



Dance Rules (2015)

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Note: Changes from 2014 rules are highlighted in red.

Translated by RoboCupJunior Hong Kong

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These are the official rules for RoboCupJunior Dance event 2015. They are released by the RoboCupJunior Dance Technical Committee. These rules have priority over any translations.

這是2015年RoboCupJunior 舞蹈賽的官方規則，由RoboCupJunior舞蹈技術委員會發佈。這份英文版的規則優先於任何其他翻譯的版本。

The following dance rules provide a framework for how to structure a robot dance performance. **Changes from 2014 rules are highlighted in red. The rules have changed significantly for 2015 so teams should make sure they study the new rules.**

以下的舞蹈規則提供了一個構建機械人舞蹈表演的框架。**紅色部分有別於2014賽規。2015年的賽規、評分表和獎項有顯著的更改，因此隊伍應該確保他們了解新的規則。**

Specifically, please pay attention to the following:

特別要注意以下幾點：

- **Change in size of the dance floor**

舞蹈賽地板尺寸的改變

- **Change in the size of the SuperTeam dance floor**

超級聯隊舞蹈賽地板尺寸的改變

- **A new combined score sheet for all performance type**

供所有表演類型用的新組合計分表

- **Discouragement of performances using line following and the encouragement of the use of other sensors.**

不鼓勵表演使用循線方式但鼓勵使用更多其他類型的傳感器。

- **Performances that are innovative and creative in their use of new technologies are desired for the competition.**

The rules have been changed to deepen and broaden the educational benefits of competing in RoboCupJunior 於比賽中，期望參賽者能表現出採用了革新的和創意的新技術。

此規則的更改是為深化和擴大RoboCupJunior比賽可帶來的教育效益。

Preface 前言

Robot dance means that one or more robots and humans come together with music and moving in creative harmony. RoboCupJunior Dance allows teams to present a 1 to 2 minute creative stage performance using autonomous robots that the teams have designed, built and programmed. The Dance challenge is intended to be very open-ended! This includes a whole range of possible performances, for example dance, storytelling, theatre or an art installation. Teams are encouraged to be as creative, innovative and entertaining as possible

機械人舞蹈的意思是人類與一個或多個機械人伴隨著音樂而一起走進創造性的和諧。RoboCupJunior舞蹈需要隊伍使用自主的機械人作出1至2分鐘具創意的舞台表演，並由隊伍為機械人設計，製造和編寫程式。舞蹈賽可發揮的空間非常大，表演可包括跳舞，講故事，戲劇或藝術裝置等多元化的表現，比賽鼓勵隊伍盡量發揮創意、創新及娛樂性。

Robot dance performances are marked based on the score sheet that has been published along with this dance rules. Judging will be conducted in three areas styles during the international event, each with its own a unique score sheet. The purposes of each judging are as follows:

機械人舞蹈表演的評分是根據隨著這舞蹈規則附上的的評分表進行。於國際賽中，評審將分為三個範圍，每項評審都有一個特定的評分表。每項評審的目的如下：



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- **Technical Interview** is an interview examination in which all robots and programming are judged against technical criteria. Creative and innovative aspects are rewarded with higher scores. Also judges are interested in determining students' understanding of the robotic technologies they have used. Teams must show authenticity and originality with regard to their robots and performance in this interview. Teams registered for the international finals will receive requests for documentation focusing on the team's work and design process in advance of the competition.

技術面試是一項對所有機械人製作和程式編寫的技术評核，並會嘉許那些有採用創意和創新技術的作品。裁判團會於面試中要求學生分析在其機械人上採用了什麼技術，學生必須對其機械人製作及表演作出真實和原始的解釋。參賽隊伍會被要求提交一份關於對籌備比賽時團隊合作及設計進度的文件予裁判團。

- **Performance:** an individual team's stage performance in which a performance routine is judged according to creative, innovative and entertainment criteria. Teams must show originality, creativity and innovation throughout their performance routine. It is important for teams to execute and demonstrate what they have planned. It is expected that all participating teams perform their performance at their best.

舞蹈表演是個別隊伍的舞台表演，根據表演環節的創意，創新和娛樂標準來評審。透過表演環節，隊伍必須展現原創性、創造力和創新。隊伍執行和演示他們有什麼計劃是很重要的。預計所有參賽隊伍以最佳一面演出。

Judged separately to the separate team performances:

分別進行判斷單獨的隊伍表演：

- **SuperTeam Performance** is a spontaneous robotic dance performance created by cooperating teams. Teams are given a short period of time for collaboration at the competition venue. In this limited time, the SuperTeam teams must create a new performance that incorporates the work of each participating team. SuperTeam teams are encouraged to create an exciting and entertaining performance that entertains the audience and express their friendship. All participating teams are encouraged to demonstrate how well they have collaborated and worked together.

超級聯隊表演是由聯隊組成一個自發的機械人舞蹈表演。在比賽場館隊伍被給予很短的時間進行合作。在有限的時間內，超級隊隊伍必須創作一個新的表演，結合各參賽隊伍的工作。鼓勵超級隊隊伍創作一個激動人心和具娛樂性的表演為觀眾帶來歡樂和表達他們的友誼。鼓勵所有參賽隊伍展示他們如何合作和共同努力。

The SuperTeam Performance is a special program for the international event and is not obligatory for regional events. The rules of the SuperTeam Performance are not described in this dance rule document. Team members who participate in the international event are strongly encouraged to carefully read the Dance SuperTeam rules 2015 before embarking on their journey.

