including the work, the rope and the heavy objects) will be weighed before the competition begins.</li> </ol>																																	
10 : 15-10 : 35 (20 mins)	Competition Two: Assembly & Practice Time	Contestants can only use materials provided by the organizer on site, please see 9.3 in the full rule book for more information.																																	
10 : 35-11 : 15 (40 mins)	Competition Two: Bomb Disposal Vehicle Competition Time	<ol style="list-style-type: none"> <li>During the competition, the work and the peg remover should be placed on the storage box with the lid locked, and the rest of the materials should be stored in the box, and no other parts may be used for modification or production.</li> <li>Models (including the work, and the slope) will be weighed before the competition begins.</li> </ol>																																	
11 : 25-12 : 00 (35 mins)	Calculation and Confirmation of Scores	After competition, all teams will have lunch.																																	

1/29/2024	50	GMJr. Programmer	10.2	<table border="1"> <thead> <tr> <th colspan="3" data-bbox="920 86 1921 140">2024 GreenMech Junior- Jr. Programmer Schedule</th> </tr> <tr> <th data-bbox="920 140 1144 194">Time</th> <th data-bbox="1144 140 1435 194">Item</th> <th data-bbox="1435 140 1921 194">Remarks</th> </tr> </thead> <tbody> <tr> <td data-bbox="920 194 1144 392">07:30-08:15 (Aligned with the overall event planning)</td> <td data-bbox="1144 194 1435 392">Registration and materials inspection</td> <td data-bbox="1435 194 1921 392">Teams may bring up to 3 Base Units, but all device memories must be erased during inspection. No code cards or map cards should be pre-assembled. No block components should be pre-assembled.</td> </tr> <tr> <td data-bbox="920 392 1144 443">08:15-08:40 (25 mins)</td> <td data-bbox="1144 392 1435 443">Rules Reminder</td> <td data-bbox="1435 392 1921 443"></td> </tr> <tr> <td data-bbox="920 443 1144 494">08:40-09:10 (30 mins)</td> <td data-bbox="1144 443 1435 494">Opening Ceremony</td> <td data-bbox="1435 443 1921 494"></td> </tr> <tr> <td data-bbox="920 494 1144 954">09:10-12:00 (350 mins)</td> <td data-bbox="1144 494 1435 954">Official Competition Time (Lot Drawing) (Including Practice Time)</td> <td data-bbox="1435 494 1921 954"> <ol style="list-style-type: none"> <li>20 minutes before the official competition, teams draw lots to determine their goals for Task 3 and Task 4. Then, there is 20 minutes for teams to practice and prepare on their own in the team preparation area.</li> <li>After the 20-minute practice period, teams must disassemble the map cards into pieces, and then take them to the competition area and reassemble them during the competition time.</li> <li>Teams have 6 minutes to complete their contest. Contestants can place and assemble the map cards and code cards, and the robots can score points. There is no time allowed for stopping during the 6-minute contest.</li> </ol> </td> </tr> <tr> <td data-bbox="920 954 1144 1018">11:40-12:30 (50 mins)</td> <td data-bbox="1144 954 1435 1018">Grading Time</td> <td data-bbox="1435 954 1921 1018">After competition, all teams will have lunch.</td> </tr> <tr> <td data-bbox="920 1018 1144 1114">13:30~ (Aligned with the overall event planning)</td> <td data-bbox="1144 1018 1435 1114">Awards Ceremony</td> <td data-bbox="1435 1018 1921 1114">Awards will be given after the results are settled.</td> </tr> </tbody> </table>	2024 GreenMech Junior- Jr. Programmer Schedule			Time	Item	Remarks	07:30-08:15 (Aligned with the overall event planning)	Registration and materials inspection	Teams may bring up to 3 Base Units, but all device memories must be erased during inspection. No code cards or map cards should be pre-assembled. No block components should be pre-assembled.	08:15-08:40 (25 mins)	Rules Reminder		08:40-09:10 (30 mins)	Opening Ceremony		09:10-12:00 (350 mins)	Official Competition Time (Lot Drawing) (Including Practice Time)	<ol style="list-style-type: none"> <li>20 minutes before the official competition, teams draw lots to determine their goals for Task 3 and Task 4. Then, there is 20 minutes for teams to practice and prepare on their own in the team preparation area.</li> <li>After the 20-minute practice period, teams must disassemble the map cards into pieces, and then take them to the competition area and reassemble them during the competition time.</li> <li>Teams have 6 minutes to complete their contest. Contestants can place and assemble the map cards and code cards, and the robots can score points. There is no time allowed for stopping during the 6-minute contest.</li> </ol>	11:40-12:30 (50 mins)	Grading Time	After competition, all teams will have lunch.	13:30~ (Aligned with the overall event planning)	Awards Ceremony	Awards will be given after the results are settled.
