



WORLD ROBOT OLYMPIAD™

International Online Final 2021
2nd-Day-Challenge - Elementary

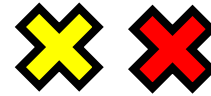
Elementary - 2nd-Day-Challenge - Positions



Barriers



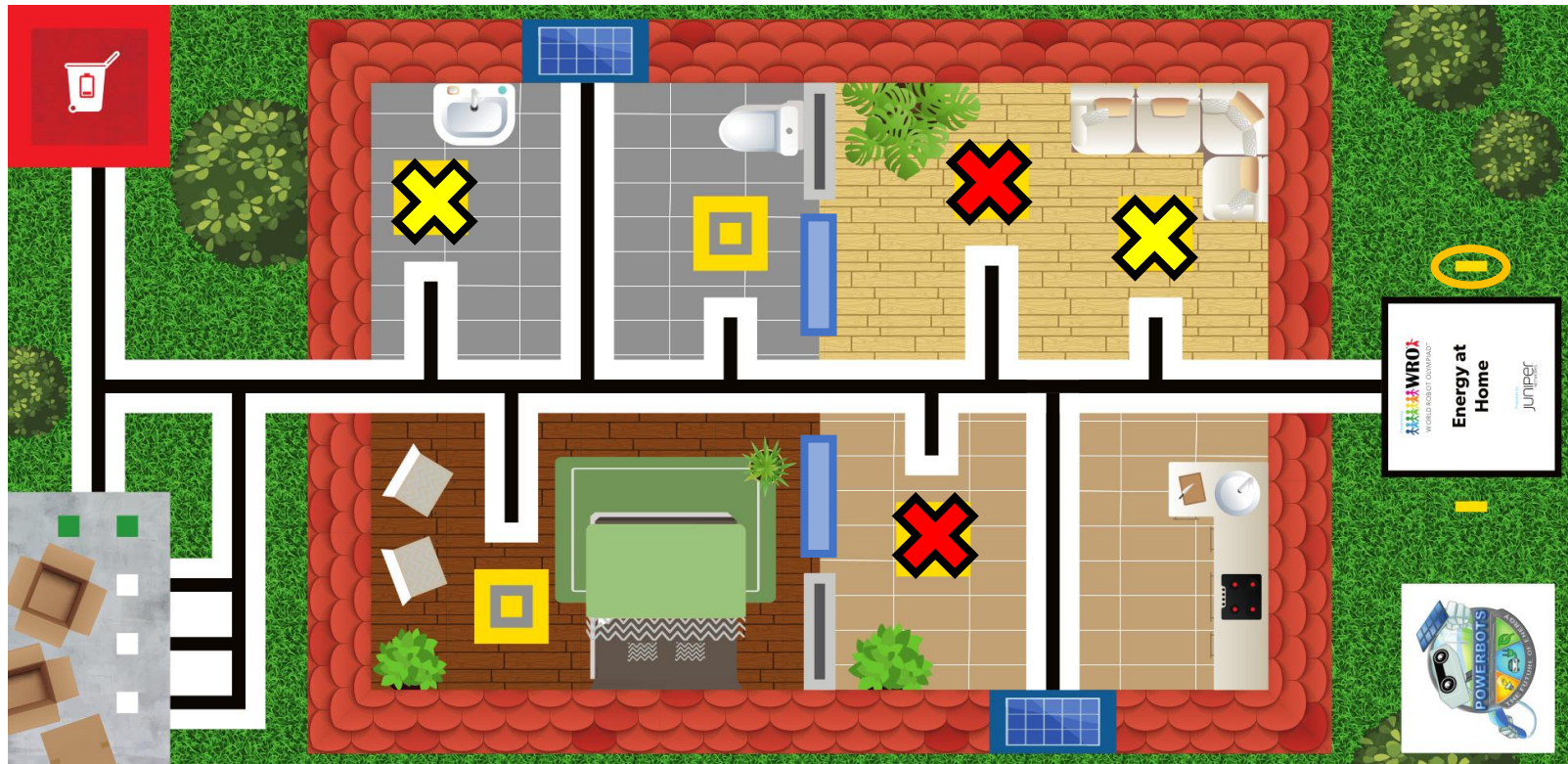
Sun



light bulbs

Important: Please make sure, that you placed all objects on the field.

There is no randomization in the 2nd-Day-Challenge. This is the complete setup of the table.

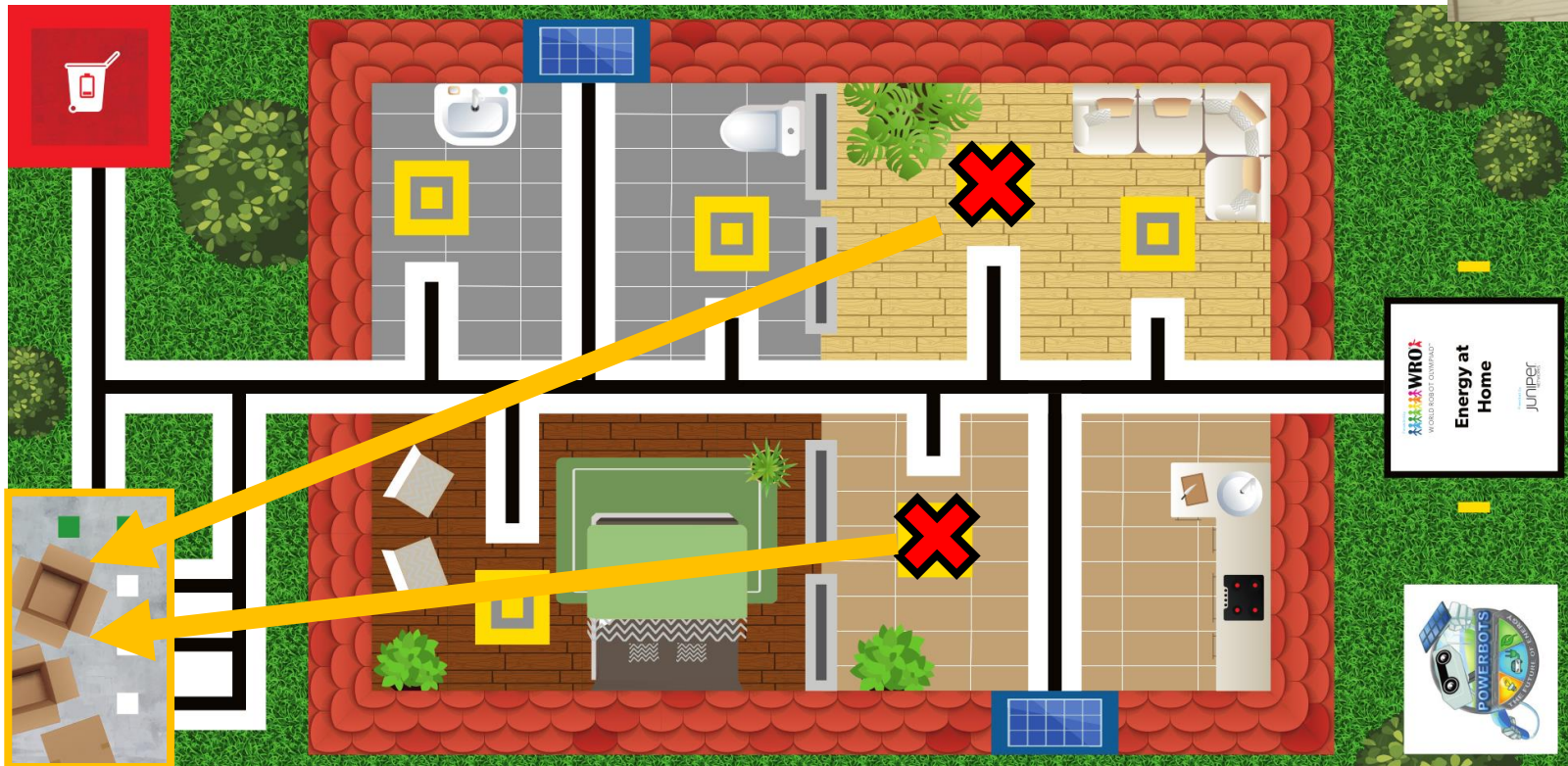
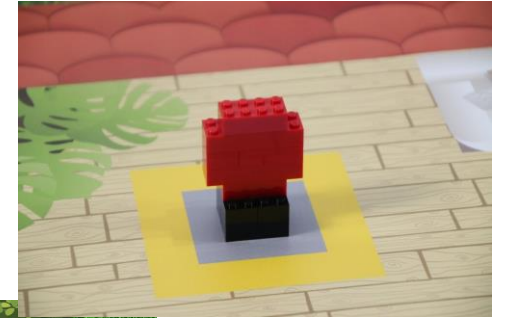