超級隊表演是國際活動的特別節目和非必要的正規活動。超級隊表演的規則不會在舞蹈規則內描述。強烈參與國際賽的隊伍成員於旅程出發前小心閱讀超級隊舞蹈規則2015。

1. GENERAL INFORMATION 一般資料

1.1. Requirements 要求

1.1.1. All team members must be the correct age for the primary and secondary categories as stated on the RCJ website <http://rcj.robocup.org/about.html> under "Ages".

所有隊伍成員的年齡都必須在所屬組別中(初級組和高級組)，於RCJ網站<http://rcj.robocup.org/about.html>，“Ages”一項中所述。

1.1.2. The maximum recommended number of 'human' members allowed on each team is 10; the minimum is 2. Any deviation from these numbers must be referred for adjudication to the **Technical Committee Chair** before registration.

建議：允許每隊最多10個隊員，最少2個。如偏離該限定人數，必須在註冊前提交給**技術委員會主席**。

1.2. Download 下載

The dance rules, score sheets, and all forms of documentation can be downloaded from the official RoboCupJunior website (<http://robocupjunior.org/>). Teams are encouraged to study the score sheets **in detail** in order to understand how they will be scored.

舞蹈規則、評分表、及所有記錄方式可於RoboCupJunior官方網頁(<http://robocupjunior.org/>)下載。鼓勵隊伍學習評分表



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的細節以明白他們將如何被評分。

2. PERFORMANCE ROUTINE 表演環節

2.1. Overview 概觀

The main emphasis of the Dance challenge is the technical aspects of the robot(s) design and construction (including sensors and actuators) and the programming that creates the performance. The RoboCupJunior Dance Technical Committee encourage teams to be creative, innovative and take risks in their use of technology and materials when creating their performances.

舞蹈挑戰的重點放在機械人設計和建構(包括傳感器和促動器)的技術方面和編程上。RoboCupJunior舞蹈技術委員會鼓勵隊伍以創意、創新和願冒險的精神運用他們的技術和材料來創作表演。

2.2. Kind of performance 表演類別

A generalized score sheet has been developed which allows a wide range of performances types including dance, theater, storytelling or drama. Refer to the Performance Score Sheet for more details.

全面的評分表已經制定，適用於多種類型的表演，包括舞蹈、講故事或戲劇。欲知詳情請參閱表演評分表。

2.3. Music 音樂

Teams can use any kind of music for the performance. Teams are encouraged to select music that entertains the audiences or represents an atmosphere of the performance theme. **Teams are encouraged to not select violent themes (see 2.8)**

隊伍可使用任何類型的音樂作表演。鼓勵團隊選擇的音樂能歡樂觀眾或代表帶出表演氣氛。**鼓勵團隊不要選擇暴力的主題(見2.8)**

2.4. Duration 比賽時間

The duration of the 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。

2.5. Stage 舞台

2.5.1. The size of the performance stage area will be marked in a rectangular area of 5 x 3.5 meters (m) for robots with the 5m side facing the judges. **This rectangular area is within a stage of a minimum size of 6 x 4 meters.**

機械人的表演區域尺寸將被劃分為5 x 3.5 米的長方形區域且邊長5m一面面向裁判團。**該長方形區域位於一個最小6 x 4 米的舞台內。**

2.5.2. The boundary of the performance stage area will be marked with **a 50 millimetre (mm) black tape-line**, surrounded by a 20mm red tape line. Teams are allowed 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**50毫米(mm)粗的黑色膠帶**標示，再以20mm粗的紅色膠帶圍繞。這讓隊伍能夠使用黑色及紅色線膠帶邊界對機械人編程，使其辨認表演舞台區域。

2.5.3. 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)

2.6. Scenery and presentations 佈景和演示

2.6.1. Scenery/props that do not qualify as robots, or perform a specific purpose, will not be rewarded.

那這不被視為機械人或表現出特定目的之佈景/小道具，將不會獲加分。

2.6.2. Teams are encouraged to provide a visual or multimedia presentation as part of their performance. This can take the form of a video, animation, slideshow etc. Teams are encouraged to be creative when designing the presentation. Organizers will try their best to provide a projector and a projection screen for teams wishing to incorporate a presentation as part of their performance. **The organizers cannot guarantee the height of the projection screen above the stage.**

鼓勵隊伍提供視覺或多媒體演示作為他們表演的一部分。作其形式可以為視頻、動畫、放映幻燈片等。鼓勵隊伍設計演



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示時創新。組織單位將盡力提供一個投影儀和投映屏幕給隊伍，希望演示仍作為他們表演的一部分。**大會不能保證舞台上投影機屏幕的高度。**

2.6.3. Interaction between the robots and the visual display is allowed. A VGA cable will be available to which a laptop or other device can be connected to. The length of the cable cannot be guaranteed.

機械人之間以及映像的播放是允許的。可使用VGA電纜與便攜式電腦或其他設置連接。電纜的長度不被保證。

2.7. Human team members 隊員數目

2.7.1. Human team members are encouraged to perform with their robots. There is no penalty for humans not performing with their robots.

鼓勵隊員和他們的機械人一起表演，但隊員沒有和他們的機械人一起表演是不會遭扣分。

2.7.2. Human performers may be inside and outside the marked area.

操縱者在機械人表演時，應在此標明的表演區域以外。

2.7.3. The only physical contact humans may have with their robots is to start the robot(s) at the beginning of a performance routine. One human team member or several members using multiple robots and props may start each robot, either by hand or by remote control.

