



**Kaga City Mayor's Challenge
Promotion of Kaga, Japan
RoboRAVE Global '21 is July 16-18
Host: City of Kaga, Mayor Riku Miyamoto**

This is a QUALIFYING event for RR Global '21

New Event Tracks, every 2 months

Oct 15-Dec 15

Dec 16-Feb 15

Feb 16-Apr 15

April 16 - Jun 15 NO challenge

Preparing YOU for
Jul 16-18, 2021 Virtual Championship at RoboRAVE Global 2021

Eligibility:

Any grade up through HS, grade 12

Divisions:

Elementary (grades 3-5):

Middle School (grades 6-8);

High School (grades 9-12)

Challenges:

Virtual a-MAZE-ing (*no sensors permitted*)

Virtual Fastbot (*infrared sensor required*)

Virtual Line Following (*infrared and ultrasonic or touch sensor required*)

Rules:

- 1) Program your robot for the fastest time to complete the track while collecting points along the track in order.
- 2) 100% virtual with several robot platforms to choose from and options to add/delete to your robot
- 3) Complete the track UNDER the allowed time and the remaining seconds are added on as points (whole number of seconds)
- 4) Track your success on the RoboSensei Leaderboards (top of page) located on www.robosensei.net
- 5) Play as many times as you need during the 2 month event. Your HIGHEST score is AUTOMATICALLY saved for your return.
- 6) **REQUIRED:** RoboRAVE International Membership ID (Free)
Signup - www.roboraveinternational.org/signup
- 7) **REQUIRED:** RoboSensei Account: provided for the event upon completing your RoboRAVE International Membership and Payment of team(s)
- 8) Cost: \$10/team/challenge/event
- 9) Team size: 1 to 4 players\
- 10)Coach: OPTIONAL
- 11) Required, 1 player as “Required Player” (found on team registration form)
- 12)Playing as a team of 2, 3 or 4 players: Top player’s score will represent the TEAM score
- 13) RR Global ‘21 - Qualifying: Any player finishing in the top 3 positions will automatically be eligible for the Virtual Championship

Questions:

Email admin@roboraveinternational.org

Subject: Kaga City Challenge

Thank you.

RoboRAVE International Executive Team