Elementary - 2nd-Day-Challenge - Mission A

Bring the red lights in the equipment area.

=> 30 points per red light that is completely in the area

=> 15 points per red light that is touching the area

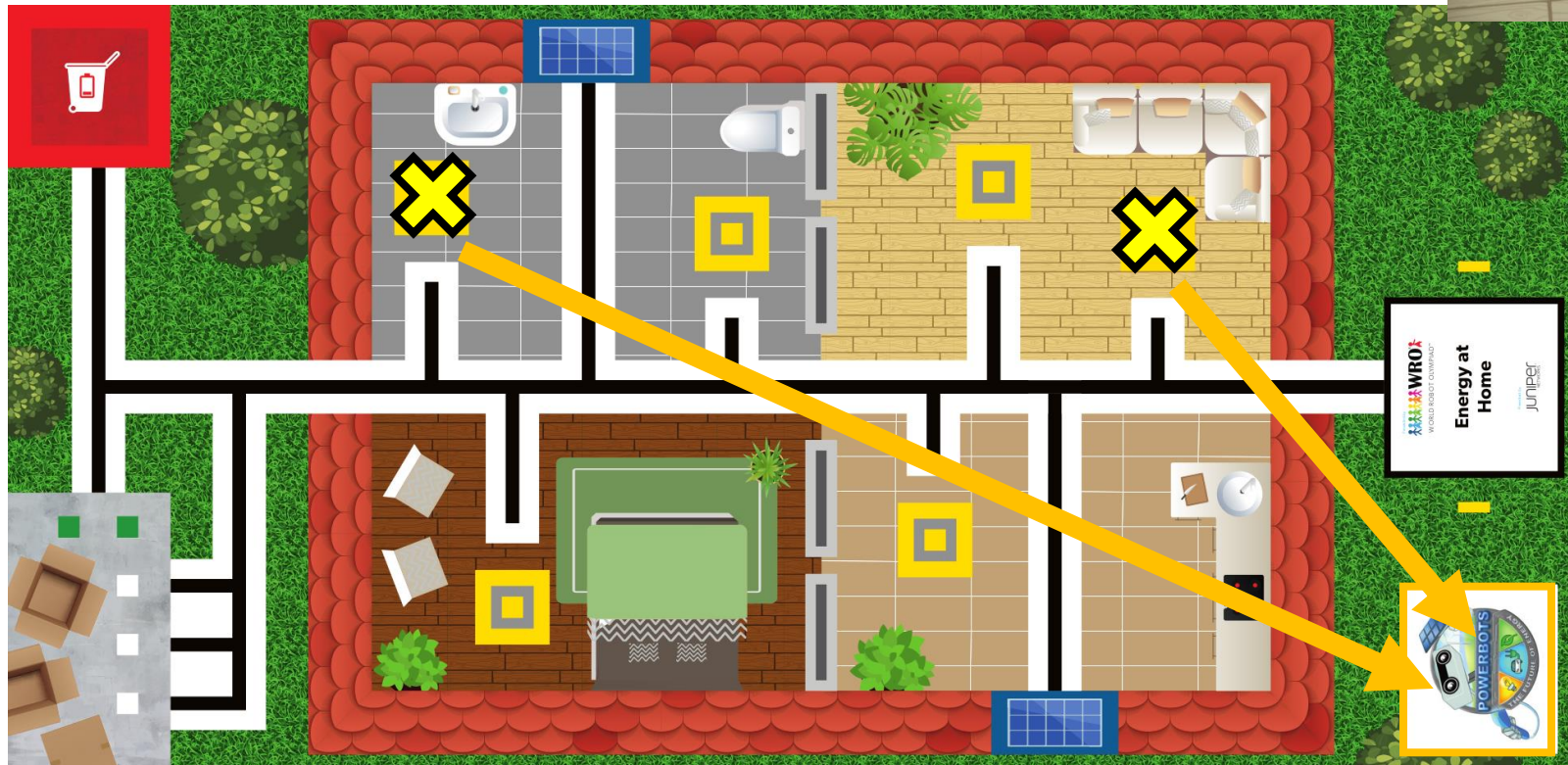
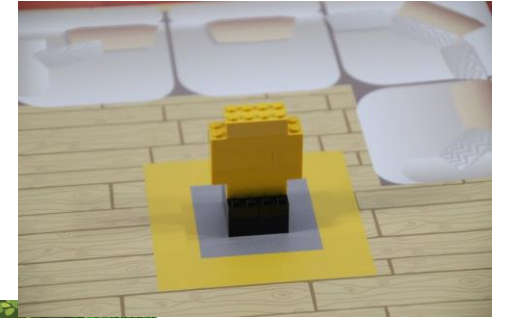


Elementary - 2nd-Day-Challenge - Mission B

Bring the **yellow lights** in the area with the season logo.

