Newsletter n.1/2016

Carissimi,

vogliamo iniziare il 2016 segnalandovi alcune importanti novità riguardanti la Robocup Junior. Abbiamo preferito mantenere, laddove possibile, l'informazione nel formato originale, in lingua inglese, per evitare di generare interpretazioni o fraintendimenti.

Vi sono importanti cambiamenti, sia per quanto riguarda i regolamenti di gara, sia per quanto riguarda le regole di partecipazione. Segnaliamo ad esempio di prestare attenzione al limite minimo di età e di come i cambiamenti sono stati programmati per i prossimi anni, questo limite infatti, influisce molto sulla categoria under 14.

Segnaliamo di contro però, la nascita del campionato europeo open della Robocup, il che offre ai nostri ragazzi un'ulteriore possibilità di confronto e dio crescita. Vogliamo quindi augurarvi una buona lettura.

Grazie per l'attenzione.

Lo staff nazionale

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Sommario

1. Europeo Robocup

Nasce l'europeo open della Robocup Junior. Per il 2016 sarà disputato in Olanda in Eindhoven.
Il sito di riferimento è:

http://www.robocupeuropeanopen.org/en

2. Cambiamenti importanti nella Robocup Junior

Le novità sono articolate, riportiamo per intero la newsletter interna in originale. Sul piano dei regolamenti vi sono importanti cambiamenti, ad esempio l'introduzione sperimentale della palla arancione passiva per il soccer, ma anche la profonda evoluzione della categoria Dance in categoria OnStage.

The RoboCupJunior Organizing Committee would like to announce the general changes that we will implement at RoboCupJunior 2016! The changes apply to RoboCupJunior 2016, Leipzig (international competition) ONLY.

1. General Changes
Team member age

Minimum age for teams participating in RoboCupJunior 2016, Leipzig is 11. This means: for a team to be considered primary, all members have to be between 11 to 13 year old; a team with members between 14 to 19 year old is considered secondary. Age as of July 1st 2016.

Every team member need to carry out a technical role for their team (robot design and construction, sensors and actuators, programming, etc.). The role needs to be identified at the registration. The list of roles that need to be identified will be announced before the registration opens. In addition, each member is expected to explain his/her technical role at the technical judging and should be able to answer any questions related his/her role(s).

Team Size

Since RoboCupJunior embraces teamwork and collaboration among team members, a team should have more than one member to form a RoboCupJunior team to participate in the International event.

Minimum team size is 2 members and maximum is 6 for all Leagues (Rescue, Soccer, Dance and CoSpace Rescue)

Adults (mentors and parents)

Construction, programming, debugging and all other competition tasks have to be performed exclusively by team members. To avoid embarrassment and/or possible disqualification, it is extremely important that mentors, teachers, parents or any other adults including companies are not allowed to work on the robots and/or their programs, before or during the competition.

The design and construction of a robot has to be substantial work by a team. Teams are not allowed to use robots that were assembled only from a commercial kit, or where only unimportant parts have been modified.

Team Portfolioì

Teams who are qualified to participate in RoboCupJunior International event must share their designs, both hardware specs and software, to all future participants by uploading files on RCJ website or filling a team portfolio. Portfolio will be requested a month before the event.

A month before the event, your team will be asked to prepare an online questionnaire where team members need to demonstrate their team's work quality and if they are compliance with the rule clarifications by providing a presentation supported with visual materials (PPT, PDF, poster, pictures, video materials). Examples of acceptable materials are: source code, construction diagrams, documentation of their work including logs, test results, pictures and non-edited full length videos, etc.

2. Soccer League Changes

Our main goal is to provide opportunities for teams to enjoy and learn new things every year. For RoboCupJunior 2016, Soccer TC members propose to introduce an orange passive ball for LWS and OL. In 2016, if your robots are able to play with an orange passive ball, your team will obtain extra points. Note that the regular matches will be played with a regular IR ball; however, the OC members will evaluate your robots to test the new feature. We encourage you to try and play with the new ball. It will also benefit your team to head-start with a passive ball, which will be introduced fully in coming years. More details will be announced soon in the 2016 official Soccer rules. Meanwhile, we encourage teams to start trying to detect an orange passive ball.

3. Rescue and CoSpace Rescue Leagues Changes

Since there was a big changes in 2015 rules, Rescue and CoSpace TC Committees decided not to make significant changes in 2016 rules.

4. OnStage (former Dance) Leagues Changes

The RoboCupJunior Dance league is evolving into the OnStage league. The OnStage league invites teams to develop autonomous robots that are useful and/or entertaining. This league is intended to be open-ended and motivate teams to make use of a variety of technologies. Teams are encouraged to be as creative, innovative and entertaining in the creation of their robotics invention. Not only will they give an OnStage performance, teams will also have opportunities to give an Open Demonstration about their robots in addition to an interview.
The format of the league will be changed over the next few years by incorporating a larger focus on the technology.

OnStage 2016

There are three components to OnStage league for the 2016:

1. Interview

2. Open Demo

3. OnStage Performance

Teams are required to prepare an open demonstrations to showcase their technology. These changes provide teams a chance to develop and demonstrate innovative and highly original use of a chosen technology and stage performances. More details to be announced in 2016 official OnStage rules.

3. Età minima per competizioni internazionali Robocup Junior

In seguito ad alcuni problemi accaduti, la Federazone ha deciso di alzare progressivamente l'età minima per poter partecipare agli eventi internazionali della Robocup Junior, riportiamo di seguito un estratto della comunicazione pervenuta, con la tabella progressiva. A regime per il 2019, il numero limite di team per la competizione viene fissato a 150. Viene comunque sottolineato, che pur essendoci questa limitazione a livello internazionale, verranno ancora incentivati gli eventi nazionali per l'under 14, continuando ad esempio, a disporre di regolamenti.

Minimum age increases by "1" every year starting 2016.
> **2016 (Germany) – 11 year-old**
> **2017 (Japan) – 12 year-old**
> **2018 (TBA) – 13 year-old**
> **2019 (Australia) – 14 year-old**

By 2019, the following numbers will be implemented.
> **Age requirement – 14-19 year-old**
> **Team member requirement – 2- 4 members**
> **Maximum team # (the total of all leagues) – 150 teams**

For RoboCup 2016, the participating teams of Junior competition have to follow the newly implemented general rules (apply ALL Junior leagues/sub-leagues):

Minimum age of Junior participants is 11 year-old. (the age cut-off date is July 1st, 2016)
Minimum team size of Junior teams is 2 members.
Maximum team size of Junior teams is 6 team members.

age limit and team size apply ONLY AT the international competitions. We will continue to support younger students at the regional levels and will provide rules for primary teams no matter what the minimum age is for the international competitions