

## OTO'08 Aqua Robot Competition

# Competition rule of Biomimetic Robot Group

Version 2.0 (March 12, 2008)

1. Uniqueness of design concept (Artistic Point),
2. maneuverability (Technical Point) and
3. demonstration (Presentation Point)

of underwater biomimetic robot will be evaluated synthetically by free swimming for 3-5 minutes in the pool.

Robot must have both the basic function (basic performance), such as "go forward", "turn", "surfacing/ diving", and the original function (optional performance), such as "go backward", "spin", "jump". Also, the representative person of development explains its characteristics during the performance.

The MTS Japan Section Award will be given to the best robot through evaluation by judges.

Demonstration area: Length 10m \* Width 10m \* Depth 1.1m

The definition of 'biomimetic robot' is simply 'an underwater robot that has neither screw nor thruster'. Thus, underwater glider is here categorized as a biomimetic robot, but can be applied to AUV group if it is controlled autonomously.