=> **30 points per yellow light** that is completely in the area

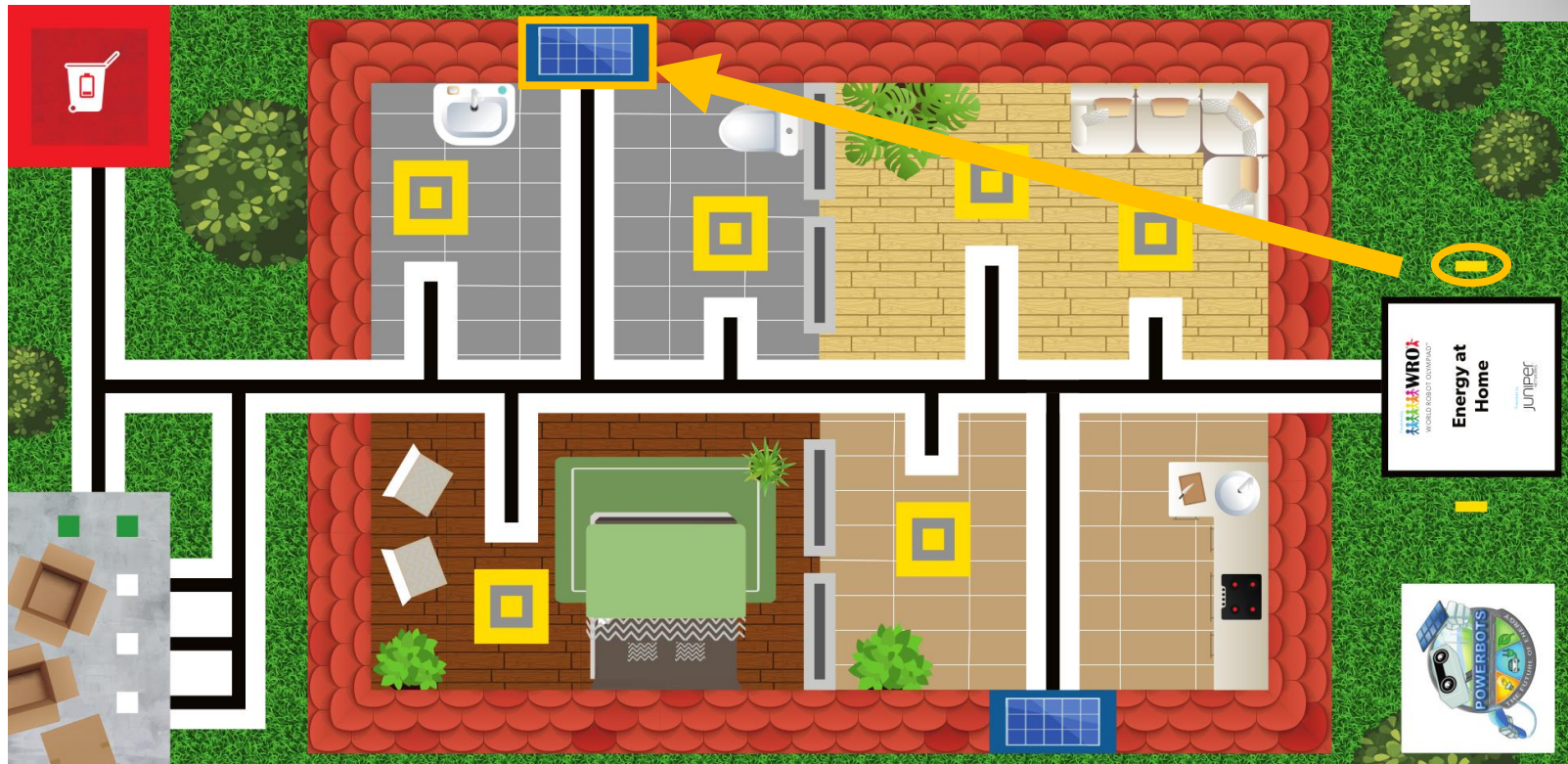
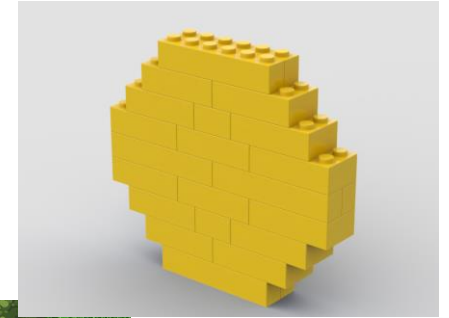
=> **15 points per yellow light** that is touching the area



Elementary - 2nd-Day-Challenge - Mission C

Bring **the sun** in the upper solar panel area.

=> **30 points** if the **sun** is touching the area



Elementary - 2nd-Day-Challenge - Scoring

Task	Points (each)	Total
Mission A: Red lights <ul style="list-style-type: none">• Completely inside target area• Only touching the target area	30 15	60 30
Mission B: Yellow lights <ul style="list-style-type: none">• Completely inside target area• Only touching the target area	30 15	60 30
Mission C: The sun <ul style="list-style-type: none">• Touching the target area	30	30
Penalty points (if moved/damaged) <ul style="list-style-type: none">• Per moved barrier	-15	-30
Sum		150 points



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International Online Final 2021
2nd-Day-Challenge - Junior