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1/29/2024	57	Complaint Form	11.2	 <p>Notes: Those who have not filled out this appeal will not be accepted; the overseas team and the GreenMech Junior teams may be sent by Organizers to file the complaint; however, they must still sign it personally to confirm that the details of the complaint are correct. After the judge has made understood the situation and made a ruling, they must complete the section marked "Resolution" and explain the remaining process to the plaintiff. If the plaintiff is still dissatisfied with the result of the treatment and refuses to sign, the judge may add a "refusal" in the "Plaintiff Signature" field.</p>	<p>Add below to notes:</p> <p>1.Teams must be able to speak politely to judges and organizers. Upon receiving a warning, a second warning will result in a penalty, and a third warning will lead to disqualification.</p> <p>2.If there are concerns regarding the competition results, please raise them within one hour after the competition results are announced.</p>			
2/1/2024	15	GM advanced	7.4.4.3.	<table border="1"> <tr> <td data-bbox="887 635 992 815">2 Green Energy Source Applications</td> <td data-bbox="992 635 1070 815">24%</td> <td data-bbox="1070 635 1453 815">           (1) There are five kinds of green energy sources: wind, hydro, solar, magnetic and chemical. Teams earn 3 points for compliance with green energy specifications. Each green energy-driven device that successfully activate the <b>next device</b> will earn 5 points at the first operation.            (2) Green energy devices cannot be used in the first nor the last device. These three green energy applications may not be repeated. The highest score available from this part is 24 points.            (3) If a team uses green energy sources for the first or the last device, they will not be awarded any green energy score.            (4) For more information on green energy use, refer to section 7.6         </td> </tr> </table>	2 Green Energy Source Applications	24%	(1) There are five kinds of green energy sources: wind, hydro, solar, magnetic and chemical. Teams earn 3 points for compliance with green energy specifications. Each green energy-driven device that successfully activate the <b>next device</b> will earn 5 points at the first operation. (2) Green energy devices cannot be used in the first nor the last device. These three green energy applications may not be repeated. The highest score available from this part is 24 points. (3) If a team uses green energy sources for the first or the last device, they will not be awarded any green energy score. (4) For more information on green energy use, refer to section 7.6	<p>There are five kinds of green energy sources: wind, hydro, solar, magnetic and chemical. Teams earn 3 points for compliance with green energy specifications. Each green energy-driven device that successfully activate <b>the first action of next device</b> will earn 5 points at the first operation</p>
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	16	GM advanced	7.4.4.3.	<table border="1"> <tr> <td data-bbox="887 954 992 1086">5 Creative Device</td> <td data-bbox="992 954 1070 1086">16%</td> <td data-bbox="1070 954 1453 1086">           The creative device can earn 16 points. Design a project following one goal of the four categories. The project must show the following:            (1) Uniqueness (5%): Devices have their own characteristics and are different from those of other teams.            (2) Sophistication (6%): The movements are displayed in a variety of ways, and the mechanism design is more complex than those of other teams.  <b>(3) Theme (5 %): On-target and clearly stated.</b> </td> </tr> </table>	5 Creative Device	16%	The creative device can earn 16 points. Design a project following one goal of the four categories. The project must show the following: (1) Uniqueness (5%): Devices have their own characteristics and are different from those of other teams. (2) Sophistication (6%): The movements are displayed in a variety of ways, and the mechanism design is more complex than those of other teams. <b>(3) Theme (5 %): On-target and clearly stated.</b>	<p>(1) (3) Theme (5 %): On-target and clearly stated, <b>within 3 minutes.</b></p>
