

**Skills Canada Mobile Robotics
Regina 2025
Competitor Questions and Responses Document**

November

Nov.Q1:

Q: What if the snowfort falls down after the buzzer has gone?

In particular, if the snowfort was stable (or seemed stable) at the time of the end of the match, and before judging it fell down, what is the scoring?

R: The height of the snowfort will be measured after the end-game buzzer, at its end-game stable height.

We define the stable height as the height of the snowfort that is standing for 5 seconds after all legal game pieces have stopped moving.

No one is to step on the court before this time is up. Snowforts will be the first item scored.

No robots can touch the forts after the game time, if they are then it is measured as per 6.3.1.1.3.

Illegally thrown snowball: if it knocks over a tower, the tower will be rebuilt as it was, and the snowball will be returned to its last legal place.

Note for Autonomous Robots: They will be turned off by an assigned NTC/Judge/Volunteer at the end of the 4 minute match. This person will be permitted to step on the court to turn off these robots.

Nov.Q2:

Q: I would appreciate some clarification regarding a specific rule in the competition guidelines. In section "8.3.2.3. 8.3.3.", it states that "Strategies aimed at preventing the opponent from playing the game are not permitted, as they are not in the spirit of fair play, and will not be permitted," and in section 8.4, it mentions that "Each team's optional Autonomous Element must not have any direct interaction with the competitors." I am wondering if this includes blocking the shots of opposing teams directly by using our robot as a shield, positioning it just behind the snowblocks. Or hoarding the snowballs until near the end to launch them all at once. We would be grateful for your response.

R: Blocking is a permitted part of the game (as it is a defensive movement to block, as is the entire point of the snowfort). Hoarding is also a potential strategy, but the point system does discourage it.

In terms of the "spirit of the game", this game is a snowball fight with a fort. The reality of a real life snowball fight includes strategies to block the snowballs and permission to hoard a number of snowballs.

The in game size restrictions limit the size of the blocking.