Rescue Simulation Judge Training

Robocup 2026

Score(sheet)

- The scores are calculated automatically by the simulation supervisor. The scores will then be entered manually into the competition system.
- The **supervisor's** scoring of a run is **final**.
- If a team **disagrees** with the score, the team captain has to **write a comment in the designated part of the form** and **sign** it.
- The score will be reviewed **later**, and the team will be approached to present **video evidence** for their claim.

Note:

The teams **are allowed** to film their runs, but video evidence will **only be accepted during the review**.

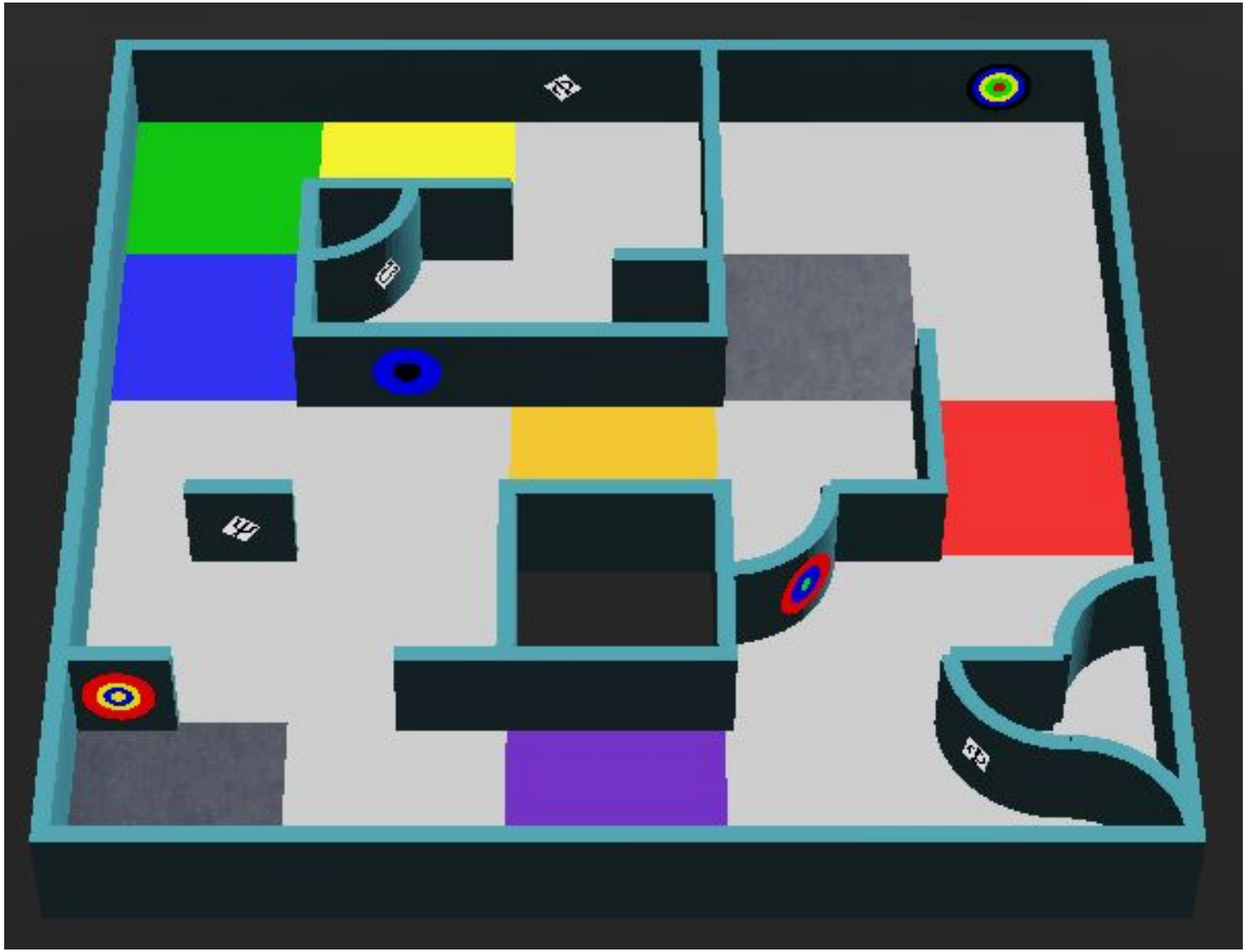
No videos are to be discussed at the field.

Videos will **only** be inspected if a **comment was written** on the **signed form**.