隊員唯一可身體接觸他們機械人僅限於表演環節開始時啟動機械人。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。

2.7.4. The performance can be designed such that the humans can interact with the robot sensor however touching the robot to correct its actions during the performance will incur a penalty. Teams must explain the human/robot interaction at the technical interview. Any clarifications regarding this ruling should be directed to the judges before the competition to ensure the interaction is legal. See section 3.5.

表演可以被設計成人與機械人的傳感器之間有互動，然而在表演期間接觸機械人以修改其動作將被扣分。隊伍必須在技術面試時解釋人與機械人是怎樣互動。任何關於這規則的相關事情都應告訴裁判，並於比賽前已確定該互動是合法的。見章節3.5。

2.8. Content 內容

Any performance 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 any aspect of their performance. What seems acceptable to one group may be offensive to friends from a different country or culture.

任何演示不容許有任何暴力、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表演中任何方面所傳達的字詞：比如字詞會否冒犯不同國家或文化的朋友。

2.9. Security and safety 保安及安全

2.9.1. In order to protect participants and **comply with occupational health and safety regulations of most host countries**, RoboCupJunior officials and bystanders, routines may not include explosions, smoke or flame, use of water, or any other hazardous substances.

為保障參加者安全、**遵從大部分東道國的職業保健及安全條例**。RoboCupJunior官方人員和旁觀者，慣例是禁止爆炸、煙霧、火焰、使用水、或任何其他有害物質。

2.9.2. A 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 **Technical Committee Chair one month** BEFORE arriving at the competition. The **Technical Committee Chair may also request further explanation** and also a demonstration of the activity before the stage performance. Teams not conforming to this rule may not be allowed to present their routine.

程序中若包含任何可視為危險的情況，包括可能損壞舞台，隊伍在比賽前一個月就必須向技術委員會主席提交報告，簡述其舞蹈程序。**技術委員會主席可能要求該隊伍進一步的解釋**和在舞台表演前先作示範。不遵守本規則的隊伍，可能不獲准表演。



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2.10. Authenticity and originality 真實性及原創性

The performance is to be unique and have never been used in a RoboCupJunior dance competition in any previous years' at national or international competitions. Teams are encouraged to carefully check that all robots, props and costumes conform to this rule.

表演是唯一的和未曾於以前的RoboCupJunior舞蹈賽項目的國家或國際賽使用過。鼓勵隊伍小心檢查所有機械人、小道具及服裝均符合賽規。

2.11. Additional instructions for creating a performance 創作表演的額外說明

2.11.1. Teams are strongly encouraged to program their robot(s) to begin the performance routine a few seconds after the music starts as it is extremely difficult to judge precisely when the music will sound after the audio source is started. Teams may find it useful to include a "beep" at the beginning of their music as a start signal.

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。隊伍可能發現，在他們的音樂開始處加入"beep"聲作為啟動信號會有幫助。

2.11.2. 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 RoboCupJunior 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RoboCupJunior國際比賽中減少設置所花時間。

3. ROBOTS 機械人

3.1. Robot technology 機械人技術

Any technology can be used to create the robots. Teams are encouraged to use technologies creatively. Innovative or unusual use of technology (including sensors) is encouraged and will be rewarded. For example laptops, notebooks, mobile phones, tablets, Raspberry Pi and other similar devices MAY be used as robotic controllers, **on stage as part of the performance**, but no mains power should be used while on stage. Teams are encouraged to use technology in unusual, innovative or inspired ways to create an engaging performance. If you are unsure whether the technology you are using is appropriate please contact the **Technical Committee Chair** before the competition.

可使用任何技術創作機械人。鼓勵隊伍有創造性地使用技術。鼓勵創新或獨特的技術使用(包括傳感器)和可能獲獎賞。例如手提筆記本、手提電腦、平板電腦、Raspberry Pi及其他相似裝置可能被使用作為機械人的控制器，**作為舞台表演的一部分**，但不會使用舞台的電源。鼓勵團隊使用技術時以獨特、創新或賦創造力的方式去創作有吸引力的表演。如你不確定您所使用的技術是否是恰當，請在比賽前聯絡首席裁判。

Refer to 3.5 Communication for further Clarification.

參閱3.5通訊有更多的說明

3.2. Size 尺寸

Robots may be of any size. Any robot(s) or prop(s) taller than 3 meters from the stage floor must be discussed with the judges and permission sought.

機械人不限尺寸。任何機械人或支架距離舞台地板高度超出3米就必須向裁判團商議及獲批准。

3.3. Number of robots 機械人數目

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

各隊機械人數目不限。然而，不會因派出多個機械人而取得較高分數。

3.4. Costumes 服飾

Costumes for robots are encouraged. Additional points will be awarded if the costumes are handmade by the competitors.

鼓勵有服飾的機械人。如果比賽中的服飾是由手工製作，可獲得額外分數。

3.5. Communication 通訊

3.5.1. During the performance, any robot on stage may communicate with another robot on stage from the same team.



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There must be no communication with off-stage devices. The source of communication must be infrared (IR), Ultrasonic, Bluetooth and ZigBee. It is the teams' responsibility to be aware that their communication does not interfere with other teams' robots when practicing or performing.

