WORLD ROBOT OLYMPIAD ™

RoboMission

Elementary Extra Task

Season 2026



Robot Rockstars

Festival Helpers

Extra Task for the WRO International Final
Version October 8th 2026
To be used with the WRO 2026 Elementary season rules

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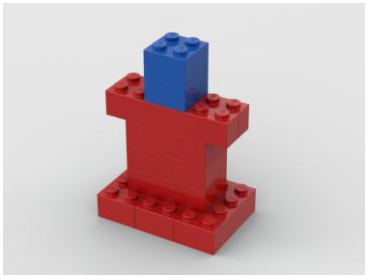
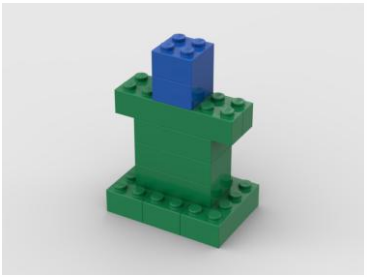
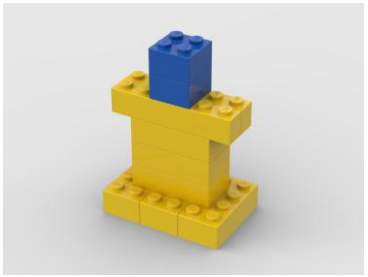
1. Introduction

The festival is about to begin, but one member of the festival team is still waiting to get to work! It could be the musician, a staff member or the barman. Your robot must recognise the helper by the colour of their clothes and bring them to the correct place so the show can begin.

2. Game objects and positioning

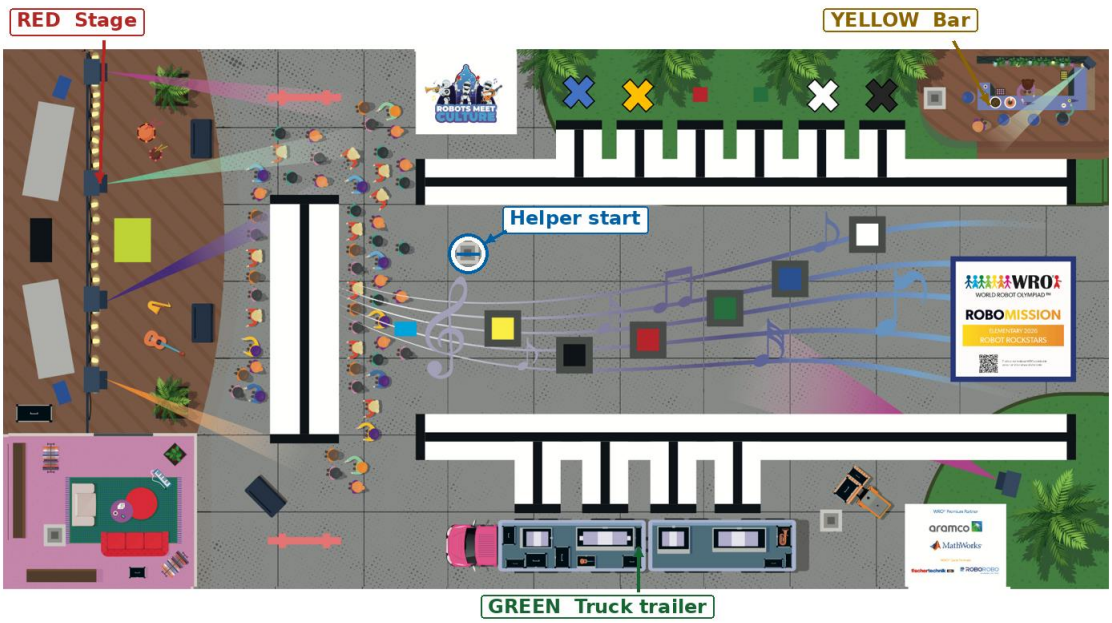
Festival helpers

There are three different helpers. Only one randomly selected helper is placed on the field in each round. All helpers have a blue head; the colour of the body and base identifies their role.