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39	R4M Advanced	Task 5.2.	<p>(Task 5.2.) Use <b>the automated platform</b> to deliver the big meteorites from the Meteorite Disinfection Area to the two Meteorite Temporary Spots. If the big meteorite is the same color with the area, each big meteorite gets 50 points, and two big meteorites with the correct color get 100 points. If the big meteorite is the different color with the area, each big meteorite only gets 20 points.</p>	<p>(Task 5.2.) <b>Use Robot A and B</b>, or the automated platform to deliver the big meteorites from the Meteorite Disinfection Area to the two Meteorite Temporary Spots. If the big meteorite is the same color with the area, each big meteorite gets 50 points, and two big meteorites with the correct color get 100 points. If the big meteorite is the different color with the area, each big meteorite only gets 20</p>				



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2/7/2024	14	GM advanced	7.4.4.2.	<p>4. Each green energy device earns 8 points. Three devices count to 24 points.</p> <table border="1"> <thead> <tr> <th>Scoring Items</th> <th>Points</th> </tr> </thead> <tbody> <tr> <td>This green energy device can activate <b>the next device</b> successfully</td> <td>5</td> </tr> </tbody> </table>	Scoring Items	Points	This green energy device can activate <b>the next device</b> successfully	5	This green energy device can activate the <b>first action of next device</b> successfully																																					
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23	R4M Basic	8.2.10	<p>8.2.10. Robot Movement &amp; Site Restrictions:</p> <p>There is no peripheral block wall on the basic R4M site. The robot runs on four wheels, and if a wheel is replaced with another component, the component touching the ground is regarded as a wheel. If wheels or robot components exceeds the area of the base map, it is a rule violation. The first rule violation receives a verbal warning; the second earns 5-point deduction. Destruction of the site also earns a 5-point deduction. Violations are cumulative.</p>	<p>8.2.10. Robot Movement &amp; Site Restrictions:</p> <p>There is no peripheral block wall on the basic R4M site. <b>Only if all wheels or robot components exceeds the area of the base map, it is a rule violation.</b> The first rule violation receives a verbal warning; the second earns 5-point deduction. Destruction of the site also earns a 5-point deduction. Violations are cumulative.</p> <p>*The robot usually runs on wheels, but teams can replace a wheel with another component, the component touching the ground is regarded as a wheel.</p>																																										
27	R4M Basic	Task Two F	<table border="1"> <thead> <tr> <th>Status</th> <th>Items</th> <th>Points</th> </tr> </thead> <tbody> <tr> <td>A</td> <td>Robot C delivers one piece of 20-foot B-Type Container to the Goal Area.</td> <td>10</td> </tr> <tr> <td>B</td> <td>Robot C delivers two pieces of 20-foot B-Type Container to the Goal Area.</td> <td>30</td> </tr> <tr> <td>C</td> <td>Robot C delivers three pieces of 20-foot B-Type Container to the Goal Area.</td> <td>60</td> </tr> <tr> <td>D</td> <td>Robot C delivers four pieces of 20-foot B-Type Container to the Goal Area.</td> <td>90</td> </tr> <tr> <td>E</td> <td>Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area.</td> <td>120</td> </tr> <tr> <td>F</td> <td>Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area and <b>Robot C</b> autonomously goes to the designated goal area, and is fully within the yellow frame.</td> <td>160</td> </tr> </tbody> </table>	Status	Items	Points	A	Robot C delivers one piece of 20-foot B-Type Container to the Goal Area.	10	B	Robot C delivers two pieces of 20-foot B-Type Container to the Goal Area.	30	C	Robot C delivers three pieces of 20-foot B-Type Container to the Goal Area.	60	D	Robot C delivers four pieces of 20-foot B-Type Container to the Goal Area.	90	E	Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area.	120	F	Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area and <b>Robot C</b> autonomously goes to the designated goal area, and is fully within the yellow frame.	160	<table border="1"> <thead> <tr> <th>Status</th> <th>Items</th> <th>Points</th> </tr> </thead> <tbody> <tr> <td>A</td> <td>Robot C delivers one piece of 20-foot B-Type Container to the Goal Area.</td> <td>10</td> </tr> <tr> <td>B</td> <td>Robot C delivers two pieces of 20-foot B-Type Container to the Goal Area.</td> <td>30</td> </tr> <tr> <td>C</td> <td>Robot C delivers three pieces of 20-foot B-Type Container to the Goal Area.</td> <td>60</td> </tr> <tr> <td>D</td> <td>Robot C delivers four pieces of 20-foot B-Type Container to the Goal Area.</td> <td>90</td> </tr> <tr> <td>E</td> <td>Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area.</td> <td>120</td> </tr> <tr> <td>F</td> <td>Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area and <b>the LINE FOLLOWER SENSOR (1247-W85-B3) of Robot C</b> autonomously goes to the designated goal area, and is fully within the lines inside the black frame.