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，但不能與舞台以外的裝置通訊。通訊源必須是紅外線、超聲波、藍芽和ZigBee。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。

3.5.2. No team is permitted to use radio frequency (RF) signals (like Wi-Fi or "radio control") as this may interfere with robots in other leagues. The only exception is the use of ZigBee. Take care to make sure you are not using any radio frequency signals as part of remote control of the robots; Teams have inadvertently used radio frequencies in the past. If you are unsure please check with the **Technical Committee Chair** before your performance.

隊伍是嚴禁使用無線電頻率信號(如WiFi或無線電操縱)，因可能對其他賽事的機械人構成干擾，僅使用ZigBee例外。請小心以確保你沒有使用任何無線電頻率信號作為機械人的控制器;以往使用無線電頻率的隊伍需留意。如果您不確定，請您在表演前交給**技術委員會主席**檢查。

3.5.3. Teams with robot communication **MUST** explain the communication to the judges at the Technical Interview.

使用機械人通訊之隊伍必須於面試時向裁判解釋所使用的設備及程式。

3.6. Control 控制

3.6.1. Robots must be controlled autonomously.

機械人必須是自主控制的。

3.6.2 Robots may be started manually by human contact or with remote control (see 3.5) at the beginning of the performance. See also 2.7.3.

表演開始時，可透過人手接觸或遙控器(見3.5)啟動機械人。見2.7.3。

3.6.3. **We want to encourage the use of sensors and the interaction between robots and the interaction between robots and humans.**

我們鼓勵使用傳感器，機械人之間有互動和機械人與人之間有互動。

3.6.4. **Robots in the secondary league will NOT be allowed to use full size mats for line following. You are allowed small mats no larger than 25cm x 25cm for markings that indicate a change of behavior, e.g. see a line use a different sensor for different behavior (turn, seeking, actuator, etc...)**

於中學組的機械人不允許為了沿軌跡走使用鋪滿整個場地的場地紙。允許隊伍使用不大於25cm x 25cm的場地紙(可多個)讓機械人的行為作出改變。例如用不同的傳感器看到軌跡時作出不同行為(傳向、尋找、開動等...)

3.6.5. **Robots in the primary league may still use mats, but note the change in the size of the dance floor. Line following will NOT be heavily rewarded.**

於小學組的機械人仍可使用場地紙，但注意舞蹈地板尺寸的改變，沿黑線走將不會加分許多。

3.7. Additional instructions for designing and constructing robots 為設計和構建機械人的額外說明

3.7.1. Under no circumstances will mains electricity be allowed to use on the stage. This includes the use of mains electricity for robots, scenery and props.

任何情況下，不允許使用舞台上的電源。這包括供電給機械人、佈景和道具。

3.7.2. 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. Whilst every effort will be made to make the stage flat this may not be possible in all venues. Teams should be prepared for some irregularities in the surface of the stage.

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。大會將盡一切努力使舞台平坦，但無法確保所有會場如是。隊伍需要有遇上一些不規則的舞台表面情況之準備。

3.7.3. Although The RoboCupJunior organizers endeavour to make variable lighting including spotlights available, we cannot guarantee direct or intense spotlights to be available. In the same way, teams should not expect the performance stage area to necessarily be able to be darkened. It is recommended that teams design their robots to



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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.

雖然RoboCupJunior主辦者嘗試提供可變照明包括射燈，但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。以同樣的方式，隊伍不可期望表演舞台域一定能夠變黑。建議各隊伍在設計機械人時要能適應燈光的各種變化。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。

3.7.4. Teams using compass sensors should be aware that metal components of the staging may affect the compass sensor readings. Teams should come prepared to calibrate such sensors based on the conditions at the venue.

隊伍使用指南針傳感器，應知道舞台的金屬部件可能會影響指南針傳感器的讀數。隊伍應按場地的情況對傳感器進行校準。

4. PREPARATIONS FOR THE EVENT 籌備事宜

4.1. Music data 音樂數據

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

隊伍必須提供自己的音頻音樂源。強烈建議隊伍提供優質的音源檔案，因評分也會關聯到音樂的質量。

4.1.2. The preferred transport method is to place the sound file on a memory stick as a MP3 file. The memory stick should be clearly labeled with the team name and category (primary or secondary) and should hold only the MP3 file. It is essential that the music should be given to the RoboCupJunior officials acting as sound technicians before the team's practice period. Teams are encouraged to bring multiple copies of the audio source file.

首選的傳輸方式是將聲音檔儲存為MP3檔放在記憶棒上。記憶棒應清楚地標有隊名、類別(初級組或高級組)和應存放的MP3檔。於隊伍的採排環節前將音樂交給RoboCupJunior官方的音響技術員非常重要。鼓勵各隊伍帶備多份的音源檔案拷貝。

4.1.3. 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

4.2. Documents 文件

4.2.1. A **Technical Sheet** should be carefully **completed by each team**. The Technical Sheet (as a document) will be posted online with the score sheets. This is similar to a resume for each robot. Every team must prepare one sheet for each robot. The technical sheet gives teams the opportunity to explain the technical aspects of each robot to the judges.

技術說明書應該由**每個隊伍認真完成**。該技術說明書(作為一個文件)將在網上與評分表被張貼。這類似於為每個機械人簡歷。每隊必須為每個機械人準備一張。該技術表讓隊伍有機會向裁判解釋每個機械人的各方面技術。

4.2.2. Teams should complete a **Stage Script** describing the dance movements of the robots during the overall performance. This is to allow to performances judges to see all aspects of the performance.