Red musician	Green staff member	Yellow barman
		
Stage area	Truck trailer	Bar area

Initial position and randomization

For each round, randomly select one of the three helpers. Place only this helper upright on its base at the unused framed grey square above and slightly to the right of the clef. Centre the base on the square, with its longer side parallel to the long sides of the game table. The position and orientation are the same for all three helpers.



The blue circle marks the starting square. The blue line indicates the longer side of the base.

The other two helpers are not placed on the field. The season missions and their randomization continue to apply.

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3. Robot mission

Bring the festival helper to work

Bring the selected helper to the target area corresponding to its colour. Solving this extra task is optional, but the selected helper is always placed on the field.

Target areas

Red musician: stage area. The brown performance area at the left end of the field, including the printed decorations and markings inside it. The surrounding grey border and the pink backstage area are excluded.

Green staff member: truck trailer. The inside of the truck trailer at the lower end of the field, including all four loading compartments and their internal markings. The driver's cab, wheels and outer border of the trailer are excluded.

Yellow barman: bar area. The brown counter area in the upper right corner of the field, including the printed drinks and decorations inside it. The surrounding grey border and green floor are excluded.

Scoring conditions

Touching. The helper touches the corresponding target area.

Upright. The helper stands on its base with its head above its body.

Undamaged. The helper is assembled exactly as at the start of the run. A helper with a detached brick does not score.

The helper must touch its correct target area to score. The robot may touch the helper, provided all scoring conditions are met. A helper in a wrong target area or held above the mat scores 0 points. Only the highest applicable score counts.

Condition at the end of the run	Each	Max.
Undamaged helper touching its corresponding target area and upright.	25	25
Undamaged helper touching its corresponding target area but not upright	10	

Scoring examples

Final arrangement	Points
Completely in the correct target area and upright.	25
Partly in the correct target area and upright.	25
Completely in the correct target but lying down.	10
Partly in the correct target area but lying down.	10
Wrong target area, no contact with the correct target area, or damaged.	0

Maximum extra-task score: 25 points.
Maximum score including the season missions: 280 points.

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4. Scoring sheet

Team name: _____ **Round:** _____

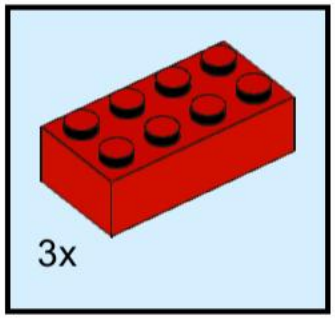
Tasks	Each	Max.	#	Total
1. Connect the amplifier with the speakers				
Cable is completely in the grey area and upright.	**15**	**30**		
Cable is only partly in the grey area or not upright.	5			
2. Prepare the show				
Microphone is completely in the microphone target area and upright.	**20**	**20**		
Microphone is only partly in the microphone target area or not upright.	10			
Instrument completely in backstage area	**15**	**45**		
3. Play the song				
Note is completely in corresponding-coloured **note target area (including grey border)** and upright	**20**	**120**		
Note is partly in corresponding-coloured **note target area (including grey border)** or not upright	10			
4. Bonus points				
Clef is not damaged or moved	**10**	**10**		
Speaker is not damaged or moved	**10**	**20**		
Amplifier is not damaged or moved	**10**	**10**		
5. Extra Task Festival Helpers				
Undamaged helper touching its corresponding target area and upright.	**25**	**25**		
Undamaged helper touching its corresponding target area but not upright	10			
Maximum Score		**280**		
Total Score in this run				
Time in full seconds				

