



Dance Rules (2011)

Note: Changes from 2010 rules are highlighted in red.

Translated by RoboCupJunior Hong Kong

RoboCupJunior Dance Rules 2011

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These are the official rules for RoboCupJunior Dance event 2011. They are released by the RoboCupJunior Dance Technical Committee. These rules have priority over any other translations

這是2010年的RoboCupJunior 舞蹈賽官方守則。由RoboCupJunior舞蹈技術委員會發佈。這些規則優先於任何其他翻譯。

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Preface 前言

Robot dance means, that one or more robots and humans come together with music, dressed in costume and moving in creative harmony. The following dance rules provide a framework on how to structure a human and robot dance performance routine with one or multiple movements.

機械人舞蹈意思是一個或多個機械人和人伴隨著音樂、穿著服飾和創造性的和諧。以下的舞蹈規則提供了一個框架，帶出如何以一個或多個動作構建人類和機械人作舞蹈表演。

1. PERFORMANCE 表演

1.1. Kind of Performance 表演類型

RoboCupJunior Dance allows teams to create a stage performance. In the performance, robots are **programmed to move in-sync** with music **in a 1 - 2 minute stage routine**. There are two types of dance performances -- **Dance and Theatre Performance**.

RoboCupJunior 舞蹈表演允許隊伍創造一個舞台表演。於**1至2分鐘的舞台程序中**，機械人被編程至配合音樂同步移動。這裡有兩類舞蹈表演---**舞蹈和戲劇表演**

'Dance' is a performance closely sequenced to music. The robots are required to move in time to the beat or rhythm of the music used, in the same way that a human may listen to the beat of music and dance to it. Dance assessment is closely focused on the choreography and movement of robot(s) with synchronization to music.

「舞蹈」是與音樂相扣的表演。機器人需要跟隨音樂拍子和韻律運動，同樣地伴舞者可聽著音樂拍子起舞。舞蹈的評分是非常著重編舞和機械人動作與音樂的同步性。

'Theatre' is used for a performance where music is part of the performance but the robots are not required to move strictly in time to the rhythm or beat. 'Theatre' tells a story or develops a theme **like in a play**. Theatre assessment is focused on the overall theatrical presentation. The performance will be judged by how effectively the robot(s) are used to present a theatrical theme. Examples: nursery rhymes, Star Wars or movie-inspired presentations, Olympic games, cars, etc.

以「戲劇」作為表演時，音樂為表演的一部份，但機械人無需嚴格地按韻律和拍子運動。「戲劇」是描述一個故事或帶出一個主題**如同一齣戲**。戲劇的評分是非常著重整體個戲劇的表達。以如何有效地運用機械人表達戲劇主題來評價表演。

「戲劇」例子：童謠、星球大戰或具電影啟發的展示，奧林匹克運動會、汽車等。

In order to accommodate the different type of performances, we will have two different performance score sheets for 2010. The Dance and Theatre score sheets can be downloaded from the official RoboCupJunior website (<http://robocupjunior.org>). Teams are encouraged to use the score sheets when preparing their dance or theatre performance.

為了適應不同類型的表演，於2010年我們將有兩種不同的表演計分表。舞蹈和戲劇計分表可於RoboCupJunior官方網頁 (<http://robocupjunior.org>) 下載。鼓勵隊伍於舞蹈或戲劇表演採排時使用計分表。



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Teams must decide in which performance category they will participate. The following are some guidelines that can help with making team's decision (D- for Dance and T- for Theatre):

隊伍必須決定他們將參與哪種表演類型。以下指引可幫助隊伍下決定。(D 指舞蹈及 T指戲劇):

1. Music is integral to the dance (D) or used as a background to supplement the performance (T)
舞蹈是不可缺少音樂(D) 或 以背景音樂襯托表演(T)

2. Deliberate, accurate and synchronized movement to music (D)
音樂是經仔細考慮、準確及與舞蹈同步 (D)

3. The theme and the story are the main issues and music just support it (T)
主題及故事為主要發表，而音樂只屬協助(T)

4. Focus on choreography (D)
集中編排(D)

Following a stage performance, the judges may suggest a switch in the performance category of Dance or Theatre.
根據舞台表演，裁判團可能會建議更改舞蹈或劇場表演的類別。

1.2. Duration 比賽時間

1.2.1. Each will have a **total of 5 minutes** for their presentation. This time includes **stage performance** set-up, introduction and the performance, including any re-starts due to factors under the teams' control. It does not include time needed for packing up and clearing the stage.