隊伍應該完成一個**舞台腳本**，於整體的表演中描述機械人的舞蹈動作。這讓觀看表演的裁判能看到表演的各方面。

4.2.3. The Technical Sheet(s) and the Stage Script must be submitted to the judges before judging. **These documents should be sent to the Chief Judge via email before departing to the event. Teams who could not send these documents must hand those to the judges as soon as possible on arrival to the competition venue.**

技術說明書和舞台腳本必須於評審前交給裁判。這些文件應該活動開始前通過電子郵件發送至首席裁判。未能發送這些文件的隊伍，於抵達比賽場地時必須盡快交給裁判。

4.3. Poster display 海報展示

4.3.1. Teams will be given public space to display a poster board. The size of the poster should be no larger than A1 (60 x 84 cm). The poster should be brought to the Technical Interview. After the interview the poster should be displayed in the designated location.

各隊伍將有指定的公共空間展示海報展板。海報的大小不應不大於A1(60 X 84厘米)。技術面試時帶同海報。面試後，海



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報應展示在指定的位置

4.3.2. The purpose of the poster is to introduce the team, explain the technology used in the robots and document the preparation work. Posters should be made in an interesting and entertaining format. They will be viewed not only by the judges, but also by other teams and visiting members of the public. The poster should provide information about the team and the development of the robot(s) (in particular any innovative technologies that the team has used).

海報作用是介紹隊伍，解釋機械人所使用的技術及記錄準備的工作。海報應做到富趣味性和娛樂性。它將不僅供裁判觀看，還供其他隊伍和公眾人士觀看。海報應提及有關隊伍和機械人的研製(特別是，隊伍已經使用的任何創新技術)。

4.3.3. Areas that need to be covered include: team name, division (primary or secondary), a picture of your team, your country and your location in your country, a little about the area in which you live, pictures of the robot(s) under development at various stages and information about your robot technology. Also, please include any interesting or unusual feature about the team, robot, your background or your entry.

需要覆蓋的部分包括：參賽隊名、組別(小學組或中學組)、隊伍照片、所屬國家、在國家中的位置、一些關於你居住地的特色，研製歷程中機械人不同階段的照片及機械人的技術資料。包括任何有關隊伍、機械人、你們背景或入圍的有趣或特別的事宜。

4.3.4. The poster display must be presented during the interview, and may be called upon to help establish the authenticity of a teams' performance.

海報必須於面試中展示，及有助建立隊伍所作表演的真確性。

Teams should rely solely on these documents to explain their robots and performance. No other documentation will be read by the judges.

隊伍應該僅僅依靠這些文件來解釋他們的機械人和性能。其他的文件裁判是不會閱讀。

5. TECHNICAL INTERVIEW 技術面試

5.1. Procedure of the interview judging 面試評審程序

5.1.1. All teams will have a 15 minutes interview judging during the competition.

比賽期間所有隊伍均有15分鐘的技術面試。

5.1.2. Interviews will be judged by at least two RoboCupJunior officials.

面試將最少由兩名RoboCupJunior工作人員評審。

5.1.3. The Dance Interview Score Sheet is used in the interview judging. It is strongly suggested for teams to read the Dance Interview Score Sheet **before** the interview to make good use of the interview.

舞蹈面試評分表會於面試評審時使用。強烈建議隊伍在面試前已閱讀過舞蹈面試評分，以確保面試回答是有用的。

5.1.4. Teams should ensure that they bring all their robots, props, posters, and copies of the programs. They should be prepared to demonstrate and discuss the use of all the sensors, electronics and technology that they have used. They should be prepared to demonstrate their robots and other technologies used.

隊伍確保他們帶齊他們所有機械人、小道具、海報、及程式的拷貝。他們應該準備示範及論述他們所運用的傳感器、電子學和技術。他們應該準備示範他們使用的機械人和其他技術。

5.1.5. The documents the team must supply for the interview judging are the poster, a technical sheet for each robot, a stage script and listings of all programs.

隊伍必須提供面試評審的文件如海報，一個包含每個機械人的技術表，舞台劇本 and 所有程式的列表。

5.2. Demonstration during the Technical Interview 技術面試期間的演示

Teams are strongly encouraged to **explain and** demonstrate their robots working during the Technical Interviews. Especially, the innovative or special functions of their robot(s), such as complex mechanisms for a dynamic movement, innovative use of sensor, or an original electronic/electrical device should be shown in front of the judges. Only a short amount of time will be available (maximum 5 minutes). Teams should be prepared to demonstrate the key features of



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their robots in this time.

強烈建議隊伍於技術面試中**解釋及**展示他們的機械人成果。特別是機械人創新的和特別的功能，如在評委面前展示複雜的機械裝置提供充滿活力的運動，創新使用傳感器，或一個原創的電子/電氣設備。只有很短的時間(最多5分鐘)。這個時間內隊伍應該準備示範機械人的主要特點。

5.3. Translator 翻譯員

Interviews will take place in English. If teams require a translator they should inform the local organizing committee by e-mail prior to the event to allow translators to be organized.

面試將使用英語。如隊伍需要翻譯員，他們應事前透過電郵通知本地的舉辦委員會，以安排翻譯員。

5.4. Second interview 第二次面試

If the judges consider it necessary, teams may be asked to complete a second interview. If this occurs, the score from the second interview will be used to calculate the total score of the individual team.