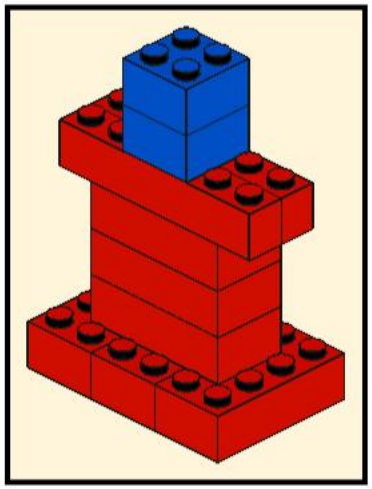
Building instructions

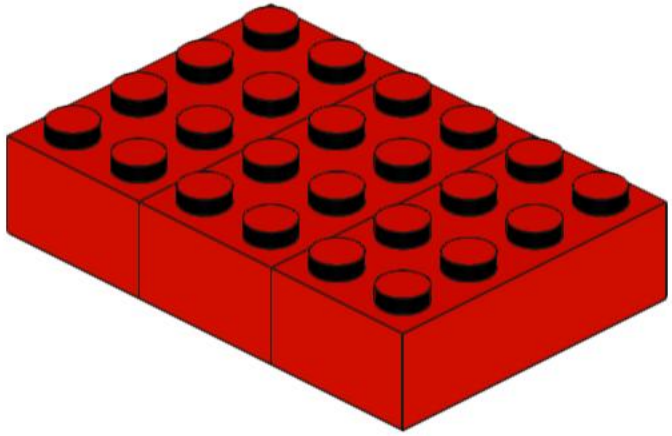
Build the three helpers using the separate building instructions. The completed models must match the colours and construction shown on page 2.

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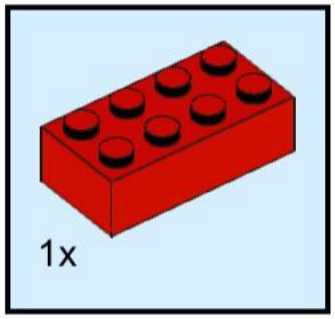
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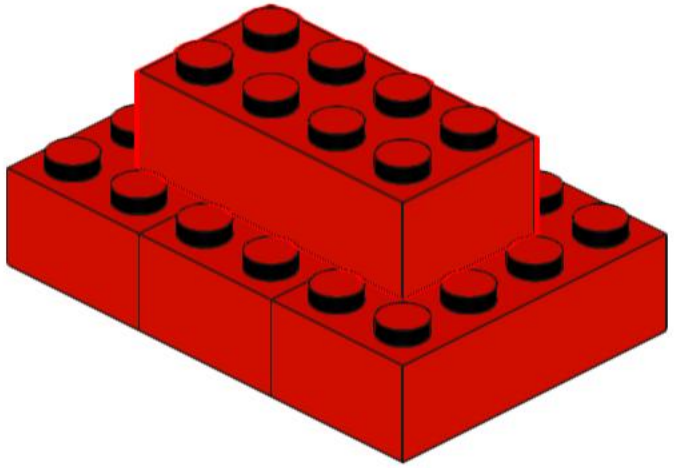




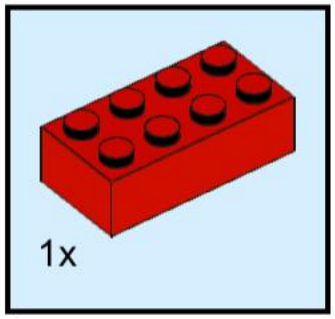


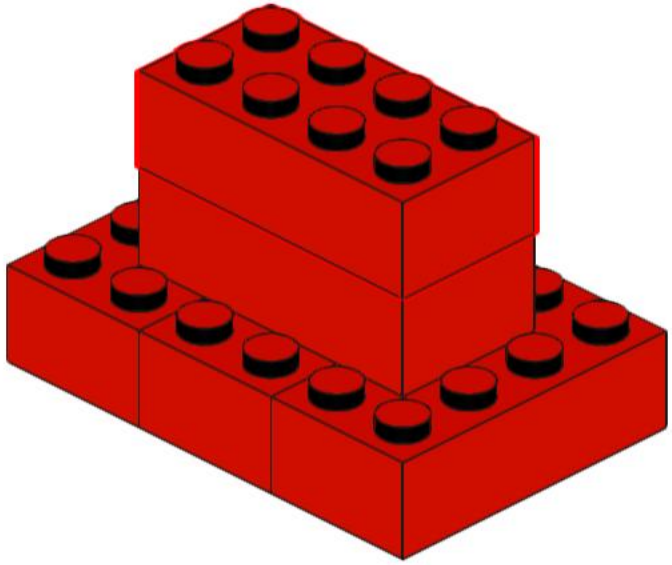
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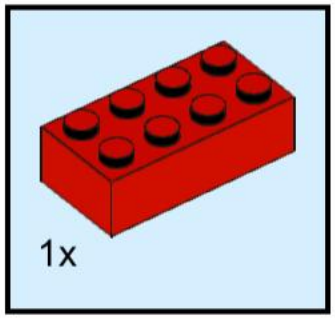