Junior - 2nd-Day-Challenge - Positions



Pillars



Barriers

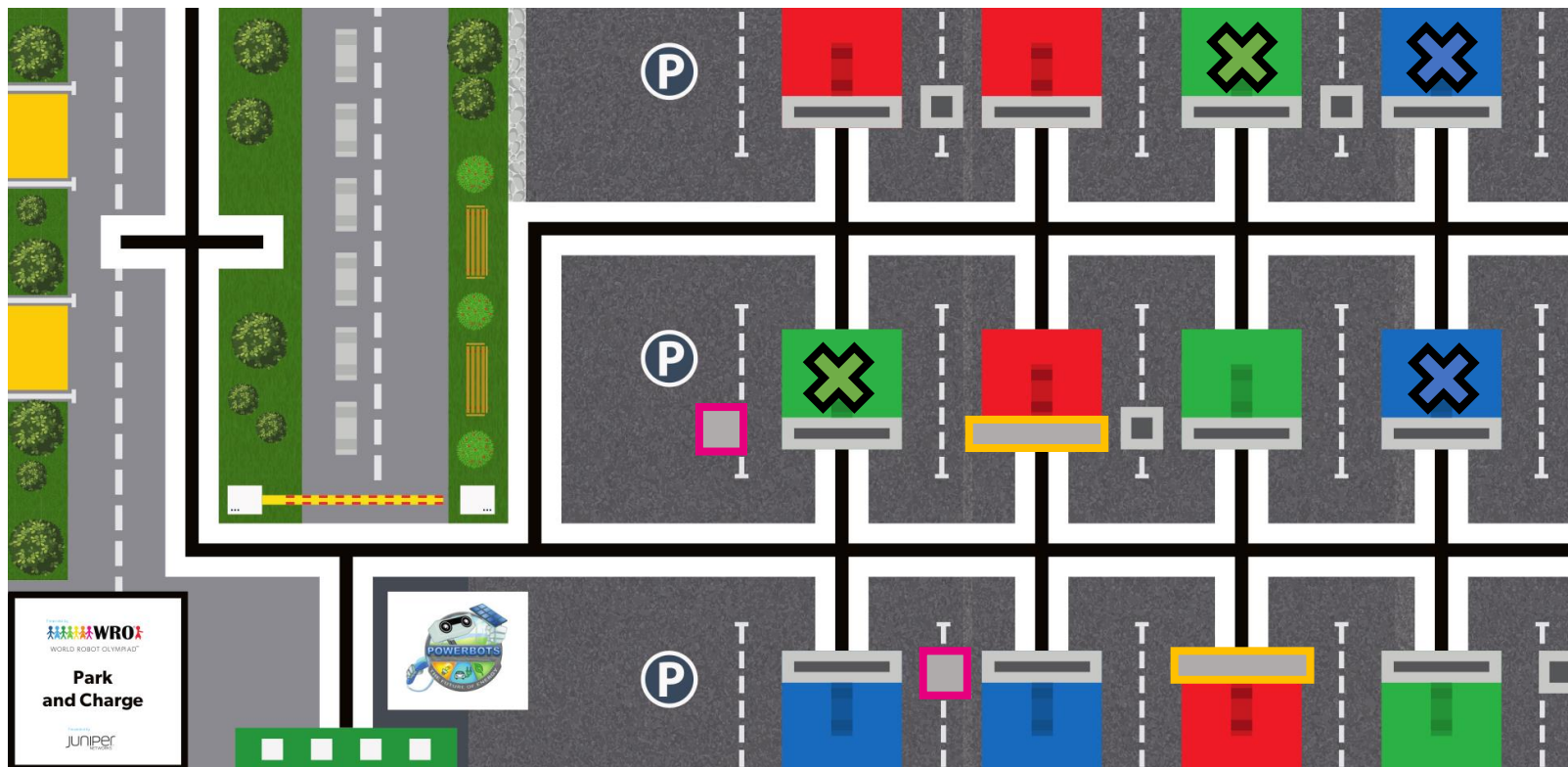


Cars

Important: Please make sure, that you placed all objects on the field.

Only the cars from the entrance lane (without black mark on top) will be used.

There is no randomization in the 2nd-Day-Challenge. This is the complete setup of the table.

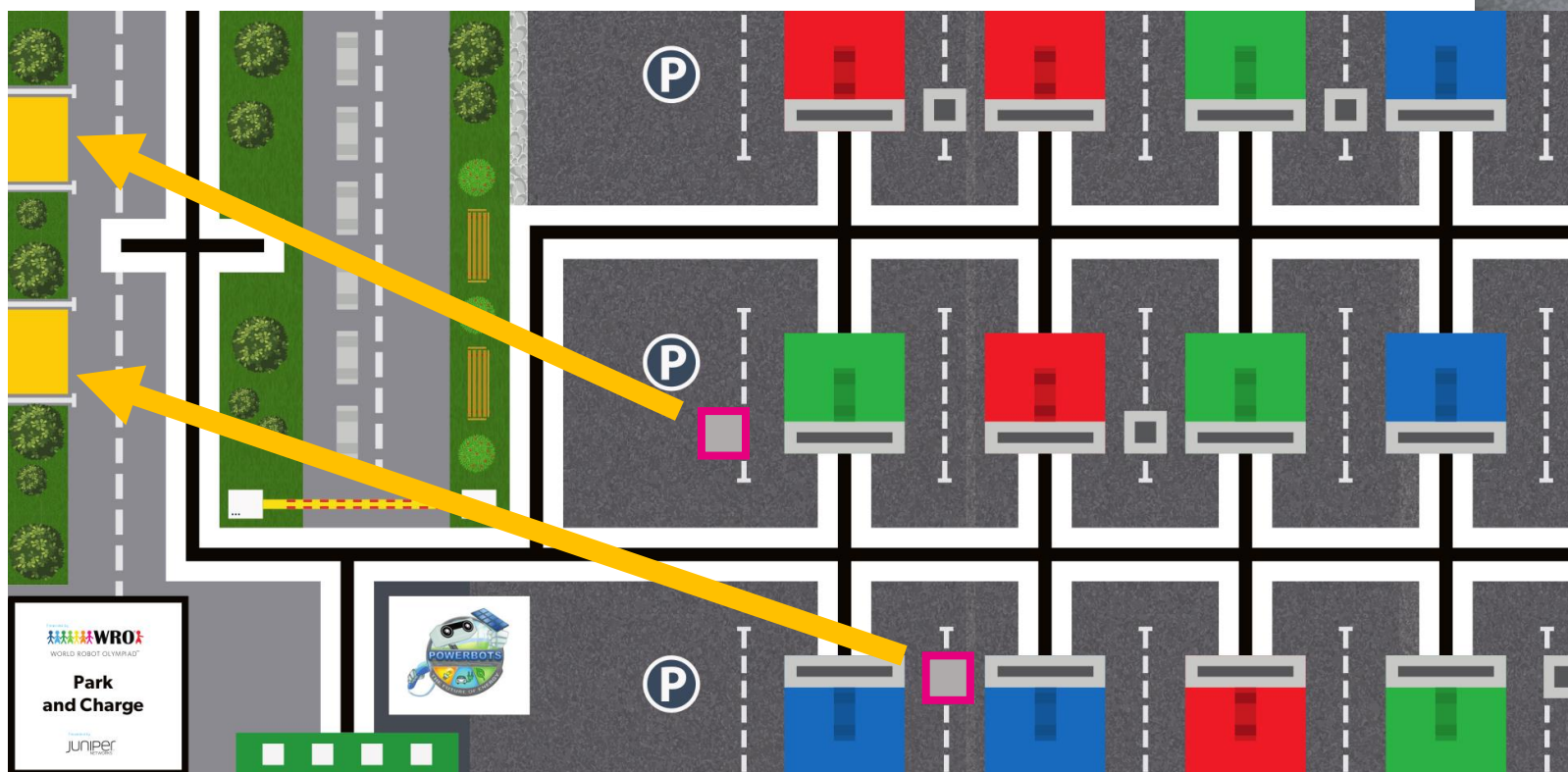


Junior - 2nd-Day-Challenge - Mission A

Bring **the pillars** in the parking bays in the exit lane.
(only one pillar per parking bay)

