

# ABU Robocon 2023 Phnom Penh, Cambodia

## FAQ1-1

2022.09.28

Please read the rule book carefully before sending any questions. Please cooperate with us for smooth operation in a limited time.

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[FAQ1-1 Posted on Oct 04, 2022 Providing answers for questions received end of August - 18 Sep 2022](#)

There will be FAQ1-2 (the remaining questions) which will be uploaded on the website soon.

Please always put the date of when you add FAQ

# 1.Terms and Conditions

FAQ #	Question	Answer
1.1-1	What does mean "Chey-yo"? When we translate the rulebook to our mother language, we have to choose a word to match its meaning.	"Chey-Yo" is the Khmer word, means Victory.
1.1-2	No.7 in the Terms and Definitions of the Rulebook says "The robot may touch the top and inside of the fence but cannot touch the top and outside of the fence". This may seem paradoxical.	Yes, we would like to correct "The robot may touch the top and inside of the fence but cannot touch the outside of the fence".
1.1-3	No.8 in the Terms and Definitions of the Rulebook says that the Red Area and Blue Area is surrounded by the Moat area. But, it seems that the Red Area and Blue surround the Moat area.	Yes, we would like to correct "The field consists of a Red Area and Blue Area which surround the Moat area.
1.1-4	As we know from Term No.7, the outer circumference of the Moat Area is surrounded by a fence with a height of 50 mm and a thickness of 25 mm. Are there such fences between red area and blue area and between Angkor red area and Angkor blue area?	Yes, there are. It is in the height of 50 mm and a thickness of 25 mm.
1.1-5	As per subsection 16 Rings in 1 Terms and Definitions in Game Rules, "The team who has the top ring can get points for the pole at the end of the game." Are the rings color-coded team-wise? If not, is there any way of identifying the team tossing the top ring?	The rings will be in red and blue of each team.
1.1-6	As per subsection 16 Rings in 1 Term and Definitions in Game Rules, "Teams can place their rings freely in their Ring Zone during setting up time." Are there any specifications/conditions for the arrangement of rings by the team members in the Ring Zone?	No. The team can place the rings freely in their ring zones.

1.1-7	Would please provide info about jig?	You can use jig to place your Rings freely. However at the end of the setting time, only Rings should remain in the Ring Zones.
1.1-8	No. 3 and No. 4 in section 1 of the Rule Book states that RR and ER, respectively, "is prohibited to enter the opponent team's area including the space above". Meanwhile, 5.4.1 and 5.4.2 states: "The rings which the robot has will not be included in the size." 1] From these two rules, we assume that the rings held by a robot are ALLOWED to enter the areas where the robot itself is prohibited from entering; including, but not limited to, the space above the opponent team's area. Is our assumption correct?	Yes, you are right.

## 2.Game

### 2.1 Game Procedure

FAQ #	Question	Answer
2.1-1	Can we use drones ?	Please refer to rule book 5.4.5.
2.1-2	Climber robots eg that climb the poles? maybe a robot that can increase in height and bend just like fire fighter truck ladder? Or is it necessary to be like an elephant or rabbit?	No. Please refer to rule book 2.1.10.

2.1-3	Can we use propellers to jump? If yes, what is the boundary between jumping and flying?	No. You cannot use propellers to jump.
2.1-4	Can we choose where to restart the RR even if it has fully entered the Angkor Wat Area?	Yes, please restart from Retry Zone.
2.1-5	Can RR enter Angkor Red/Blue area with rings in hand?	Yes.
2.1-6	Can ER and RR touching each other at the beginning of the game?	Yes
2.1-7	Can RR toss the rings when it is outside of the Angkor Wat Area?	Yes
2.1-8	Can the robot enter the space above the Moat Area?	Yes, you can.
2.1-9	In the Rule Book allows both teams' RRs to move inside the "Angkor Centre Area" at the same time. If jumping is allowed in the "Angkor Centre Area", there is an increased risk of the two robots accidentally crashing into each other. The impact of an accidental crash is likely to be more substantial if one robot lands on top of another robot compared to if the two robots had run into each other. Not only would this damage the robots, but this also poses a serious fire hazard since LiPo batteries, which have seen widespread use in past contests, are	Robots entering the Angkor Centre Area must not touch each other. * When moving robot B comes into contact with stationary robot A → robot B violates and B must retry. *When two moving robots A and B come into contact with each other → Both robots violate and must retry. *If the referee deems that B has run into opponent robot A with malice intention → Team B is disqualified.