每隊伍演出**總時間為5分鐘**。這5分鐘包括了**表演舞台**設置、介紹及表演環節，也包括任何由隊伍控制因素以致重新開始。清理舞台的時間則不包括在內。

1.2.2. The duration of a performance routine **must be no less than 1 minute and no more than 2 minutes.**
表演環節的持續時間**不能少於1分鐘及超過2分鐘**。

1.2.3. If a team exceeds the time limits explained in 1.2.1 and 1.2.2 as a result of their own fault, the team will be penalized. A judge starts a stopwatch when a team member steps foot on the stage for the maximum five-minute period.

如有隊伍超過1.2.1和1.2.2中所述的時間限制，只錯在該隊伍自身及將被扣分。當隊員踏上舞台的一刻，裁判便會開始計時，限時5分鐘。另一計時器於音樂開始後計時，進行為時2分鐘的表演。

1.2.4. **Following each performance, a team must fully tidy up the stage, pack up and remove any objects related to their performance. The performing team has a maximum of one minute to clear the stage after the end of their performance.**
緊接每個表演，每隊必須完全清理舞台，執拾及移走任何有關他們表演的物品。**完成表演後，表演隊伍有最多一分鐘時間清理舞台。**

1.3. Music

1.3.1. Teams must provide their own audio music source on a Compact Disc (CD-R, CD-RW) as an Audio track or MP3 file. You must submit **ONLY ONE** music file or audio track for the entire routine. Music should be given to the sound technicians upon arriving to the RCJI event. Teams are encouraged to bring at least two copies of the audio source file. Each audio source file should contain only one copy of the music for each team performance.

隊伍必須提供自己的音源存放到光碟(CD-R,CD-RW)，並為音軌或MP3檔案。整個程序您必須僅提供一個音樂檔案或音軌。音樂應交給RCJI活動當席的音響技術員。鼓勵各隊伍帶備最少兩隻的音源檔案拷貝光碟。每隻光碟只能含有一首用作表演的音樂拷貝。

1.3.2. Teams are strongly encouraged to bring a good quality audio music source file since their evaluation also depends on the music quality.

音樂的品質也關係到各隊的評分，因此大力提倡各隊伍提供優質的音源。



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1.3.3. The music should start at the beginning of the audio music source with a few seconds of silent lead time.
音樂應該在音頻資料啟動後，經過幾秒無聲的前奏開始。

1.3.4. The audio music source should be clearly labeled with the team name.
音頻音樂資料必須清晰地標上各隊伍的名稱。

1.4. Human Team Members 隊伍隊員

1.4.1. Human team members are encouraged to perform with their robots. They will be considered as 'props.' There is no penalty for humans not performing with their robots.
鼓勵隊員可以和他們的機械人一起表演，及將被視為「道具」。隊員沒有和他們的機械人一起表演是不會被扣分的。

1.4.2. The only physical contact humans can have with their robots are: - to start the robot(s).

隊員唯一可身體接觸他們機械人僅限於啟動機械人。

- the physical contact is a part of the performance (This has to be discussed with and approved by the judges PRIOR to the performance).

- 如身體接觸屬表演的一部分(這需要表演出前與裁判商量並獲得批准。)

1.5. Scenery 佈景

Teams are encouraged to provide their own scenery. Organizers will try their best to provide a projector and a screen for teams wishing to incorporate a visual or multimedia presentation as part of their performance.

鼓勵隊伍提供他們自己佈景。主辦單位將盡力提供一個投影儀和屏幕給隊伍，藉此希望合併視覺或多媒體演示作隊伍表演一部分。

1.6. Performance Routine 表現流程

1.6.1. Each team will perform only one Dance or Theatre performance routine. The same performance routine will be repeated if they proceed to the finals in their division. Some minor modifications /improvements of the performance using the same music may be accepted. Any questions or concerns on performance and robot modifications at the venue should be discussed with the chief judge.

每支隊伍只有一次舞蹈和戲劇表演流程。同一表演流程將會重複如隊伍進身決賽。使用同一音樂，而對表演內容作部分次要修改/改動可以接受。於會場任何的問題或有關表演及機械人修改，應與首席裁判商量。

1.6.2. A RoboCup official will start the music and the audio visual/multimedia presentation for the routine.

每輪比賽，RoboCup工作人員將播出音樂及視聽/多媒體展示。

1.6.3. One human team member or several members using multiple robots and props can start each robot, either by hand or a remote control. Teams are strongly encouraged to program their robot to begin the stage performance routine a few seconds after the music starts. As it is extremely difficult to judge precisely when the music will play after the audio source is started. It is hard to time the robot's choreography without knowing exactly when the music will begin. Also, depending on the configuration of the dance stage and the sound system at the venue, it is possible that the human starting the robot will not be able to see the RoboCup official starting the music and vice versa. Teams should come prepared for these conditions.