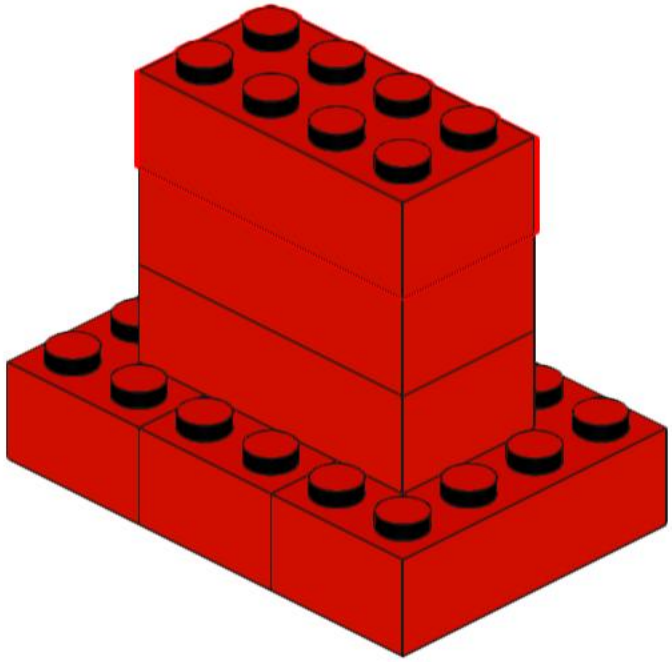
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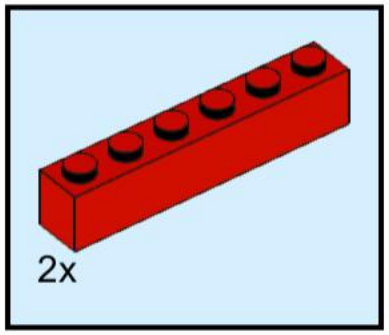


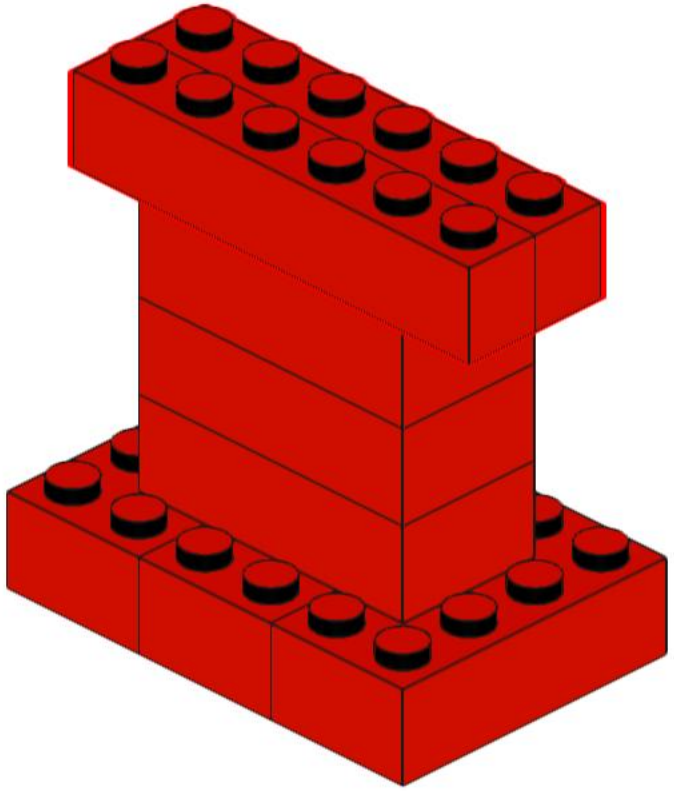
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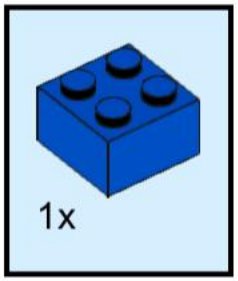