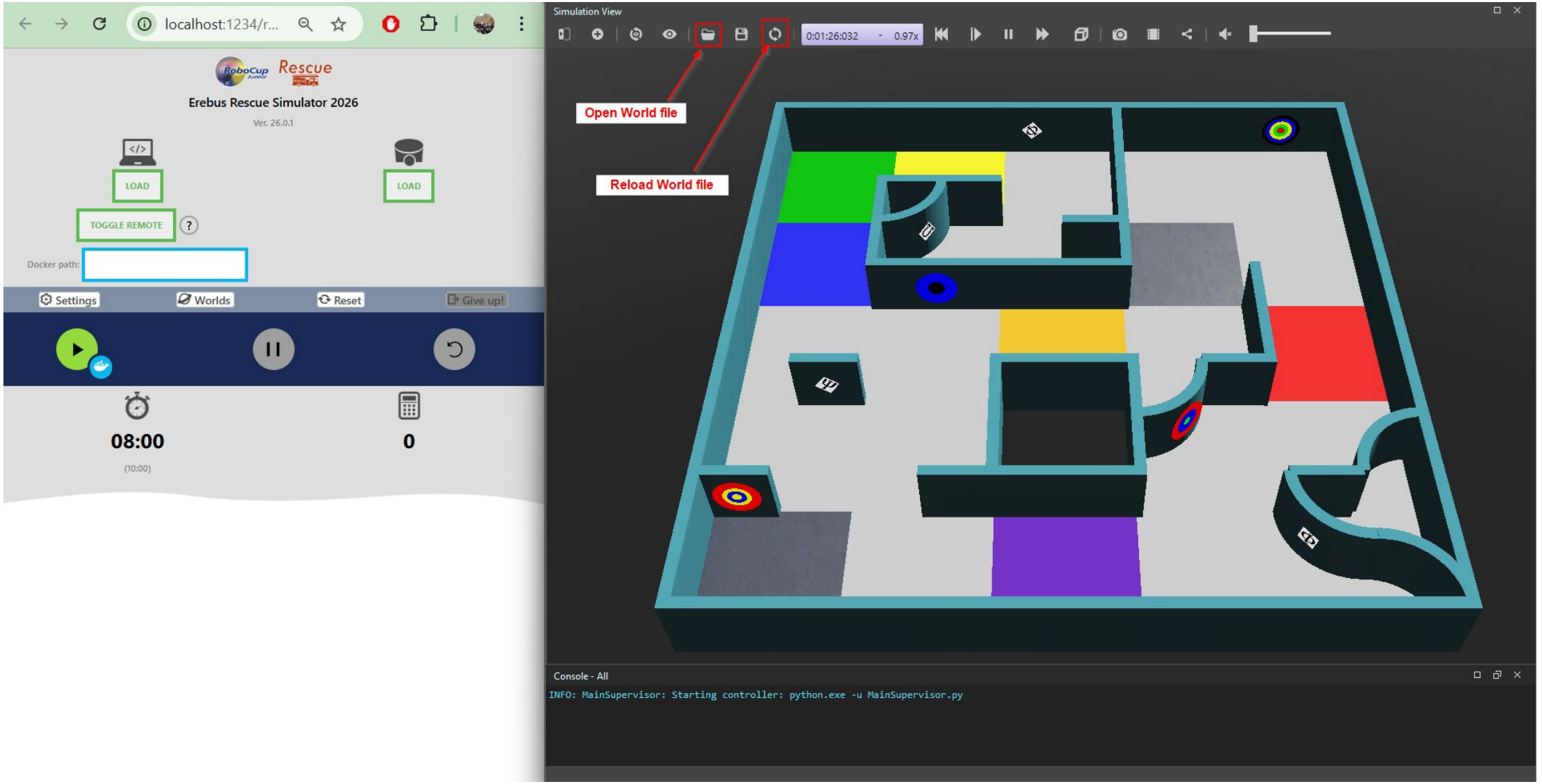
Competition time

- Teams are responsible for managing their own competition schedules, including all assigned activities such as rounds, interviews, poster sessions, and announcements.
- A team’s time slot begins exactly at the scheduled time, regardless of whether the team is present. If a team arrives late, the lost time is not compensated, and the remaining time should be reduced accordingly.
- Judges should enforce this consistently to ensure fairness across all teams.