=> **30 points per pillar** that is completely in the area

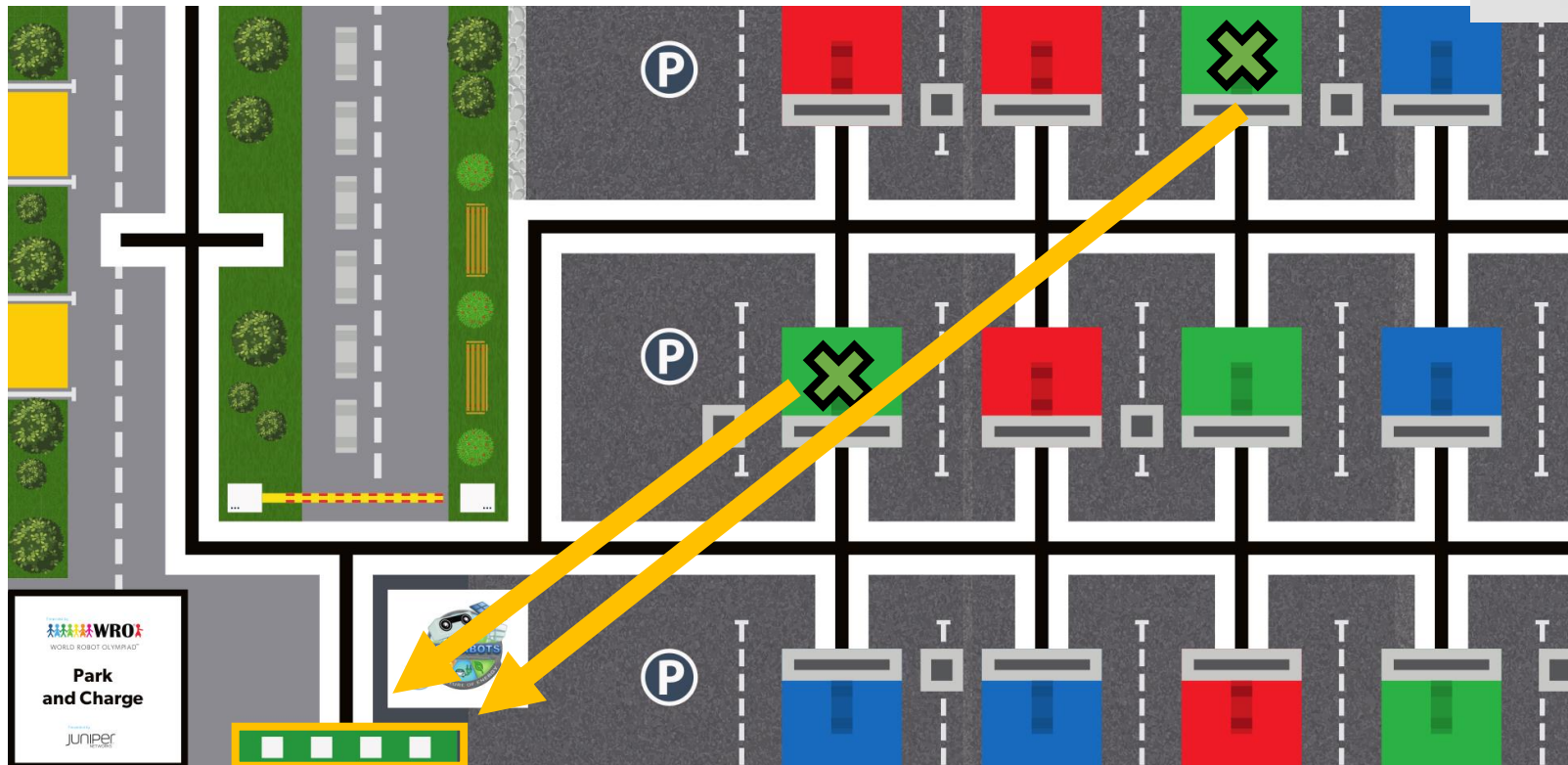
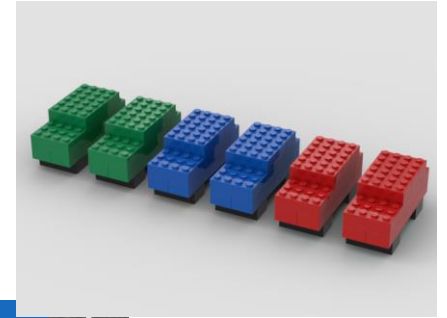
=> **15 points per pillar** that is touching the area



Junior - 2nd-Day-Challenge - Mission B

Bring the green cars in the battery area

=> 30 points per green car that is touching in the area

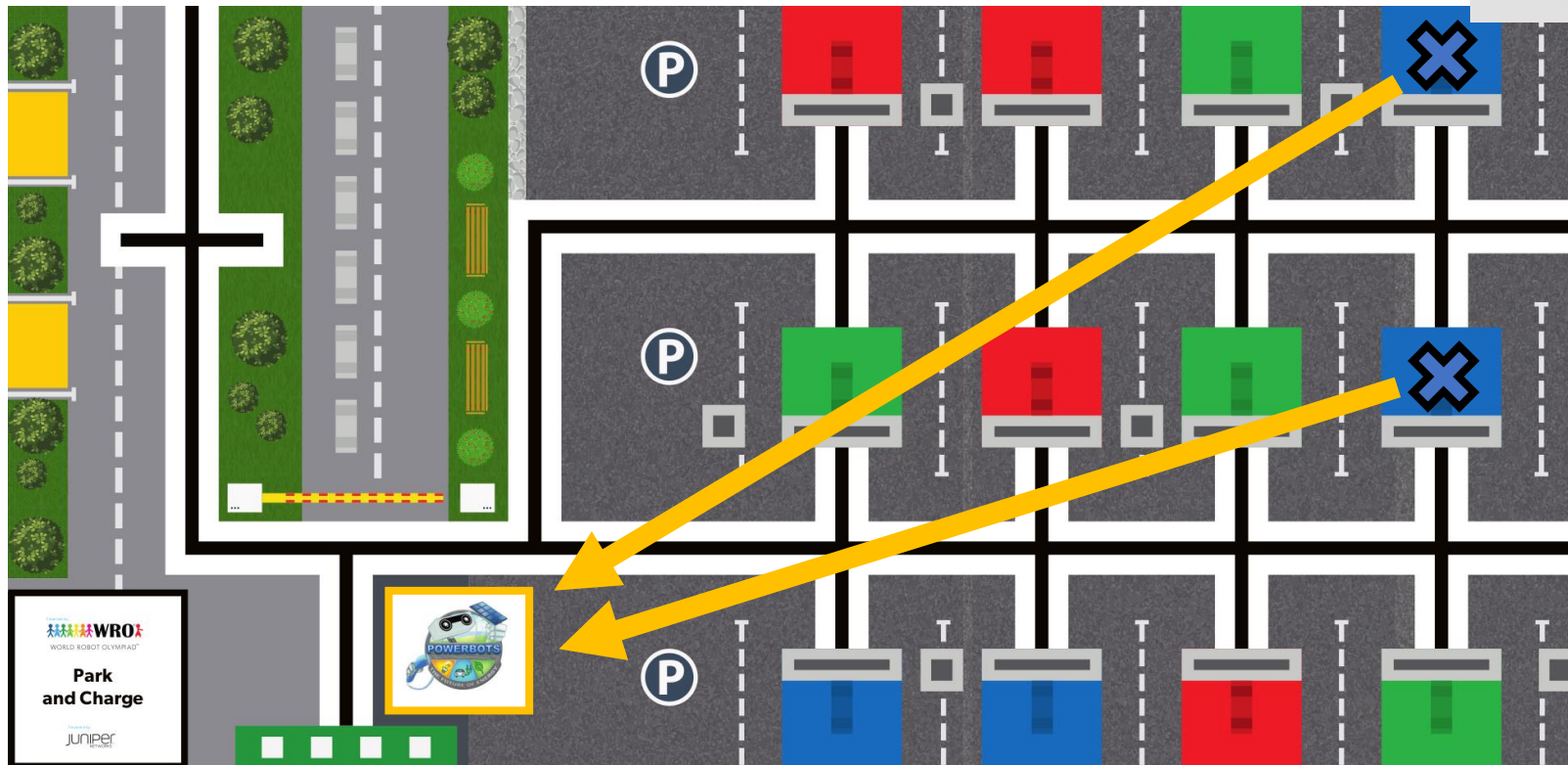
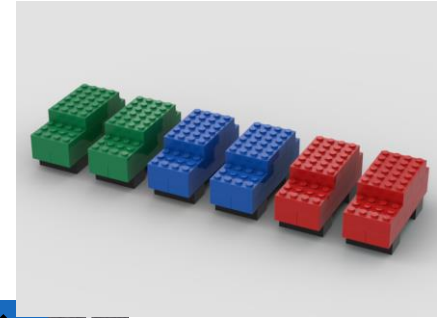


Junior - 2nd-Day-Challenge - Mission C

Bring the **blue cars** in the area with the season logo.