	liable to start a fire when subject to excessive shock.	
2.1-10	This is a question concerning the section 1.4 of the Rule Book, which states "ER is prohibited to enter ~ Angkor Wat Area including the space above nor can they touch the Moat Area." Is ER allowed to touch the side face of the base with the height of 200mm, which makes up "Angkor Wat Area"?	No, ER cannot touch even side face of Angkor Wat Area.
2.1-11	What does mean "step movement" in Rules 5.4.1 and 5.4.2?	There is no significant meaning. Step movement means an action like jump.
2.1-12	Please explain how to determine if the tilting robot is beyond the cuboid stated in Rules 5.4.1 and 5.4.2 during the game.	All the length of robot during the extended of movement will be check in the robot check. If the robot doesn't go according to the rule, it won't be allowed to enter the contest.
2.1-13	As we know that, in the game, robots attempt to toss rings in the pole. What is the criterion for determining whether a ring is tossed in the pole?	A ring that is partially above the top of the pole is not considered to have entered the pole.
2.1-14	Is the projection of both the robots allowed in the Moat Area? Is the projection of both the robots allowed on and outside of the fence of Moat Area?	Please clarify your question and ask again.
2.1-15	Can the ring that is fallen in the Moat Area be reused without touching the Moat Area?	No, you cannot.

2.1-16	Can Robots enter the area or the space above the fence of Moat Area?	Yes, it can.
2.1-17	Is it allowed to place the Rabbit Robot (RR) in the Angkor Wat Area using the Elephant Robot (ER)?	Yes, you can unless ER doesn't touch the Angkor Wat Area or Moat Area. However, it is prohibited to enter the space over the Angkor Wat Area of ER.
2.1-18	Can Rabbit Robot be placed under the Elephant Robot in the Start Zone?	Yes. During setting time, the team member can place ER and RR freely in the start zone. There is no height restriction unless both robots is under the height limitation according to the rule.
2.1-19	While the Rabbit Robot (RR) is traveling on to the bridge, how much will be the Height Restriction for the RR?	During the game, the of RR should be sized to fit in a cube with horizontal surface of 700 mm x 700 mm and a height of 800 mm. Refer to Rulebook 5.4.1.
2.1-20	Is it compulsory to place all 40 rings on the game field before start of the game? Can the rings be placed in the Ring Zone as per the Team's Game Strategy in the setting time itself?	Yes. It is compulsory to place all 40 rings on the game field before start of the game. Moreover, you can place the rings freely in the ring zones according to your strategy. However, you have to place 10 rings in each ring zones of Red or Blue area and 20 rings in the ring zone of Angkor Wat area.
2.1-21	Can a ER move while carrying RR? Can a RR shoot a ring while it's not inside a Angkor Wat area.	Refer to rulebook's Terms & Definitions 3.
2.1-22	As per section 2.1 Game Proceedings, "2.1.13 The two robots can pick up the ring(s) which has fallen in the area where they can move and toss it into the pole." If an opponent's rings have fallen in our area, can	No, you cannot.

	they be used by our team to score points without violating the rules?	
2.1-23	As per section 2.1 Game Proceedings, "2.1.13 The two robots can pick up the ring(s) which has fallen in the area where they can move and toss it into the pole." Can the robots pick up the rings fallen in the prohibited areas? Are there any specifications/conditions for the same?	No, you cannot.
2.1-24	Can multiple rings be thrown simultaneously from one robot?	Yes, you can.

## 2.2 Points

FAQ #	Question	Answer
2.2-1	Is there any limitation for the number of rings that are to be thrown in each pole?	There is no limitation of the number of rings to be tossed. Please be aware that a ring that is tossed in the pole but is sitting above the top of the pole does not score a point.
2.2-2	As for points, the section 2.2 in the Rule Book states, "The team who has the top ring can get points per Pole at the end of the game." In relation to this, how will the point of that Pole be given, when the ring at the top of a Pole is invalid at the end of the game because it does not meet the conditions in the section 2.1.10 in the Rule Book, which is "The ring is valid only when RR is not in contact with the Pole"? 1. The point of the Pole will not be given to either team 2. The ring that sits the highest among valid rings in the Pole will be regarded as "the top ring" and the point of the Pole will be given	The answer No.2 is correct.

	accordingly.	
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**2.3 Deciding Winner**

FAQ #	Question	Answer
2.3-1	During the league matches, will 'Chey-Yo' condition be considered or the Total Score will be considered?	During the tournament in group stage, "Chey-Yo" will be considered as first, then total score in the second. Please check the 2.3 for the deciding winner section.