由一名隊員(或幾名隊員如隊伍使用多個機械人及道具)啟動其機械人，可採取手動或遙控方式啟動。強烈建議各隊伍在音樂播放幾秒鐘以後才啟動其機械人。這是因為很難準確判斷音源播放後音樂何時會響起，而在音樂響起的時間無法確定的情況下，要使得機械人與音樂合拍難度很大。而且，基於舞蹈場地的結構，現場環境影響等因素，啟動機械人的隊員和播放音頻資料的RoboCup工作人員可能是相互間看不見對方「動作」的。因此各隊伍必須準備好以適應這些情況。

1.7. Restarts and Repeats 重新啟動和重複

1.7.1. Teams are allowed to restart their routine if necessary, at the discretion of the officials. Unless a problem is not the fault of the team, any restart will result in a score penalty. A maximum of two restarts will be allowed. After two restarts, the team must continue with the penalty or leave the stage.

以工作人員判斷為準，如有必要，各隊可重新啟動程序。任何一次的新啟動將會被扣分，除非問題原因不在於隊伍。最多只容許作兩次的新啟動。兩次的新啟動後，隊伍繼續必遭扣分或要求離開舞台。



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1.7.2. Teams are allowed to repeat their routine at the discretion of the RoboCup judges.

以RoboCup裁判判斷為準，各隊可重新啓動程序。

1.8. Security 安全

In order to protect participants, RoboCup officials and bystanders, performance routines may not include explosions, smoke or flame, use of water, or any other hazardous substances. Each team whose routine includes any situation that could be deemed hazardous, including the possibility of damaging the stage, must submit a report outlining the content of their dance routine to the chief judge BEFORE the competition. The chief judge may also request a demonstration of the activity before the stage performance. Teams not conforming to this rule may not be allowed to present their dance. Wherever possible, teams shall avoid the use of non-battery source of electricity for any aspect of their performance. If necessary, teams may apply to the chief judge PRIOR to their performance for exemption from this rule. The chief judge may decide to disqualify the performance for safety reasons.

為避免發生危險情況，比如一些含有爆炸、煙霧、火焰、使用水或可構成危險的物質作為場景的程式，其程序中包含任何可視為危險的情況，包括損壞舞台，各隊在賽前就必須向裁判長提交報告，簡述其舞蹈程序。裁判長根據自己的判斷，可要求其作出該動作的示範。不按要求作出示範的隊伍，裁判長有權拒絕其表演。盡可能隊伍應避免使用主電源，供他們任何方面的表演。如有需要，隊伍可於表演前向裁判長申請豁免這項規則。根據首席裁判的判斷，他/她可能基於安全理由取消該隊伍表演資格。

1.9. Content 內容

Any presentation that includes violent, military, threatening or criminal elements will be excluded. Any team using an inappropriate name or logo will also be excluded. Participants are asked to carefully consider the wording and messages communicated in their presentations. What seems acceptable to one group may be offensive to friends from a different country or culture.

任何示展不容許有任何暴力、軍事、威嚇或犯罪元素存在。亦不容許隊伍使用不當字眼或標籤。參加者請小心地考慮他們在介紹中所傳達的字詞：比如字詞會否冒犯不同國家或文化的朋友。

2. STAGE 舞台

2.1. Size 尺寸

2.1.1. The size of the performance stage area will be marked in a rectangular area of 6 x 4 meters (m) for robots with the 6m side facing the judges. When the whole body of a robot (main body itself, not including any huge extension from the body) moves outside the marked boundary of the performance area, it will not be disqualified, but the team will receive a penalty score. Human performers may be inside and outside the marked area.

機械人的表演區域尺寸將被劃分為6 x 4 m的長方形區域且邊長6m一面面向裁判團。當機械人整個身體(主體本身不包括任身體的何大型擴充部分)走出了表演區域標明的邊界是不會被取消資格的，但將被扣分。操縱者在機械人表演時，應在此標明的表演區域以外。

2.1.2. The boundary of the performance stage area will be marked with a 50 millimeter(mm) black tape line, surrounded by a 20mm red tape line. This can allow teams to use the black and red line tape boundary to program a robot to identify the performance stage area.

表演區域的邊界將由50mm粗的黑色膠帶標示，再以20mm粗的紅色膠帶圍繞。這讓隊伍能夠以黑色及紅色線膠帶邊界，編程至機械人自身辨認表演舞台區域。

2.2. Surface 舞台表面

2.2.1. The floor provided shall be made of flat (non-glossy) white painted MDF(compressed wood fiber).

舞台的地面是(無光澤)白色漆面的MDF(壓縮木纖維地板)

2.2.2. While floor joints will be taped to make them as smooth as possible, robots must be prepared for irregularities of up to 3 mm in the floor surface.