</td> <td>160</td> </tr> </tbody> </table>	Status	Items	Points	A	Robot C delivers one piece of 20-foot B-Type Container to the Goal Area.	10	B	Robot C delivers two pieces of 20-foot B-Type Container to the Goal Area.	30	C	Robot C delivers three pieces of 20-foot B-Type Container to the Goal Area.	60	D	Robot C delivers four pieces of 20-foot B-Type Container to the Goal Area.	90	E	Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area.	120	F	Robot C delivers five pieces of 20-foot B-Type Container to the Goal Area and <b>the LINE FOLLOWER SENSOR (1247-W85-B3) of Robot C</b> autonomously goes to the designated goal area, and is fully within the lines inside the black frame.	160
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	33	R4M Advanced	8.7.7	<p>8.7.7. Motor Usage Restrictions</p> <p>Robots A and B may have up to 4 servo motors and Robot C robot may have up to 2 servo motors. The automation platform may have up to 6 servo motors. The motors and all robots for the competition can only be connected by means of Gigo pieces. It is not possible to connect them with quick-drying glue, rubber bands, foam glue, zip tie, double-sided tape or other methods. After the competition, the winners will be asked to disassemble their robots on the spot if the judges of Organizer think it's needed. If the judges find that a team violates the regulation, this team will be disqualified from winning the prize. And the prize goes to the next team on the score list.</p>	<p>8.7.7. Motor Usage Restrictions</p> <p>Robots A, B and C may have up to 4 servo motors. The automation platform may have up to 6 servo motors. The motors and all robots for the competition can only be connected by means of Gigo pieces. It is not possible to connect them with quick-drying glue, rubber bands, foam glue, zip tie, double-sided tape or other methods. After the competition, the winners will be asked to disassemble their robots on the spot if the judges of Organizer think it's needed. If the judges find that a team violates the regulation, this team will be disqualified from winning the prize. And the prize goes to the next team on the score list.</p>
7/3/2024	37	R4M Advanced	Task 2.2.	<p>(Task 2.2.) When Robot C autonomously enters the Ship Sanitation Station, teams earn 70 points.</p> <p>The Ship Sanitation Station is divided into three areas A, B, and C. During the competition, the judges randomly place three monster pictures (red, green, and blue). The elementary school teams must park in the red monster picture card area, and the junior high school teams must park in the green monster area. The senior high school teams must park in the blue monster area</p>	<p>(Task 2.2.) When Robot C autonomously enters the Ship Sanitation Station, teams earn 70 points. The Ship Sanitation Station is divided into three areas A, B, and C. During the competition, the judges randomly place three monster pictures (red, green, and blue) and have teams draw them. The elementary school teams must park in the red monster picture card area, and the junior high school teams must park in the green monster area. The senior high school teams must park in the blue monster area</p>
7/3/2024	38	R4M Advanced	Task 3 Note 1	<p>Task Three : Contestants may use Robot A, B or the automated platform to transport the goods from the Fuel Ball Transfer Tower to the Space Station Fuel Tower. The corresponding scoring table is shown in Note 2. A full score is 300 points.</p> <p>Note 1: Any extended conveyor belt, arm or slide on the automation platform D can only be reached by remote control. Teams cannot use hands to extend these parts. Any extending parts of the automation platform D must remain within the green frame, before the competition begins. Any violation of this rule results in an accumulating 50-point team deductions. (e.g., four violations result in a 200-point deduction.)</p>	<p>Task Three : Contestants may use Robot A, B or the automated platform to transport the goods from the Fuel Ball Transfer Tower to the Space Station Fuel Tower. The corresponding scoring table is shown in Note 2. A full score is 300 points. Note 1: Any extended conveyor belt, arm or slide on the automation platform D can only be reached by remote control and AI automation control operation. Teams cannot use hands to extend these parts. Any extending parts of the automation platform D must remain within the green frame, before the competition begins. Any violation of this rule results in an accumulating 50-point team deductions. (e.g., four violations result in a 200-point deduction.)</p>