=> **30 points per blue car** that is completely in the area

=> **15 points per blue car** that is touching the area



Junior - 2nd-Day-Challenge - Scoring

Task	Points (each)	Total
Mission A: Pillars <ul style="list-style-type: none"> • Completely inside target area • Only touching the target area 	30 15	60 30
Mission B: Green cars <ul style="list-style-type: none"> • Touching the target area 	30	60
Mission C: Blue cars <ul style="list-style-type: none"> • Completely inside target area • Only touching the target area 	30 15	60 30
Penalty points (if moved/damaged) <ul style="list-style-type: none"> • Per moved barrier 	-20	-40
Sum		180 points



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2nd-Day-Challenge - Senior

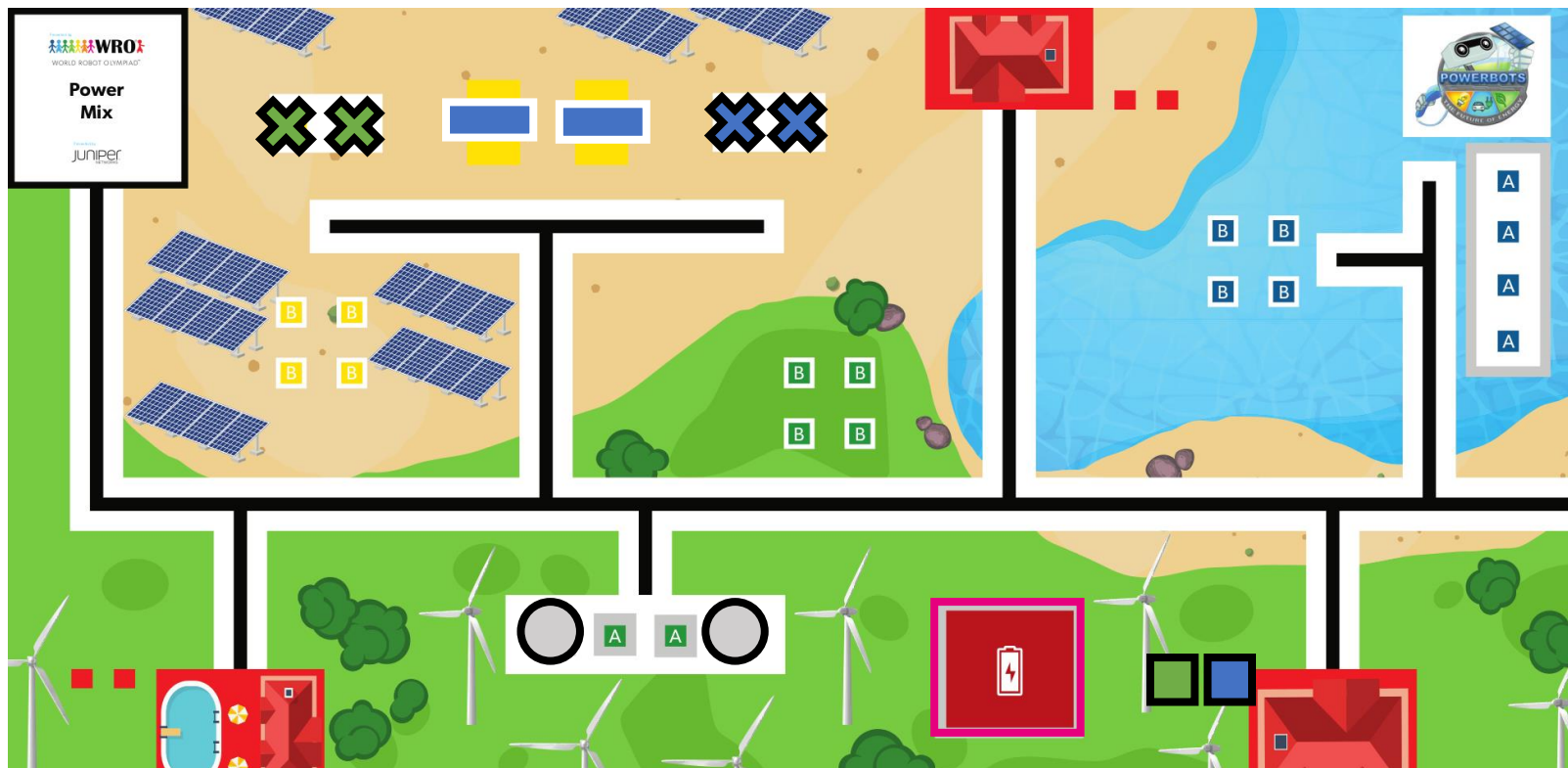
Senior - 2nd-Day-Challenge - Positions

  Energy identifiers
   Energy units
  Wind turbines

 Barrier  Solar panels

Important: Please make sure, that you placed all objects on the field.

There is no randomization in the 2nd-Day-Challenge. This is the complete setup of the table.