地面材料的接合處進行包裹以使其盡量平坦，但機械人需準備應對地面至多3mm的不規則。



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2.2.3. Teams are encouraged to practice on the same flooring type to have a better simulation for robot conditions and reduce the set-up time at the RoboCup Junior International competition.

鼓勵隊伍於同一類型的地板練習，以更好地模擬機械人的條件及於RoboCup Junior國際比賽中減少設置所花時間。

2.3. Lighting 照明

The RoboCup organizers will strive to make variable lighting including spotlights available. Teams should not expect that the organizers to accommodate each team's needs for the performance stage lightings. We cannot guarantee direct or intense spotlights to be available. It is recommended that teams design their robots to cope with variations in lighting conditions, as lighting naturally varies from venue to venue. Teams should come prepared to calibrate their robots based on the lighting conditions at the venue.

RoboCup主辦者將盡力提供可變照明包括射燈。但隊伍不可期望主辦者的表演舞台燈光迎合每一隊的需要。我們無法保證直接或強烈射燈可用。源於不同賽場的自然照明會產生變化，建議各隊伍在設計機械人時要能適應燈光的各種變化。如需要，各隊伍在到場後，應調試好機械人，作出適應比賽場地照明條件的準備。

2.4. Performance Stage Utilization 表演舞台的利用

2.4.1. The main performance dance stage will be made available for teams to practice on. In fairness to all teams who may wish to practice, a booking sheet will be used to reserve the stage for a short practice time.

參賽隊伍可於表演舞台上練習。有意練習的各參賽隊伍在公平情況下，採用預訂表預約舞台作短暫的練習。

2.4.2. The last team to practice on this stage before the official dance performance period starts must fully clean up the stage and clear the stage area at least 3 minutes before the performance start time.

在表演開始前，最後於舞台上練習的隊伍必須將舞台完全清理好，並最少要在表演開始前3分鐘內完成。

3. ROBOTS 機械人

3.1. Size 尺寸

Robots may be of any size. Any robot(s) or prop(s) taller than 4 meters from the stage floor must be discussed with the judges and permission sought.

機械人不限尺寸。任何機械人距離舞台地板高度超出4m就必須向裁判團商議及獲批准。

3.2. Team 隊伍

There may be any number of robots on a team. **However, using multiple robots does not necessarily result in obtaining higher points.**

各隊機械人數量不限。然後，不會因派出多個機械人而取得較高分數。

3.3. Control 控制

3.3.1. Robots must be controlled autonomously. **During a performance, robots** must also be 'wirefree' in that they must not be connected to a computer or other devices including power sources. No member of the team may make physical contact with the robot **during its performance UNLESS it** has been discussed and approved by the judges PRIOR to the performance.

機械人必須是自主控制的。表演進行期間，機械人必須是獨立而沒有任何東西連接著的，即機械人沒有與電腦或其他控制裝置連接，包括供電源。表演期間，沒有隊員可以身體接觸機械人，除非表演前已知會裁判並獲批准。

3.3.2. Robots may be started **manually** by human **contact** or with a remote control at the beginning of the performance. See also **1.6.3.**

機械人可由人手啟動，啟動方式可為手動或是遙控。見1.6.3.

3.4. Costumes 服飾

Costumes for robots and human performers are encouraged. **Points will be awarded for good use of costumes to enhance a robotics performance.**

鼓勵機械人和表現者使用服裝道具。善於利用服裝來提高機械人技術的表演將可獲加分。



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3.5. Communication 通訊

During the performance, any robot on stage may communicate with another robot from the same team. The source of communication must be infrared (IR), Ultrasonic, or BlueTooth. It is the teams' responsibility to be aware that their robot communication does not interfere with other teams' robots when practicing or performing. No team is permitted to use radio frequency (RF) signals like WLAN wireless communication, as this may interfere with robots in other leagues. Teams with robot communication **MUST** explain the device as well as the program to the judges at the interview.

表演期間，舞台上任何機械人可與舞台上相同隊伍另一機械人有通訊，但是溝通方式僅限於紅外線、超聲波或藍芽。練習及表演時，各隊伍有責任確保他們的通訊不會干擾其他隊伍的機械人。隊伍是嚴禁使用無線電信號如WLAN無線通訊，因可能對其他賽事的機械人構成干擾。隊伍使用機械人通訊必須於面試時向裁判解釋所使用的設備及程式。

4. JUDGING 裁決

There will be different performance scoring sheets for the Dance and Theatre categories. The Dance and Theatre score sheets can be downloaded from the official RoboCupJunior website (<http://robocupjunior.org>).

