

Robot Challenge

Competition rules

- Only LEGO® Education components from EV3 core or extension sets may be used.
- The decisions of the judges/referees are final.
- The robot must start from the base and finish with the Ramp Challenge.
- Teams have five minutes to attempt the challenge tasks.
- Any time unused will be added as five bonus points if all challenges are completed within the five minutes.
- Bluetooth® or WiFi communication with the EV3 brick is not allowed.
- Only one EV3 brick can be used in the game.
- The robot must be returned to the robot zone (base) if it is touched by any team member, or for any repair, alteration or reprogramming.
- Attempted challenges will be judged using point scores, where 1 is lowest and 5 is highest.
- If any additional rules are necessary they will be declared at the competition briefing.
- Students can collect their robot if it goes off course, but this will incur a one point penalty per pick-up.