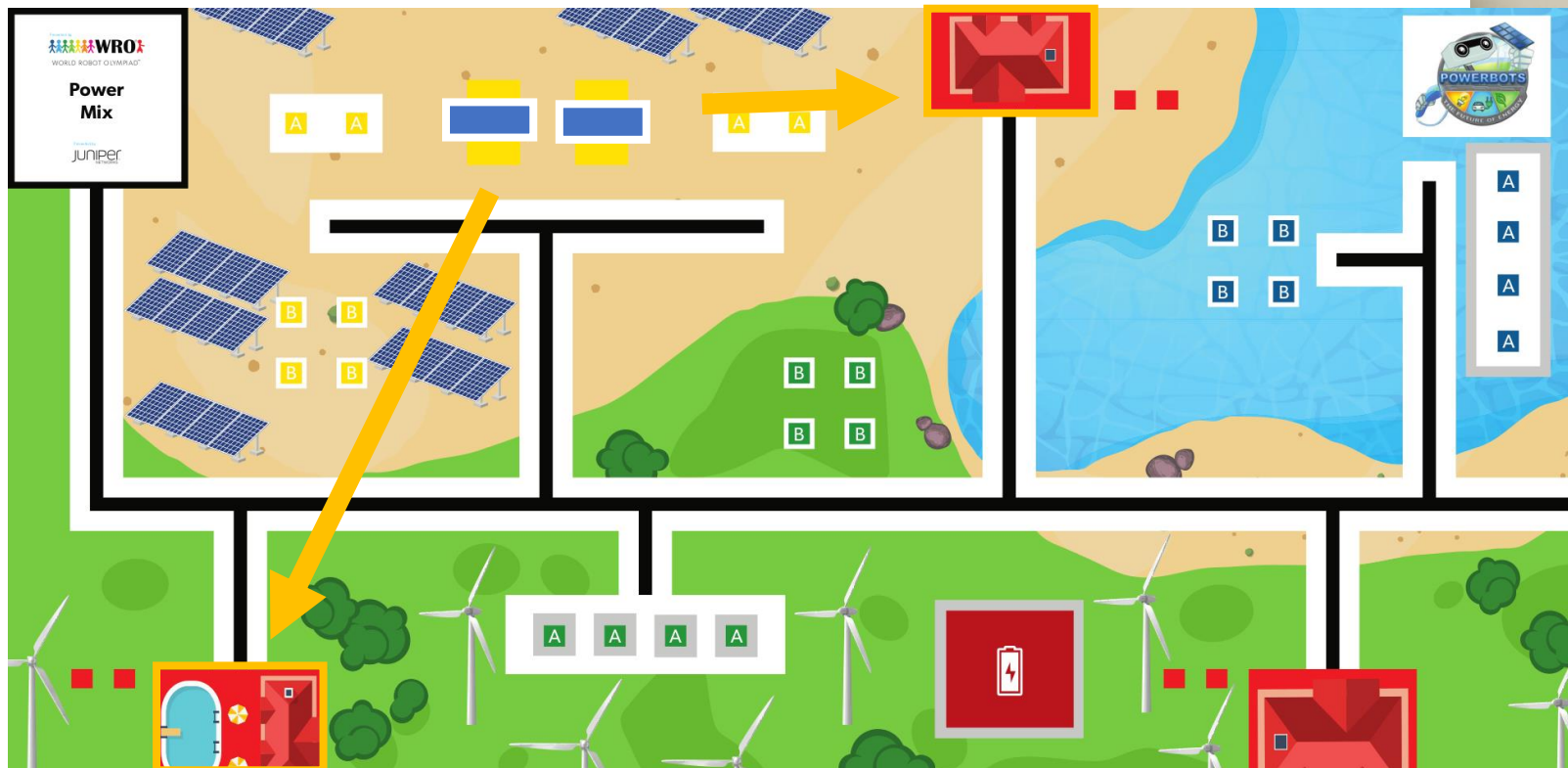


Senior - 2nd-Day-Challenge - Mission A

Bring **the solar panels** in the two houses without energy markers.

=> **30 points per solar panel** that is completely in one of the houses

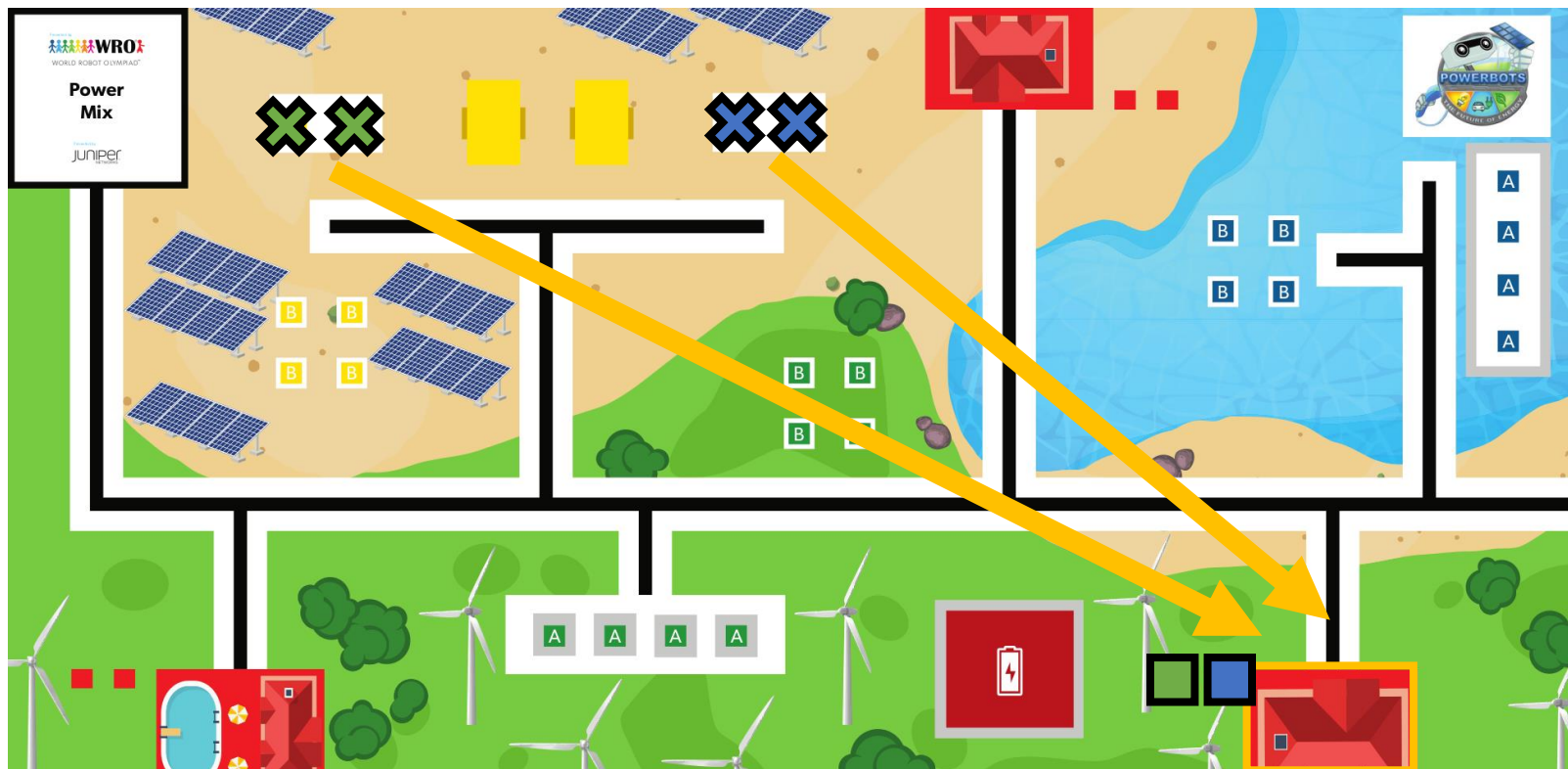
=> **15 points per solar panel** that is touching one of the houses



Senior - 2nd-Day-Challenge - Mission B

Bring the four energy units in the house with energy markers.