如裁判認為有必要，隊伍可能被要求完成第二次面試。如果發生這種情況，第二次的技術面試得分將用以計算個別隊伍之總分。

6. ORIGINAL DANCE PERFORMANCE 原始舞蹈表演

6.1. Performance judging for individual teams 個別團隊表現評審

6.1.1. The stage performances will be judged by a panel of at least three officials. One of the performance judges is a RoboCupJunior official who judges the Technical Interview as well.

舞台表演將最少由三名工作人員評審。其中一名舞台表演的裁判為RoboCupJunior工作人員並同時擔任技術面試裁判。

6.1.2. The Dance Performance Score Sheet is used in the Original Dance Performance judging.

舞蹈表演計分表將於原始舞蹈表演評審時使用。

6.1.3. All teams will be given 2 opportunities to perform their performances before the judges. The highest performance score will be used to calculate an individual team's total score.

所有隊伍將有兩次機會於裁判前進行表演。最高的表演得分將算入個別隊伍總分。

6.2. Stage performance 舞台表演

6.2.1. Each team will have a **total of 5 minutes** for their performance. This time includes stage set-up, introduction and performance routine, 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。

6.2.2. A judge starts a stopwatch when a team member steps a foot on the stage for the maximum five minute period and following 1 minute to clear the stage. If the time limit is exceeded due to circumstances outside the team's control (for example problems with starting the music by the technicians) there will be no time penalty. The judges have the final say on any time penalties.

當隊員踏上舞台的一刻，裁判便會開始計時，限時5分鐘，接著的1分鐘作清理舞台。如果愈時原因是超出隊伍控制的情況下(如問題緣於技術員開始音樂的時間)，將不會因愈時遭扣分。裁判在處理愈時扣分問題上，擁有最終決定權。

6.2.3. A RoboCupJunior official will start the music and the audio visual/multimedia presentation for the performance routine.

每輪表演流程，由一名RoboCupJunior工作人員播出音樂及視聽/多媒體展示。

6.2.4. Teams are allowed to provide two different, complementary performances. These may be a continuation of story or a different aspect of a theme. Each performance is marked on its own merits but must use the same robots,

允許隊伍提供兩個不同，互補的表演。這可能是故事的延續或是一個主題不同的方向。每個表演都會表現出其自身的價值但必須使用相同的機械人。

6.3. Stage setup time 舞台準備時間



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Teams are strongly encouraged to use the time while they are setting up the stage for their performance to introduce to the audience the features of their robots, technology used and highlights of the robotic performance and to introduce their team. Any format is acceptable for the introduction including video, slideshow or a team member talking. The introduction must be within the total time allocation for the performance.

強烈建議隊伍設置舞台以作表演的同時，期間可向觀眾介紹他們的機械人功能，採用的技術，突出的機械性能，介紹自己的隊伍。任何格式的介紹都可接受，包括視頻、放映幻燈片或隊員講述。介紹必須在分配的表演總時間之內。

6.4. Clearing the stage 清潔舞台

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. The maximum time onstage is therefore six minutes.

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。因此在舞台上的時間為最多六分鐘。

6.5. Restarts 重新開始

Teams are allowed to restart their routine if necessary, at the discretion of the judges. There is no limit on the number of restarts a team can perform within their 5 minutes performance time. Penalty marks will be deducted from the score. The team will be asked to leave the stage after 5 minutes.

如有需要，允許隊伍重新開始他們的環節，由裁判斟酌決定。於5分鐘內的表演時間是限制隊伍重新開始的次數。分數將會遭到扣減。5分鐘後隊伍會被要求離開舞台。

6.6. Penalties 處分

6.6.1. If a team exceeds the time limits explained in 2.4, 6.2 and 6.4 the team will be penalized by the loss of marks.

如有隊伍因2.4、6.2和6.4中所述而愈時，該隊伍將被處罰遭扣分。

6.6.2. If **all of the robot's contact points (e.g. wheels)** move outside the marked boundary of the performance area the team will receive a penalty score. If in doubt please consult with the Technical Committee Chair for clarification of "contact points" in relation to your robot design.

如**所有機械人的接觸點(如輪子)**移動到表演區域的邊界之外，隊伍會遭扣分。如對機械人設計在澄清「接觸點」上有疑問，請與技術委員會主席磋商。

6.6.3. **Physical contact between a human and a robot or human interference to robots' sensor** will be penalized by the loss of marks. If contact between a human and a robot is part of the performance, the interaction must be discussed with and approved by the judges BEFORE the performance to ensure all the robotic performance is autonomous and aware.

人類和機械人有身體接觸或人類干擾機械人的傳感器將會被扣分處罰。如人類和機械人接觸是表演的一部分，這些互動必須於表演前已跟裁判商論和獲批准，以確保所有機械人表演是自主及已知的。

6.6.4. Unless a problem is not the fault of the team, any restart will result in a score penalty.

任何一次的重新啟動將會被扣分，除非問題原因不在於隊伍。

6.6.5. Teams who, in the opinion of the judges, have knowingly produced duplicate robots, costumes, props or performance movement (duplicate music is allowed) of another team or reused previous years' robots, costumes, props or performance of the same team will be subject to penalties. Penalties range from score reduction to a maximum penalty of exclusion from the competition.

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將遭受處罰。處罰範圍由隊伍會被扣分至重則喪失比賽資格。

6.7. Preparation for the stage performance 舞台表演的準備

6.7.1. It is the responsibility of the team to ensure that the music is playing correctly before their first performance by liaising with the RoboCupJunior officials.