舞蹈和戲劇類別將採用不同的評分紙，舞蹈和戲劇評分紙可於RoboCupJunior官方網頁(<http://robocupjunior.org>)下載。

4.1. Authenticity and Originality 真實性及原創性

4.1.1. All teams are **asked to present their robots and props** in an interview. Each team's overall score will be decided by the total of their BEST performance and their interview score.

各隊於面試中會**被問及介紹他們的機械人及道具**。每隊的整體分數將由他們(最佳)的表現和面試相加決定。

4.1.2. The performance is to be unique. Teams who, in the opinion of the judges, have knowingly produced duplicate robots, costume or performance movement (duplicate music is allowed) of another team or reused previous year's robots of the same team will be interviewed by a panel of three RoboCup dance officials. Penalties range from a possible 10% score reduction to a maximum penalty of exclusion from the competition.

表演是唯一的。隊伍將接受3位RoboCup舞蹈工作人員的面試，如裁判認為隊伍的機械人、服裝或表演動作(相同音樂是允許的)明顯是抄襲另一隊伍或再次使用往年同一隊伍的機械人。抄襲別人的隊伍會被扣10分，重則喪失比賽資格。

4.2. Creativity 創意

The Dance challenge is intended to be very open-ended! Teams are encouraged to be as creative and entertaining as they can. Teams who show creativity and innovation might be rewarded high point scores in the relevant sections.

4.3. Judging Categories 評分類別

4.3.1. Stage performances will be judged according to the following categories: 表演的評分標準如下：

Programming (e.g., use of loops, jumps, sub-routines, type of programming language used, etc.)

程式編製(例如：使用循環、跳轉、副程式、編程語言類型等)

Construction (e.g., robots should be of a solid construction, components should not fall off, appropriate use of gearing, smooth and reliable operation, interesting movements, effective use of mechanics to achieve a purpose, designing own electronics, etc.)

結構(例如：機械人結構穩固、組件不掉落、傳動裝置使用恰當、操作平穩可靠、動作有趣、技巧使用有效達到目的等等)

Using Sensors effectively (e.g., to trigger different parts of the program, for detection of boundary line, etc. This category also includes 'other technologies' apart from sensors. Teams can earn more points for complexity and creativity with the use of sensors.)

有效使用傳感器(例如：用於觸發程式的不同部分及探測邊界線等。此標準還包括處於傳感器外的「其他技術」)

Choreography (e.g., robots to move in time with music, and change actions as music changes tempo or rhythm. Choreography of humans and robots will be scored separately.)

舞蹈編排(例如：機械人合拍起舞，並隨音樂節拍的變化變換動作。機械人和隊員的舞蹈編排分開評分等。)

Costume (e.g., both human and robot costumes will be scored.)

服裝(機械人和參賽隊員的著裝分開評分)



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Entertainment Value (e.g., how much does the performances entertain or delight the audience? Originality and creativity of the presentation will be scored.)

表演娛樂價值(例如：該表演娛樂觀眾的程度，表演的原創性和創新性等)

4.3.2. Each category might be weighted differently. Teams are encouraged to study the score sheets before their preparation of a performance.

每項的評分比重可能不同，鼓勵隊伍表演綵排期間查閱計分表。

4.3.3. Standard dance and theatre score sheets will be used for judging the interviews and dance performances.

面試和表演時將使用標準舞蹈及戲劇的計分表。

4.4. Awards 獎項

Note: Rules 4.4.1 and 4.4.2 are not obligatory for national events. 注意：地區實事中，規節4.4.1及4.4.2是不必要的。

4.4.1. Awards will be given to individual teams that achieve the highest total score in the following categories:

獎項將會授予分別在以下各個評分標準中取得最高分數的隊伍：

Programming; 編程；

Construction; 結構；

Using Sensors; 感應器使用；

Choreography; 舞蹈編排；

Costume; and 服飾；及

Entertainment Value. 娛樂價值

There will also be some special awards for the following categories: 另外以下評分標準也將設有特別獎項：

Collegiality Award (the team who, by popular vote, has given the greatest support to other teams) -- this support can be demonstrated in a number of ways, such as providing assistance with components, developing friendships and/or giving encouragement to other teams). The vote described in section 6.4.2 will be used for selecting the best Collegiality Award. The score will be calculated by the following equation:

聯合領導獎（隊伍由民眾投票，為其他隊伍給予最大的支持）。這支持方式可以有很多種，例如組件的協助、或友誼和鼓勵。於6.4.2節的投票描述將用於選擇最佳聯合領導獎。得分標準見以下公式：

Score= 10 x (number of votes received) / (number of participating teams)

得分 = 10 x (推薦票數) / (參賽的隊伍數量)

Best Poster or Best Electronic Demonstration

最佳海報或最佳電子示範。

Novice Team Award -- The primary and the secondary team placed highest in the competition overall, and where ALL members of the team are competing at RCJI for the first time (this does not include a team having a team member(s) who has (have) competed in other RCJI leagues/categories).