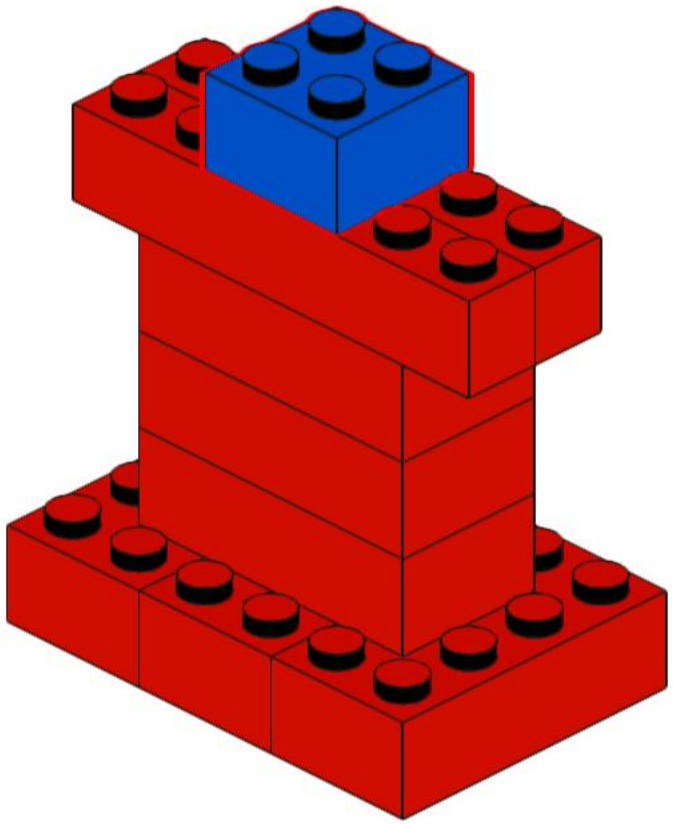
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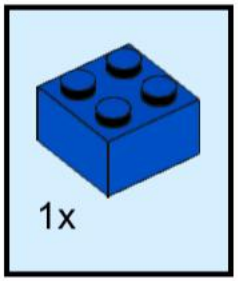


