



RobotisKidsLab Indonesia

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Fast Building Competition

STEAMCUP INDONESIA 2016

Fast Building Competition consists of :

1. **Fast Building Junior**
2. **Fast Building Senior**

A. GENERAL RULES

1. Participants :
 - ❖ Fast building junior
For 6-8 years old.
 - ❖ Fast building senior
For 8-10 years old.
2. Participant only one person each team.
3. Participants must re-registration before competition.
4. Participants who come late will not get extra time.
5. Participants are not allowed to messing up the competition, impair, interfere other participants or do something action that may harm the interests together.
6. Sanction for rule offense number 5 is disqualification.
7. Part of robot:
 - The committee will provide part of robot for competition, and a guide book to assemble (*building instruction/constructpedia*).
 - Before a competition begin, participants and visitors will be shown and explained about 3D robot, guide book to assemble and tool for competition.

B. REGULATION

1. Every participants will build one robot following the guide book.
2. Participants are not allowed to take robot part from another participants. If they are proven breaking this rule, they will given a warning.
3. If breaking up to three times (get three times warning) will be disqualified.
4. After finish building a robot, participants must hands up, and go to the comitte table to push the button and stop the time follow number of table.



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5. After participants finished building robot and hands up, participants are not allowed to touch robot again. If breaking the rules will be disqualified.
6. Time the match will be held for 45 minutes.
7. After 45 minutes, if participants can not finish build the robot, participants have to stop all activity.

C. Rule of Score

1. The criteria of the winner :
 - Winner will selected from participants with highest point.
 - Maximum point is 100.
 - Point will be reduced, if :
 - o Incorrectly installing plate = 5 point.
 - o Incorrectly installing color plate = 3 point.
 - o Incorrectly installing color rivet = 2 point.
 - o Robot can not be move : 30 point.
 - If the participants have same point, the winner will be selected by the fastest time build the robot.
 - If the participants have same point and same time, the judges will hold rematch to look for winner.
2. The winners will be announced after the end of all fast building session.
3. The judges decision are legal and incontestable.

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