初次參賽的隊伍獎項：小學及中學隊伍在比賽中取得最高成績，隊中的所有隊員都必須是第一次參加 RCJI 比賽(不包括隊中有隊員參加過其他比賽的情況)。

Note: Choreography, costume, and entertainment value awards will be awarded to teams in either the Dance or Theatre performance will not depend upon their performance score.

注意：舞蹈編排、服裝及娛樂價值獎項將頒發給舞蹈或戲劇的表演隊伍，這是由裁判團決定並將不取決於隊伍的表現分數。

4.4.2. There will be three RoboCup Junior Dance Champion teams for each age division. The winners in each of these two divisions are the teams (or group) that achieve the highest total score are determined by combining the interview and their best performance score. Dance and Theatre performances will be regarded as one league.

小學組及中學組將各有三支RoboCup Junior舞蹈比賽得獎隊伍，這兩組的勝利者將是各項表演項目中取得總成績最好的



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隊伍(包括編程、結構、傳感器應用、舞蹈編排和娛樂價值，並取決於綜合面試成績和表演的最好成績)。舞蹈及戲劇表演將視為同一賽事。

4.4.3. RoboCup Junior is an educational project. It is important that team members learn from their experiences with RoboCup Junior, and have the opportunity to improve in later years if they so choose. The RCJI organizers will provide feedback on each team's performance by providing a modified score sheet to each team captain after dance presentations are completed at the conclusion of competition. The score sheet will indicate to the team their areas of strength and also areas needing improvement, as rated by the RCJI judges. It is important to note that these sheets are not to be used to debate positions, decisions or competition scores with the judges.

RoboCupJunior 是一項具有教育意義的項目。為保證這個目的，參賽隊員能夠從他們在RoboCup Junior的經歷中學習，非常重要。他們能夠在以後的日子有提升的機會。在比賽總結時RCJI大會將提供分紙，把各隊的表演情況交給各隊的隊長，RCJI裁判會在分紙上指出他們在比賽中的強項和需要改進的地方，需要注意的是，這張分紙不是用來辨駁裁判的判決和比賽成績。

5. DOCUMENTATION 文件

5.1. Authentication 證明

All teams are encouraged to bring paper or digital documentation describing their preparation efforts. The documentation should be no more than 5 pages (A4 size) and contains a briefing description of the development of their robots and photos. The documentation must be presented during the interview, and may be called upon to help establish the authenticity of a teams' performance. Team should also complete the Dance Technical Robot Information Sheet before the interview. See *Interview Score Sheet* for more details.

鼓勵各隊伍帶備紙張或數碼文件以描述他們展示的努力成果。文件不應多於5張(A4尺寸)及包含機械人開發歷程簡述及照片。文件必須於面試中展示，及有助建立隊伍所作表演的真確性。同時隊伍應於面試前完成機械人舞蹈技術資料表格。欲知詳情見面試分紙。

5.2. Poster Presentation Displays 海報介紹展示

5.2.1. Teams will be given some public space to display their materials on a poster board. Since the space available could be limited by the local organizers, teams are encouraged to bring some kind of electronic presentation in Power Point and/or other electronic format that will be displayed at the venue. The organizers will provide screening equipment. The size of the area available for a team's presentation will be announced prior to the event.

各隊伍將在指定公共場所用展板展示其材料。鑒於展示空間可能受到當地大會的限制，鼓勵各隊攜帶PowerPoint和/或其他格式的電子展示文檔資料，用以在賽場演示，大會將提供放映儀器。可讓隊伍展示的區域大小，將於事前公佈。

5.2.2. Posters or electronic presentations should be made in an interesting and entertaining format, as they will be viewed not only by the judges, but by other teams and the visiting members of the public. Presentations will be judged and an award made to the Primary and Secondary team with the best presentation. The presentation should provide information about the team and how you prepared for the international event. Areas that need to be covered include: team name, division (primary or secondary), team members' names (and perhaps a picture of the team members), your city and country, a little about your district and school, pictures of the robot(s) under development, and information about your robot and team.