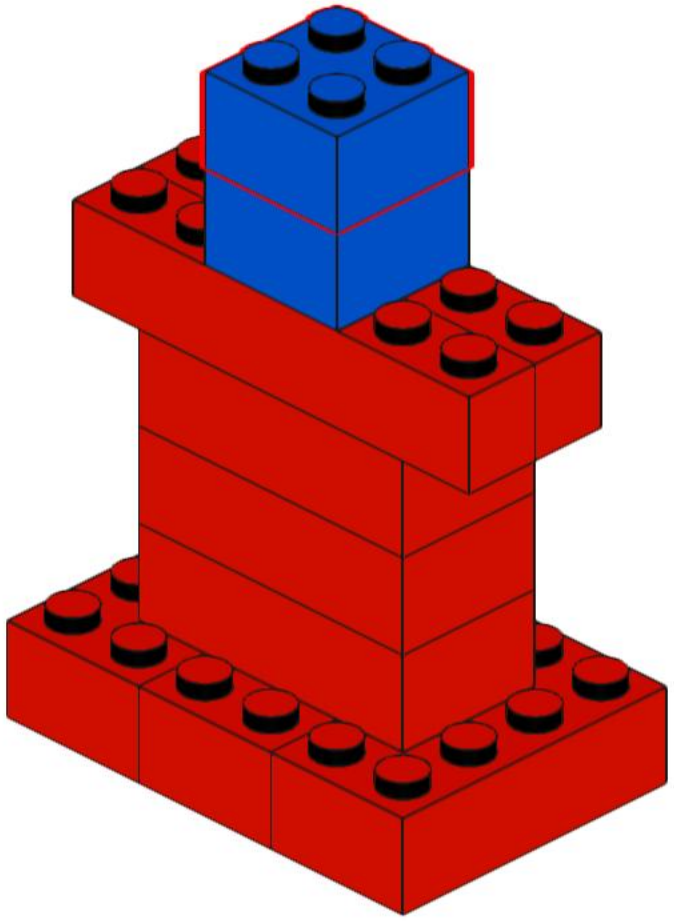
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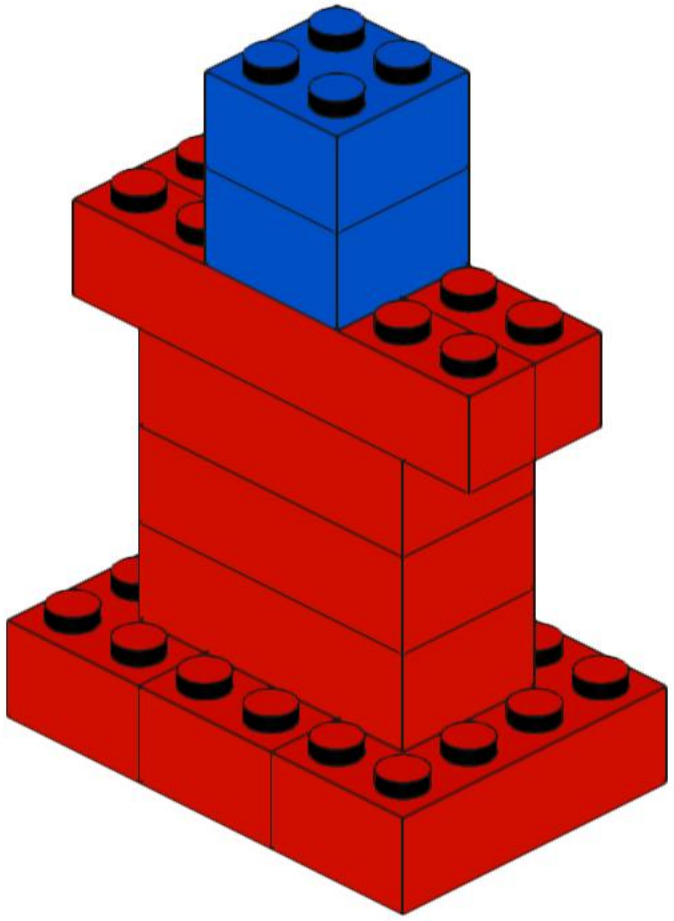


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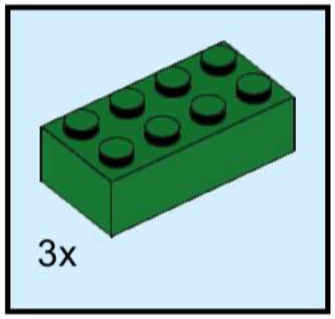