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RoboCupJunior官方人員通知隊伍作首次表演之前，隊伍是有責任確保音樂可正確地播放。

6.7.2. Teams should ensure that any presentation is displayed correctly before their first performance by liaising with the RoboCupJunior officials.

RoboCupJunior官方人員通知隊伍作首次表演之前，隊伍應確保演示正確地顯示。

6.7.3. 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 RoboCupJunior official starting the audio source; and vice versa. Teams should come prepared for these conditions.

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RoboCupJunior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。

6.8. Practice on the main stage 於主舞台上練習

6.8.1. 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. Please be respectful of the allocated 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。請尊重的分配時間。

6.8.2. The last team to practice on this stage before performance time 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。

7. JUDGING AND COMMENDING 評審及表揚

7.1. Judging criteria 評審標準

The mark's criteria of judging are as follows: 評審之分數標準如下：

- **The Technical Interview: Please refer to the score sheets.** 技術面試：請參閱計分表
- **The Original Dance Performance: Please refer to the score sheets.** 原作的舞蹈表演：請參閱計分表

7.2. Totaling 總計

The total score of each team is calculated by combining the scores from the team's Technical Interview and **the highest score for their Stage Performance. This total score will be used to determine the teams that qualify for the finals.**

各隊伍的總分計算由隊伍的技術面試和他們舞台表演的最高分數合計而成。總分將用作決定隊伍進入決賽的資格

7.3. Final

7.3.1. **The performance scores will be 'wiped clean' for the performance in the finals. The technical scores will remain the same; unless the judges request a second technical interview (see Section 5.4).**

決賽中之前的表演分數將會歸零，技術分數則會保留；除非裁判要求第二次的技術面試(見章節5.4)

7.4. Prizes and awards 獎項

7.4.1. The following prizes will be awarded in each age category (primary and secondary):

以下獎項將會頒發給每個年齡組別(初級組和高級組)：

- **The RCJ International Dance team of the Year** is awarded to the team with the highest combined total of the Technical Interview and the Original Dance Performance scores.
本年度的**RCJ國際舞蹈隊**是頒發給技術面試及原創舞蹈表演總分數最高的隊伍。
- **The RCJ International Dance SuperTeam of the Year** is awarded to a SuperTeam that gained the highest SuperTeam performance score.
本年度的**RCJ國際舞蹈超級隊伍**是頒發給超級隊表演分數最高的超級隊伍



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7.4.2. Awards will also be given to individual teams in the following categories: 獎項將按下標準授予個別隊伍：

Best Design & Construction 最佳設計及建築

Best Construction 最佳結構

Best Use of electronic devices 最佳電子設備的使用

Best Use of sensors 最佳傳感器的使用

Best Programming 最佳編程

Best Stage Performance 最佳舞台表演

The awards will be awarded based on both the Technical Interview and the Original Dance Performance scores at the discretion of the judges. Individual teams can receive only one award.

這些獎項將根據技術面試和舞蹈表演分數，由裁判決定頒發。個別隊伍可獲頒一個獎項。

7.4.3. There will also be certificates awarded for the following categories: 另外按以下評分標準也將獲頒證書：

Best Team Collegiality: This award goes to the team who, by popular vote, has given the greatest support to the other teams – the 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 8.4.2 will be used for selecting the best Collegiality Award.

最佳隊伍合議：獲該獎隊伍是由民眾投票產生，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8.4.2節的投票描述將用於選擇最佳聯合領導獎。

Best Poster: This award goes to the team who, at the discretion of the judges, has produced the best poster that describes the team and robot technology used.

最佳海報：獲該獎隊伍是由裁判所裁定，所提供的最佳海報是描述隊伍和機械人所使用的技術。

Best Creative Presentation: This award goes to the team who, at the discretion of the judges, has produced the most creative and technically interesting digital display that supports and enhances the robot performance. This could be a video, slideshow, images or any other form of digital product that is displayed during the performance.

最佳創意介紹：獲該獎隊伍是由裁判所裁定，為支持和提高機械人的表演，上演最具創意和技術上有趣的數碼顯示。這可能是表演期間所顯示的視頻、幻燈片顯示、圖像或任何其他形式的數碼產物。

Best Novice Team: This award goes to the primary and the secondary teams who have placed highest in the competition overall and have not received another award, and where ALL members of the team are competing at RCJ international for the first time (this does not include a team having a team member(s) who has (have) competed in other RCJI categories).

最佳初次參賽隊伍：獲該獎的小學及中學隊伍在比賽中取得最高成績，未曾取得另一獎項，隊中的所有隊員都必須是第一次參加 RCJ國際比賽(這不包括隊中有隊員參加過RCJ國際賽的其他項目)。

7.4.4. No one team shall receive more than 3 prizes, awards and/or certificates excluding the SuperTeam awards.

無一隊伍可獲頒3個以上的獎項或證書，超級隊伍獎除外。

7.4. Feedback 回響

RoboCupJunior is an educational project. It is important that team members learn from their experiences with RCJ, and have the opportunity to improve in later years if they so choose. The organizers will provide feedback on each team's performance at the conclusion of competition. The sheet will indicate to the team their areas of strength and also areas needing improvement. 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。舉辦大會將於比賽完結時，向每隊給予表現的評價。在紙上指出隊伍在比賽中的強項和需要改進的地方。需要注意的是，這些紙不是用來辯駁裁判的判決和比賽成績。

7.5.1. The organizers will try to ensure that scores after the first performance and interview are released during the



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competition to allow teams to better prepare for the second performance.
大會將盡量確保在比賽期間發放第一次的表演和面試的分數，讓隊伍為第二次作更好的準備。

8. CODE OF CONDUCT 操行

8.1. Spirit 精神

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

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RoboCupJunior的價值和目標。

8.1.2. 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！

8.2. Fair Play 公平比賽

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

期望所有參賽隊伍的目標皆為公平及環保的比賽。

8.2.2. Humans that 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。

8.2.3. 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。

8.2.4. Remember: Helping those in need and demonstrating friendship and cooperation are the spirit of RoboCupJunior as well as making the world a better place.