海報或電子展示應盡量做到富趣味性和娛樂性，它們將不僅供裁判觀看，而且還供其他隊和公眾人物觀看。展示將被評分，並給予小學組和中學組一個最佳展示參賽隊伍的獎項。展示應提供參賽隊伍的資料和你們是如何為世界賽作準備。包括的內容有：參賽隊伍名稱、組別(小學組或中學組)、隊員姓名(最好包括一張隊員集體合照)。你的國籍、在國家中的地理位置、和一些關於你所在地區和學校的信息。關於你的機械人和隊伍成長情況的照片。

Viewers will be interested to learn about:

What you hope to achieve in robotics?

What made you decide to come to RoboCup Junior International this year?

Who/what helped you to get to RoboCup Junior International?

Any interesting/unusual features about your team, robots, background or your participation?

任何關於隊伍、機械人、你的背景的一些有趣或獨特的信息。

參觀者將有興趣了解的：

在機械人技術上期望達成的目標

為什麼你會決定參加今年的RCJI?

誰/什麼幫助你參加RCJI?



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5.2.3. RoboCup officials will review the documentation and may discuss the contents with team members. A prize will be awarded to the team with the most outstanding presentation. **Please refer to section 4.4.1 for Presentation Award.** RoboCup工作人員將察看文件而且可能與隊伍隊員進行交流，展示整體表現最傑出的隊伍將獲得獎項。請參考展示獎的4.4.1節。

6. CODE OF CONDUCT 操行

6.1. Spirit 精神

6.1.1. It is expected that all participants, students and mentors, will respect the RoboCup Junior mission. In addition, participants should keep in mind the values and goals of RoboCup Junior.

期望所有的參與者、學生和教練能尊重 RoboCupJunior 的宗旨。再者，參加者應該銘記 RoboCup Junior 的價值和目標。

6.1.2. It is not whether you win or lose, but how much you learn that counts. You will really miss out on a lifelong learning experience if you don't take this opportunity to collaborate with students and mentors from all over the world. Remember this is a unique moment!

無論輸贏，重在學習。如果不能抓緊時機與來自全球各地的師生友善交往相互切磋，那你將會是不折不扣的大輸家。謹記千載難逢！

6.2. Fair Play 公平比賽

6.2.1. It is expected that the aim of all teams is to participate in a fair and clean manner.

期望所有參賽隊伍的目標皆為公平及環保的比賽。

6.2.2. Humans who may cause deliberate interference with robots or damage to the stage will be disqualified, if part of a team. If not part of a team they will be ask to leave the venue.

任何人為故意干擾其他機械人或是故意損壞比賽場地的情況，該肇事者若為參賽隊伍成員，將失去其比賽資格；若為其他人員，則驅逐出場。

6.2.3. The team is responsible for removing all debris left from their routine that may interfere with the performance of subsequent activities.

各隊伍均有責任清理場地以免影響隨後的表演活動。

6.2.4. Remember...helping those in need and demonstrating friendship and cooperation are the spirit of RoboCup Junior as well as for making a better world.

銘記：「助人者，人將助他(勿吝惜援助之手)。RoboCupJunior精神也。」

6.3. Sharing 分享

6.3.1. It is understood that any rich technological and curricular developments should be shared with other participants during and after the RoboCup Junior International.

RoboCup Junior國際賽進行期間或過後，任何富強技術及課程發展都應與其他參加者分享。

An understanding that has been a part of World RoboCup Competitions is that any technological and curricular developments should be shared with other participants after the competition.

作為世界RoboCup比賽的一部分，大家已達成共識，即賽後參賽者共享技術進步和課程開展情況。

6.3.2. Any developments may be published on the RoboCup Junior Web site following the RCJI event.

RCJI賽後，所有的進展情況於可能公佈於RoboCup Junior的網站上。

6.3.3. Sharing information furthers the mission of RoboCup Junior as an educational initiative.

分享資訊進一步加強了RoboCupJunior作為一項具有教育意義的公開化活動。



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6.4. Collegiality 聯合領導

6.4.1. In keeping with the spirit and collegiality aspects of RoboCup Junior International, a party will be provided by the organizers for all team members, mentors and supporters. It is strongly requested that all such individuals delay their departure sufficiently to attend, even if the party is held after the finals and presentations. The organizers request all team members bring business-sized cards to share with other teams at the party. These cards could include the team name, its members' name(s) and contact details, so students can remain in contact with each other after the event. This is optional, but encouraged. It is also requested, but not compulsory, for team members to wear either national dress, or some icon that identifies them with their country. This can be done in a humorous manner, such as an animal mascot from their country or another creative idea.

