

## HUROCUP GAMES SUMMARY ,10TH FIRA MALAYSIA 2017

GAMES		REMARKS	
1	SPRINT	ROUNDS	5 rounds ( best time recorded), 1 Grand Final Sprint round.
		DURATION	5 minutes ( can retry if fall down or step on lines within time limit)
		WINNER	winner based on shortest time .
		TIE BREAKER	Refer forward time and reverse time and distance
2	MARATHON	ROUNDS	1 (1 hour)
		DISTANCE	200m
		LINE COLOUR	Red ( with gap , not more than 200cm )
		WINNER	Winner based on quickest time & distance .
		PENALTY	If robot fall down and handler touch, consider 1 time penalty. But, if the robot fall down and stand up itself , its not consider as a penalty. (Max. penalty : 5 times)
		SPECIAL REMARKS	The handler and all other team member must not interfere with the the environment at any time.
		3	WEIGHT LIFTING
FIRST ROUND DISC QUANTITY	Depend on desired quantity by each team. But, the team cannot reduce the requested quantity of discs if failed to lift. The robot only allowed to increase the number of discs if the robot successfully finished its current attempt.		
DURATION	2 minutes		
WINNER	Based on highest number of discs lifted successfully in a trial		
TIE BREAKER	1) Total number of discs successfully lifted in 7 rounds else 2) number of successful trial if same total number of discs		
4	BASKETBALL	ROUNDS	10 rounds
		WINNER	Winner based on accumulation of ball points ( 2 points, 3 points, 5 points)
		DURATION	2 minutes
		TIE BREAKER	Shortest duration taken for highest score trial
		BALL COLOUR & TYPE	Orange colour table tennis ball
		BALL POSITION	Prefixed position randomly picked by team member for each round..
5	LIFT & CARRY	ROUNDS	7 rounds
		ROBOT LOCATION	8 prefixed position randomly picked by team member for each round. Top of the uneven terrain is RED colour.
		DURATION	2 minutes for each robot to reach highest spot .
		OBSTACLES	Metal washers
		GAME PLAY	Robot must reach the highest spot of the platform with both feet and leave the uneven terrain until both feet touch the ground outside of the uneven terrain.
		FIRST ROUND	Without battery.
		WINNER	Shortest time taken to reach the highest spot and leave the uneven terrain <b>OR</b> based on number of batteries carried.
		TIE BREAKER	Shortest time and platform level
6	LONG JUMP	ROUNDS	5 rounds
		WINNER	Longest jumping distance with the perfect landing between Start line and robot's Jump line.
		TIE BREAKER	In case two or more robots have the same number maximum jumping distance after all rounds in the long jump event, sum of the successful long jump distances in all rounds and if the sum is same , then the number of successful attempt will used to determine the winner.
		DURATION	Should jump within 30 seconds after the referee signalled to start
7	OBSTACLE RUN	ROUNDS	7 rounds ( few of the rounds <b>MUST</b> crawl underneath the gate )
		ROBOT LOCATION	Robot will start from START POINT and will end when both feets cross the FINISHING LINE.
		OBSTACLE LOCATION	Obstacle will be place randomly.
		OBSTACLE QUANTITY	5 walls , 1 gate , uneven terrain
		DURATION	3 minutes for each round
		TIE BREAKER	Shortest time taken to complete the task If the task not completed, tie breaker based on longest distance ( tie breaker based on duration also apply)

\* If total medal is equal when finalised, SPRINT WINNER will be determine ALL ROUND WINNER for HuroCup category.