=> **10 points per energy unit** that is touching the house



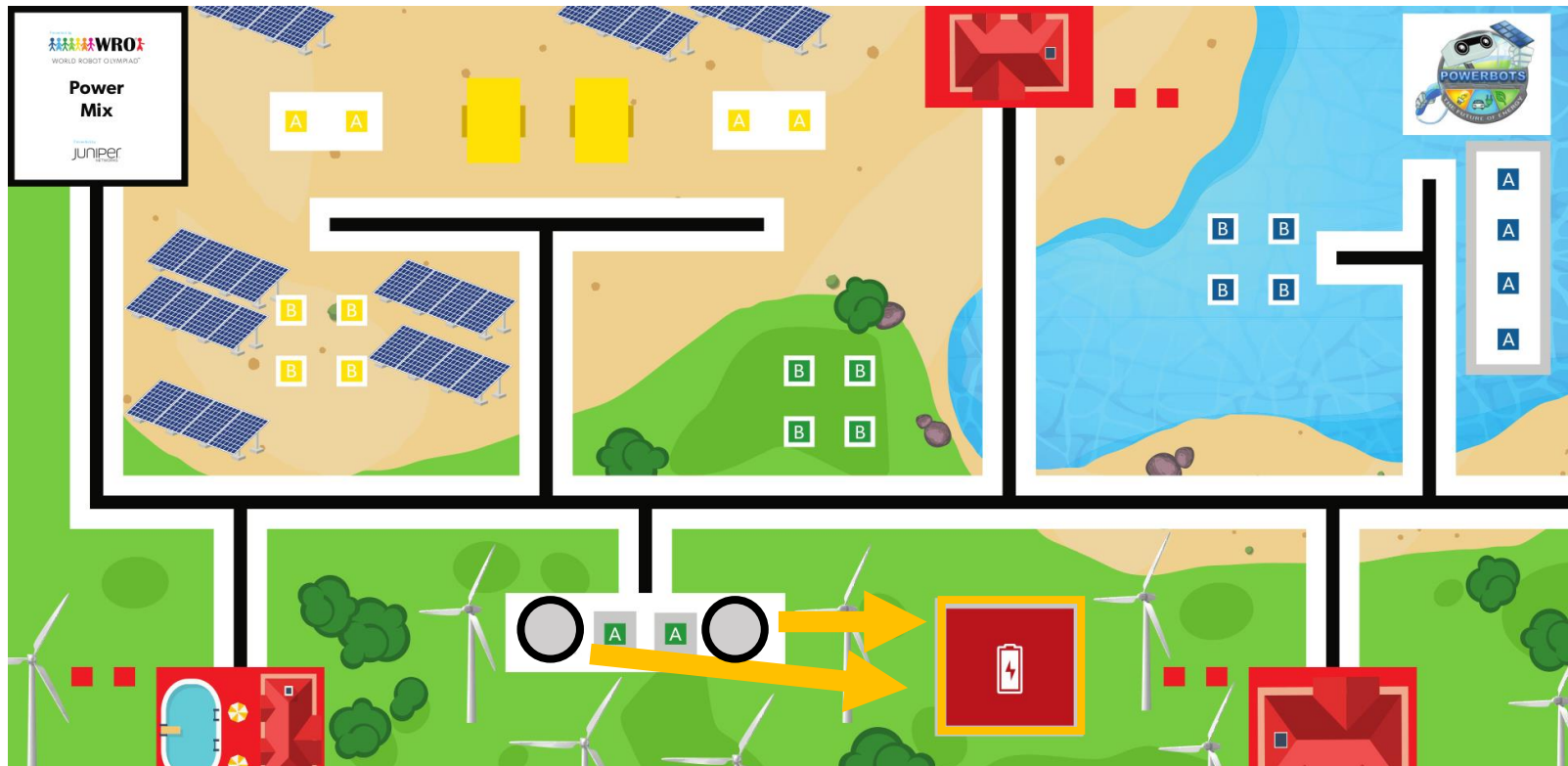
Senior - 2nd-Day-Challenge - Mission C

Bring **the two wind turbines** in the storage battery.

=> **40 points per wind turbine** that is completely in the storage battery

=> **20 points per wind turbine** that is touching the storage battery

The wind turbine is the black base (without the energy unit).

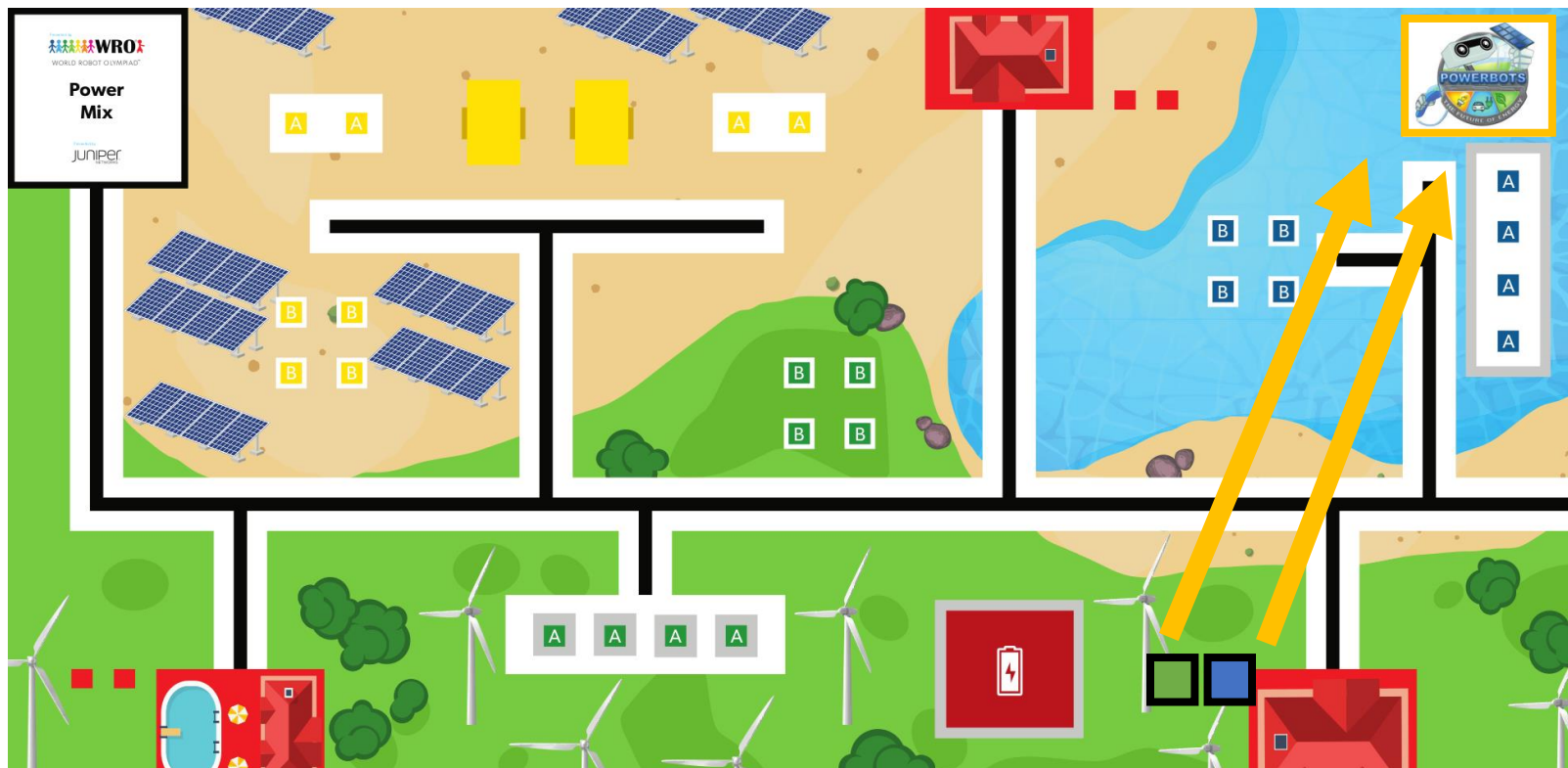


Senior - 2nd-Day-Challenge - Mission D

Bring **the two energy identifier** in the area with the season logo.

=> **30 points per energy identifier** that is completely in the area

=> **15 points per energy identifier** that is touching the area



Senior - 2nd-Day-Challenge - Scoring

Task	Points (each)	Total
Mission A: Solar panels		
• Completely inside target area	30	60
• Only touching the target area	15	30
Mission B: Energy units		
• Touching the target area	10	40
Mission C: Wind turbines		
• Completely inside target area	40	80
• Only touching the target area	20	40
Mission D: Energy identifiers		
• Completely inside target area	30	60
• Only touching the target area	15	30
Penalty points		
• Barrier around the storage batterie moved or damaged	-40	-40
Sum		220 points