Simulation Field and Controller

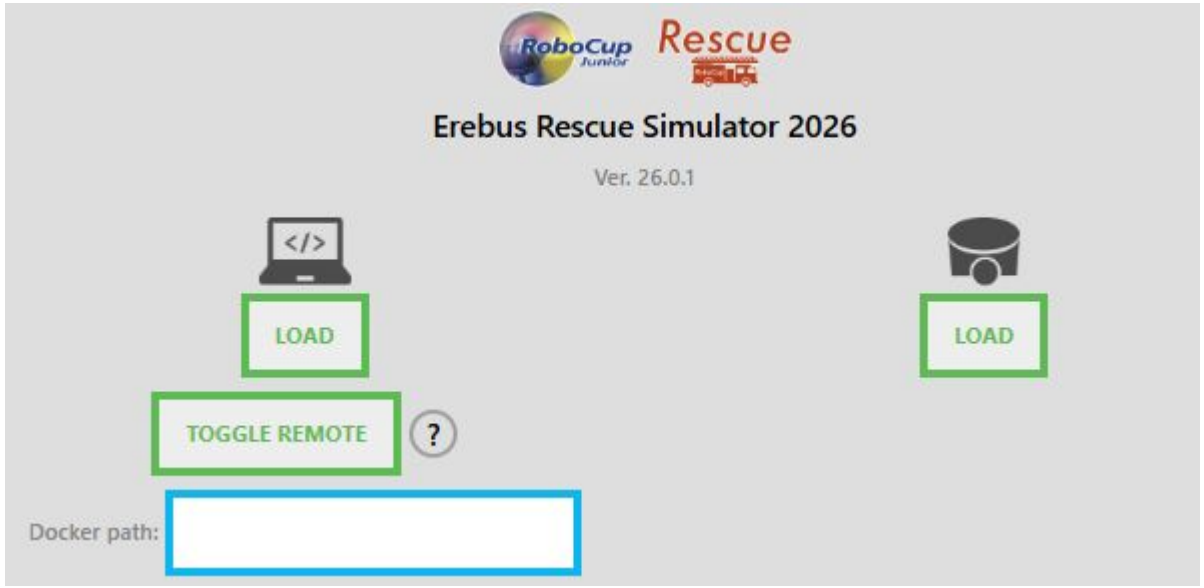


Simulation Field and Controller

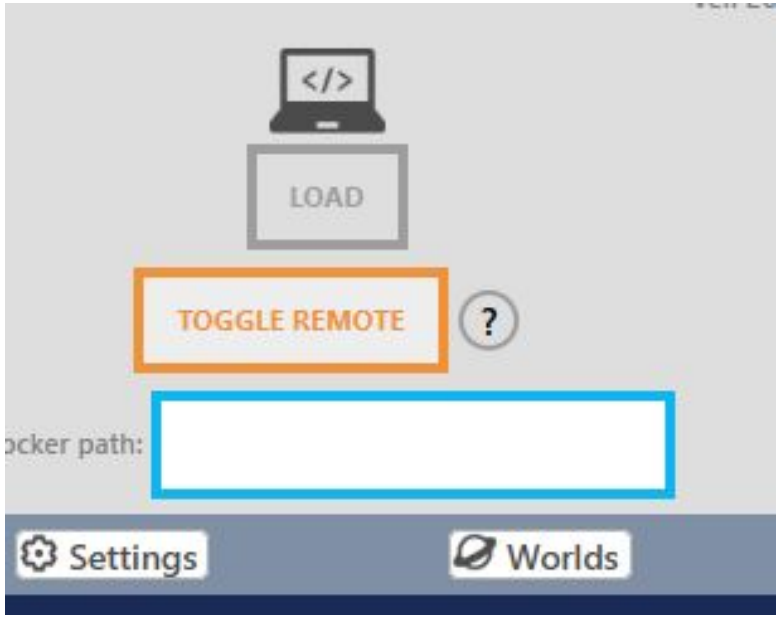


Remote Setup

- Click on “Load” beneath the robot symbol, if the team is using a custom robot controller
- Custom robot controllers will be uploaded to the CMS before the rounds