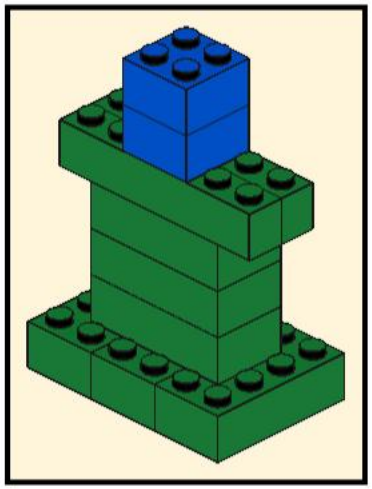


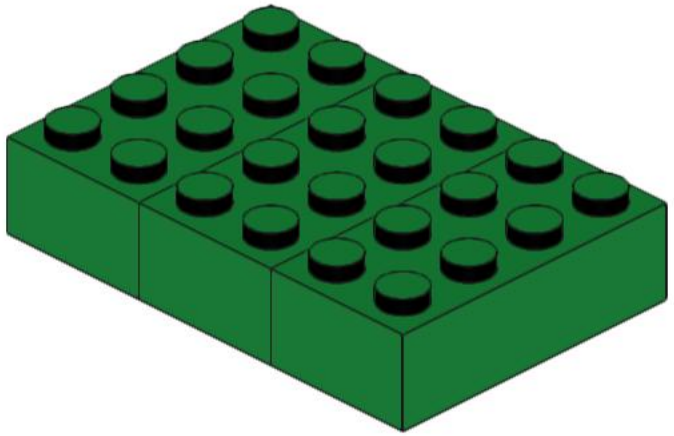
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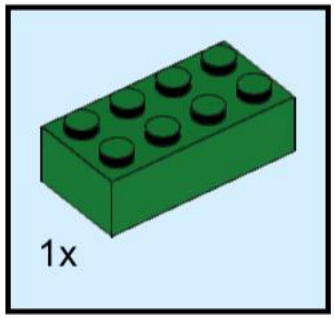
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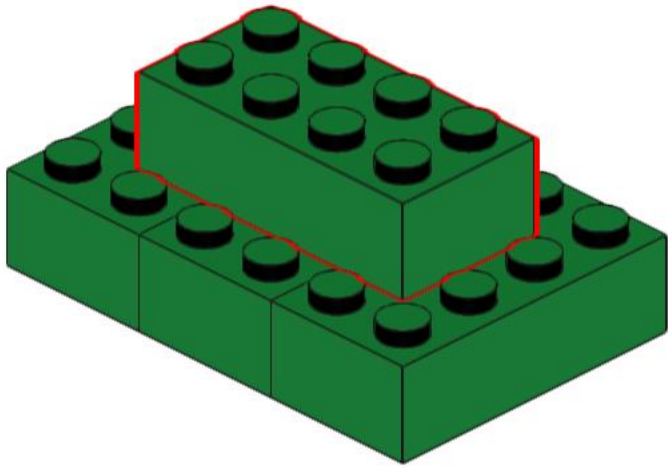




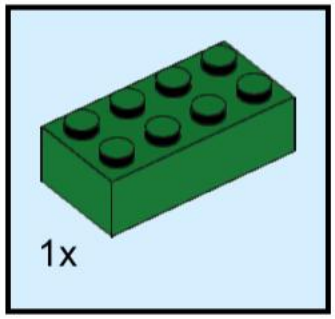


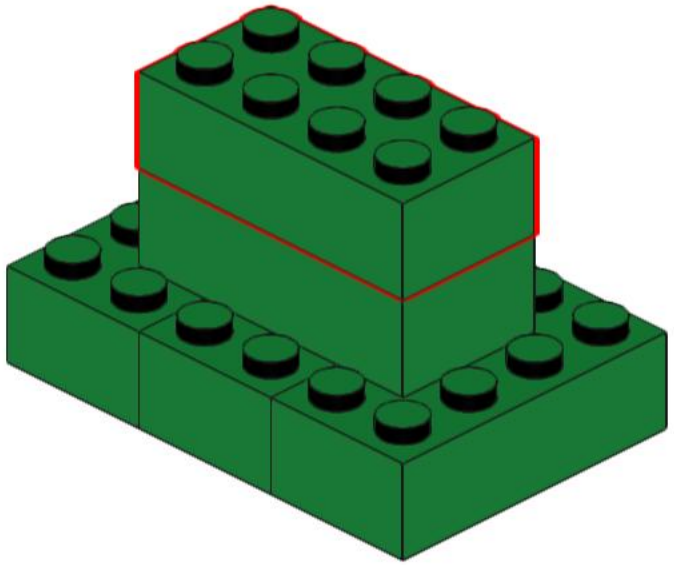
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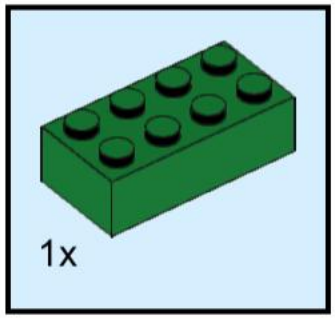