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

8.3. Sharing 分享

8.3.1. It is understood that RCJI events with rich technological and curricular developments should be shared with other participants after the competition.

RoboCupJunior國際賽過後，任何富強技術及課程發展都應與其他參加者分享。

8.3.2. Any developments may be published on the RoboCupJunior Web site following the event.

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

8.3.3. Sharing information furthers the mission of RoboCupJunior 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。

8.4. COLLEGIALITY 聯合領導

8.4.1. 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 7 for information about the Best Team 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。請參考章節7提及最佳隊伍聯合領導獎。

8.4.2. In keeping with the spirit and collegiality aspects of RCJI, the organizers will provide a party for all team members, mentors and supporters. It is strongly requested that all participants delay their departure sufficiently to



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attend the party, even if the event is held after the finals and prize giving ceremony. 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.

為保持國際RCJ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，也強烈要求各參加者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。

8.5. Behavior 行為

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

賽場內的所有活動和行為都應有所克制。

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

參賽者不可進入其他同盟或其他隊伍的設置區域，除非明確地得到其他隊伍成員的邀請。

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

行為不端的參賽隊員將被驅逐出場甚至取消比賽資格。

8.6. RoboCupJunior Officials RoboCupJunior工作人員

8.6.1. The officials will act within the spirit of the event.

工作人員的行為應遵守RoboCupJunior的活動精神。

8.6.2. The RoboCupJunior officials shall not have close relationship with any of the teams in the age group they judge.

RoboCupJunior工作人員與其負責評審之年齡組別中的任何隊伍沒有親密關係。

8.7. Mentors 教練

8.7.1. Mentors (defined as teachers, parents, chaperones, translator or any other non team-member) are not allowed in the student work area except to assist carrying equipment in or out of the area on the arrival and departure days.

教練(老師、父母、監護人、翻譯員和其他成人成員)不允許駐足於學生工作區域。除了在進館或撤館日，協助隊伍將設備搬進或搬出學生工作區域。

8.7.2. 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 advising on that repair. They must leave the work area immediately after this is completed. Rule 8.7.1 still applies at these times.

如果計算機或其他設備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，其唯一目的是提出維修的建議。完成後教練必須立即離開工作區域。規則8.7.1，這時仍有效。

8.7.3. Mentors are not allowed to set up 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.

教練不允許在舞台上裝配設備，而這應該是隊員的職責。大會將會指派義工給有需要協助設置舞台的隊伍。需要協助的隊伍應先向工作人員提請。

8.7.4. A mentor found in the student work area without an acceptable reason may lose his/her access to the venue and the team will be penalized.

一旦發現教練在沒有合理原因下出現在學生工作區域，將會被逐出會場和有關隊伍將遭扣分。



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8.7.5. A mentor found to be involved with mending, building or programming the robot(s) and/or directing choreography may lose his/her access to the venue and the team marks will be penalized. This applies to both the “individual” and “super team” competitions.

一旦發現教練為機械人進行縫補衣服、組裝、程式編寫和/或指導舞蹈編排，將會被逐出會場和有關隊伍將遭扣分。這適用於“個別”和“超級團隊”的比賽。

8.7.6 *If a mentor is interested in becoming an impartial judge during the competition, please contact the Technical Committee chair as soon as possible. RoboCup Junior is interested in having as many impartial judges as possible for two reasons: 1) More informed mentors help create better teams and 2) We wish to develop a sustainable set of judges. You will not judge the division that your own team is participating in, i.e. Primary Team Mentors will judge Secondary performances.*

如教練對在比賽期間有意成為公正的裁判，請盡快聯絡技術委員會主席。RoboCup Junior有意使設些教練成為眾多公正的裁判之一有兩個原因：1)更多經驗豐富的教練幫助我們選出更好的隊伍。2)我們希望發展一組可持續性的裁判。你將不會評審你所屬隊伍參加的項目組別。如果小學組隊伍的教練將評審中學組的表演。

9. ADDITIONAL INFORMATIONS 額外資訊

9.1. Information about the event 有關活動的資訊

9.1.1. Teams will be responsible for checking for updated information during the event. Updated information will be provided on notice boards in the venue and (if possible) on the RoboCupJunior website. The updated 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(如可能)在RoboCupJunior網站上。信息將於活動開始前公佈，同時被張貼在告示板上。

9.1.2. Newsletters will be disseminated during the event to ensure teams and mentors have the latest information.

簡報將在活動期間發佈，以確保隊伍和教練獲得最新信息。

9.2. Contact 聯絡

Queries regarding the rules or their interpretation may be sent to the Dance 2015 Technical Committee Chairs:

如對有關規則或他們闡明有疑問可向 2015 舞蹈技術委員會主：

Susan Bowler – Co-Chair (Australia), susan.bowler@education.tas.gov.au

Josie Hughes – Co-Chair (UK), jaeh2@cam.ac.uk

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。