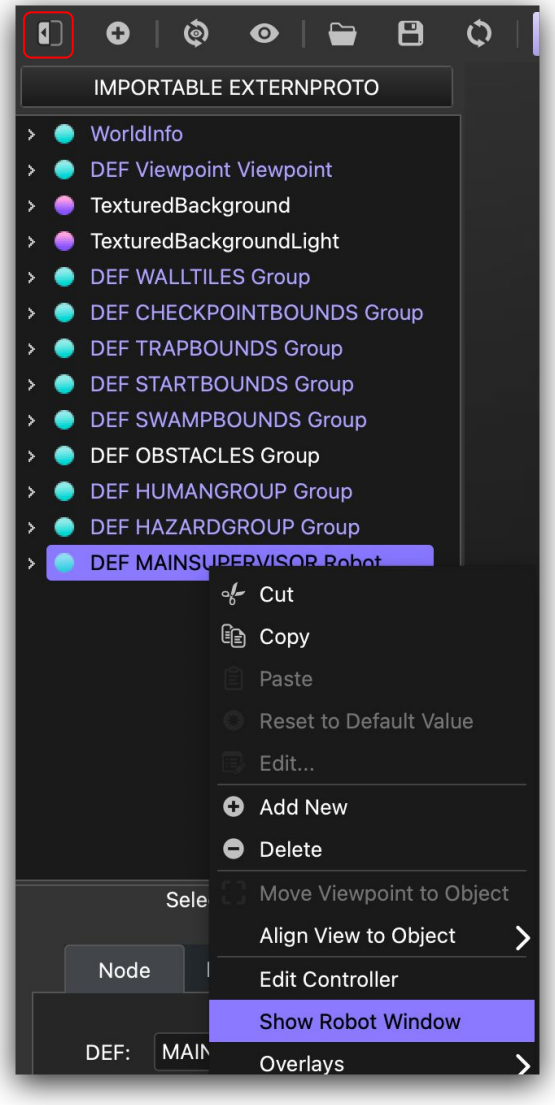


- Click on “Toggle Remote” to enable the remote controller



Show missing Robot Window

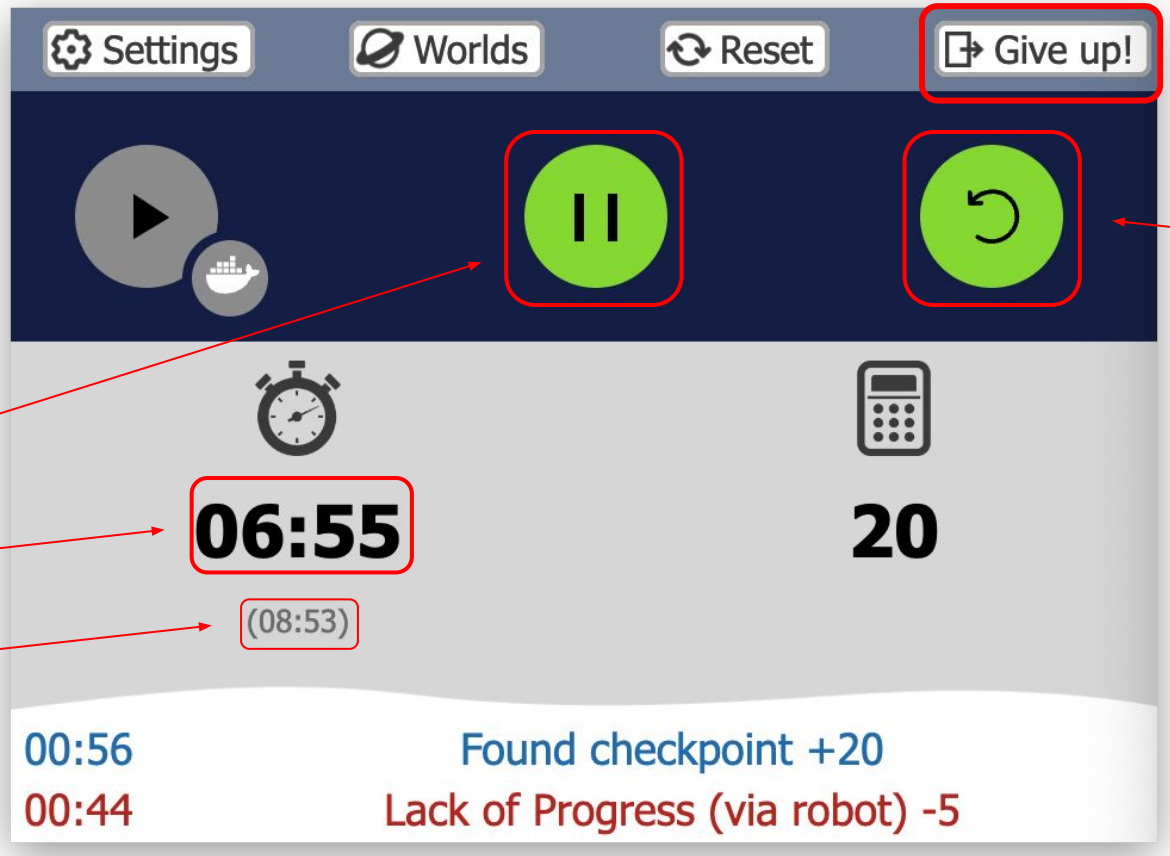
In case the robot window is not showing



Handling the run in general

- There is only one team member (captain) allowed at the competition field
  - All other members have to watch from the grandstand
- All actions on the game server will be performed by the judge
  - Loading the Maps
  - Starting the run
  - Pausing the simulation
  - Executing a LoP
  - etc.
- In case of any unexpected events, write a comment when putting in the scores into the CMS
  - This goes for judges as well as team captains

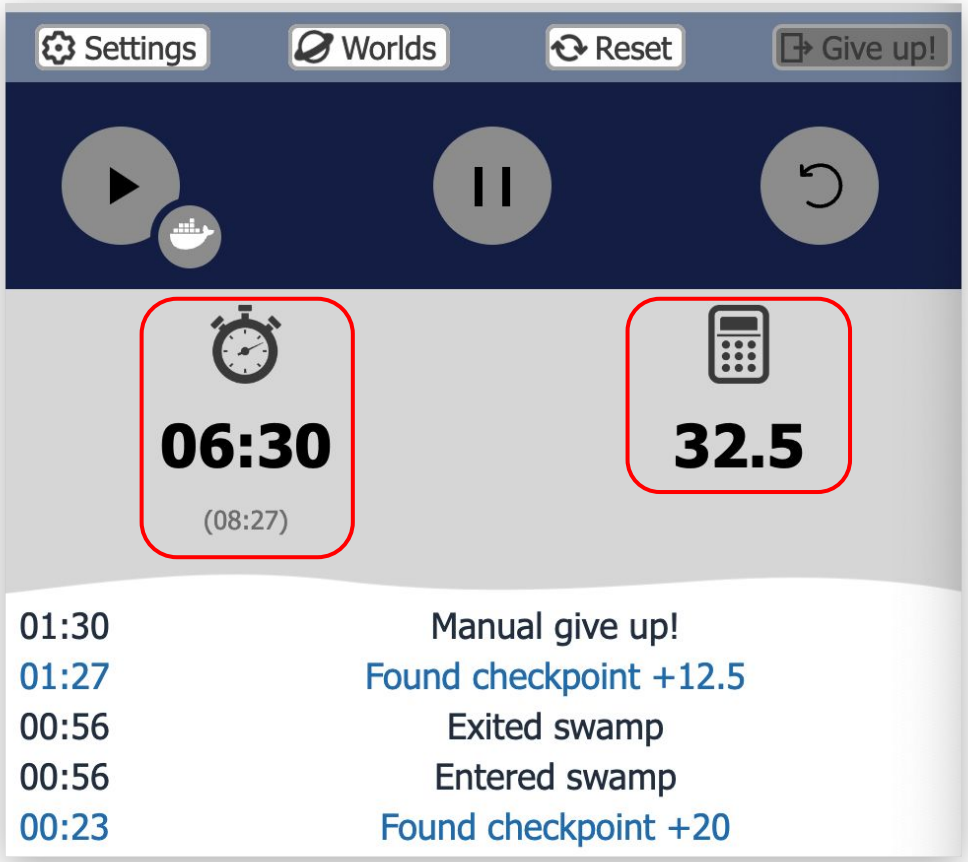
Handling during a run



After the run

- The round ends when the team captain calls the game end
- The robot sends the exit message on its own

- **Write down the duration and score**



Execute the remote controller

- (Client) Controller will be executed on the command line of the participant's computer.

  Windows example

- (Client) <Webots Controller Path>/webots-controller.exe --protocol=tcp --ip-address=<Server IP Address> <Controller Path>
  - The standard installation path is ***C:\Program Files\Webots***
    - ***C:\Program Files\Webots\msys64\mingw64\bin***
  - The IP address will be individual for each competition computer - is written on the field sign
  - The controller path is the path to the participants' controller file

- After executing the command, the client should output an info message every 5 seconds:
  No robot name provided, exactly one robot should be set with an <extern> controller in the Webots simulation, retrying for another 50 seconds...
- (Server) Press the start button to start the simulation

  Linux and macOS

- On Linux and macOS you also have to set the WEBOTS_HOME environment variable which should point to the installation folder:
  Client) $WEBOTS_HOME/webots-controller --protocol=tcp --ip-address=<Server IP Address> <Controller Path>