為保持 RCJI 的精神和協作，主辦單位將會為參賽隊員、教練和他們的支持者舉辦一個聚會。即使聚會是在決賽和展示之後舉辦，也強烈要求各隊隊員能夠有足夠的時間參加。大會要求各隊隊員帶名片在聚會上分享，這些名片應包括隊名，參賽隊員名和具體的聯系方式，以便在大會結束之後能夠繼續保持聯系，這是自發性的，但值得鼓勵的。要求但不強制隊員穿著民族服飾，或者能夠代表自己國家的一些圖案，可以盡量做得幽默一些，如配戴代表本國動物的圖案或其它創意。

6.4.2. Each participating team will have one vote to nominate the team that displayed the greatest cooperative interactions and shared support with other teams. **Please refer to section 4.4.1 for Collegiality Award.**

每支參賽的隊伍將各有一票的權利投票推薦一支與其他隊伍合作交流表現最好的隊伍。請參考4.4.1節提及的聯合領導獎。

6.5. Behavior 行爲

6.5.1. All movement and behavior is to be of a subdued nature within the event venue.

所有的行爲活動必須服從賽場的管轄。

6.5.2. Competitors are not to enter set-up areas of other leagues or other teams, unless invited to do so by **other** team members.

未經該隊伍允許，外隊成員不得進入該隊／團體的調試區域

6.5.3. Participants who misbehave may be asked to leave the building and risk being disqualified from the competition.

行爲不端的參賽隊員將被驅逐出場或取消比賽資格。

6.6. Mentors 教練

6.6.1. Mentors (teachers, parents, chaperones and other adult team-members) are not allowed in the student work area, except to assist carrying equipment in or out of the area as teams arrive or depart, and to assist with moving equipment on or off the stage. If a problem is encountered with a computer or other device that is clearly beyond the reasonable ability level of a student to repair, a mentor may request permission from the organizers to enter the work area for the sole purpose of attending to that repair. They must leave the work area immediately after this is completed. Rule 6.6.2 still applies at these times. Mentors **are not allowed to** set up such equipment on stage, as this should be the responsibility of team members. Organizers will assign volunteers to teams that need an assistant for stage set-up. Teams should request this assistance to the officials. A mentor found in the student work area without an acceptable reason may lose his/her access to the venue.

除非當參賽隊伍到達或離開場地時幫助運送一起進出和移動儀器上下舞台時，教練（老師、父母、同伴和其他成人成員）不允許駐足於學生工作區域。如果計算機或其他控制器出現學生不能解決的問題時，大會允許一名教練進入工作區域，其目的是負責維修。當問題解決時教練必須立即離開工作區域。規則6.6.2 這時仍有效。教練**不允許**在舞台上裝配設備，而這應該是隊員的職責。大會將會指派工作人員幫助設置舞台佈景，但參賽隊伍必須預先向工作人員申請。一但教練在沒有合理原因下出現在學生工作區域將會被逐出會場。

6.6.2. Mentors are allowed to place a heavy piece of equipment on stage, however, they are not allowed to repair robots or be involved in programming of students' robots. See 6.6.1.

允許教練搬動重型設備至舞台上，但不得修整機械人或參與學生的機械人程式編寫。見6.6.1。



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6.7. RoboCup Officials RoboCup工作人員

6.7.1. The referees and officials will act within the spirit of the event.

裁判和工作人員的行為應遵守 RoboCupJunior 的活動精神。

6.7.2. Interviews will be judged by at least two RoboCup officials. Stage performances will be judged by a panel of at least three officials. One of the performance judges is the RoboCup official who judges the interview as well.

面試將最少由兩個 RoboCup 工作人員評審。舞台表演將最少由三個 RoboCup 工作人員評審。其中一名舞台表演的裁判同時擔任面試裁判。

6.7.3. The RoboCup officials shall not have close relationship with any of the teams in the age-group they judge.

RoboCup工作人員負責評審的任何年齡組別均與其沒有親密關係。

6.8. Bulletin 公告板

Teams will be responsible for checking the updated information during the event. The updated information will be provided on notice boards in the venue, and possibly on the hosting country RCJI website. The information will be announced at the beginning of the event and will be posted on the notice boards as well.

活動期間隊伍有責任檢查更新的信息，更新的信息將顯示於場地的告示板，及可能在主辦國 RCJI網站上。信息將於活動開始前公佈，同時被張貼在告示板上。

Queries regarding the rules or their interpretation may be sent to the Chairman of the Technical Committee for Dance, Martin Bader (Germany) at Martin_Bader@gmx.de

如對有關規則或他們闡明有疑問可電郵致 Martin_Bader@gmx.de 與舞蹈技術委員會 Martin Bader (德國)。

Note: The English version of these rules shall prevail wherever there is a discrepancy between the English and the Chinese versions.

注意：本賽規的中英文本如有歧義，概以英文本為準。