



robotex¹⁸
INDIA

Maze Solving Challenge
Rules



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1 Introduction

Robotex 2016 Maze solving rules were adapted from the 1986 Official Rules for North American Micromouse Contests. Rules have been modified to meet modern technical capabilities.

2 Objective

In this competition, the mission of the autonomous Micromouse (robot) is to negotiate a maze from specified corner to its centre in the shortest possible time.

3 Contest eligibility

1. Both an individual and a team can register for the maze solving competition.
2. A team may consist of up to five people.

4 Rules for the Micromouse

1. The Micromouse shall be self-contained (no remote controls).
2. The Micromouse shall not leave any part of its body behind while negotiating the maze.
3. The Micromouse shall not jump over, fly over, climb, scratch, cut, burn, mark, damage, or destroy the walls of the maze.
4. The Micromouse shall not be larger, either in length or in width, than 16 centimetres. The dimensions of a Micromouse that changes its geometry during a run shall not be greater than 16 cm × 16 cm. There are no restrictions on the height of a Micromouse.
5. The Micromouse's body must entirely block time measuring system light beam with a diameter of 3 mm at the height of 3 cm.
6. Any violation of these rules will constitute immediate disqualification.

5 Rules for the maze

1. The maze is composed of 18 cm × 18 cm unit squares and comprises up to 16 × 16 unit squares. The walls of the maze are 5 cm high and 1.2 cm thick (assume 5 % tolerance for mazes). Thus, the distance from wall to wall within a square is 16.8 cm. The outside wall encloses the entire maze.
2. The sides of the maze walls are white, the tops of the walls are red, and the floor is black, finished with matt colour.

3. Warning: Do not assume the walls are consistently white, or that the tops of the walls are consistently red, or that the floor is consistently black. Fading may occur; parts from different mazes may be used. Do not assume the floor provides a given amount of friction.
4. The start of the maze is located at one of the four corners. The start square is bounded on three sides by walls. The start line is located between the first and second squares. The destination goal is the four 18 cm × 18 cm cells at the centre of the maze. The finish line is at the entrance to the destination square.
5. Multiple paths to the destination square are allowed and are to be expected. The destination square has only one entrance and it will be positioned so that a wall-hugging mouse will not be able to find it.

6 Rules for the competition

1. Each contesting Micromouse is allocated a total of 5 minutes of access to the final maze. Any time used to adjust a mouse between runs is included in the 5 minutes. Each run (from the start cell to the centre zone) in which a mouse successfully reaches the destination square is given a run time. The minimum run time shall be the mouse's official time. First prize goes to the mouse with the shortest official time. Second prize to the next shortest, and so on. Mice that do not enter the centre square will be ranked by the maximum number of cells they consecutively transverse without being touched.
2. Each run shall be made from the starting square. The operator may abort a run at any time. If an operator touches the Micromouse during a run, it is deemed aborted, and the mouse must be removed from the maze. If a mouse has already crossed the finish line, it may be removed at any time without affecting the run time of that run.
3. After the maze is disclosed, the operator shall not feed information of the maze into the Micromouse.
4. The contestants are allowed to:
 - change switch positions;
 - adjust sensors;
 - make repairs in case the Micromouse breaks down.
5. The run timer will start when front edge of the mouse crosses the start line and stops when the front edge of the mouse crosses the finish line.

7 Organisation

1. The robot must be registered before the competition. The registration process includes technical inspection of the robot and marking the robot with a number sticker.
2. Technical inspection must be completed by the time that is specified by the organisers.
3. All questions and problems arising during the competition are solved by the referee.
4. The final decision regarding any appeals is made by the referee and/or the organizers. All complaints must be reported to the referee during the match or right after the ending of the match. Complaints filed later will not be accepted. The final decision regarding any disputes or inconsistencies, is always made by the referee.

8 Changes and cancellations in the rules

Changes and cancellations made to the rules are adopted by the main organiser of the competition, according to the regulations of the regulatory committee of the competition.

9 Revision history

- 28.06.17 Paragraph 7 clause 4. Specification about the complaints was added.
- 28.06.17 Paragraph 8 about changes and cancellations in the rules was added.