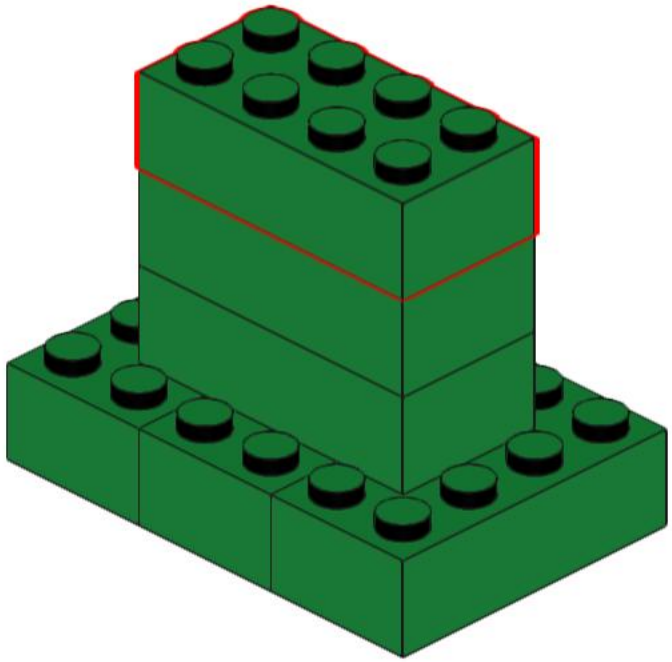
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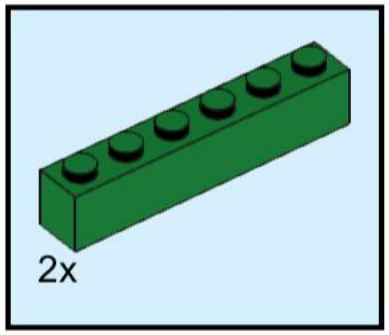


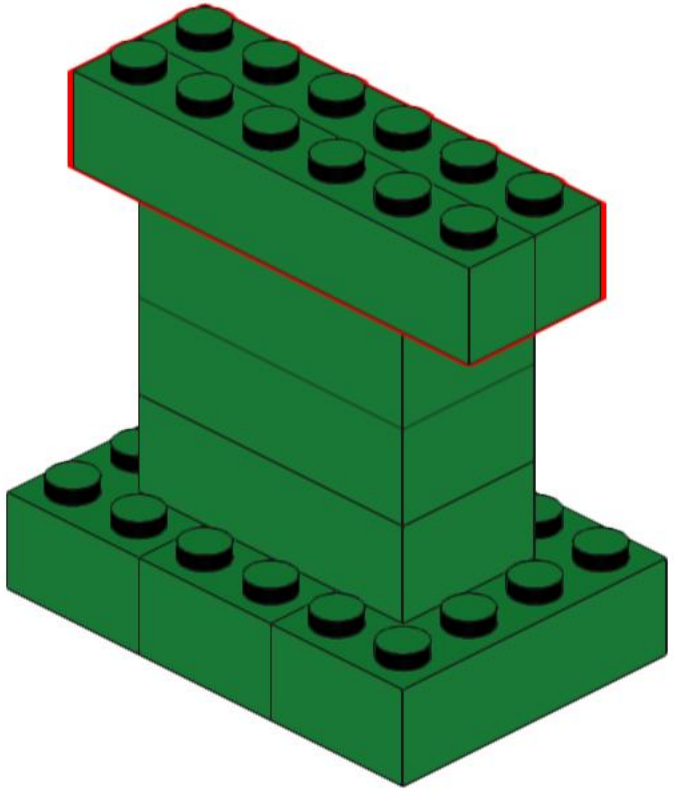
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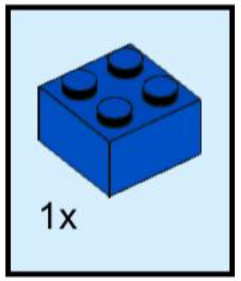


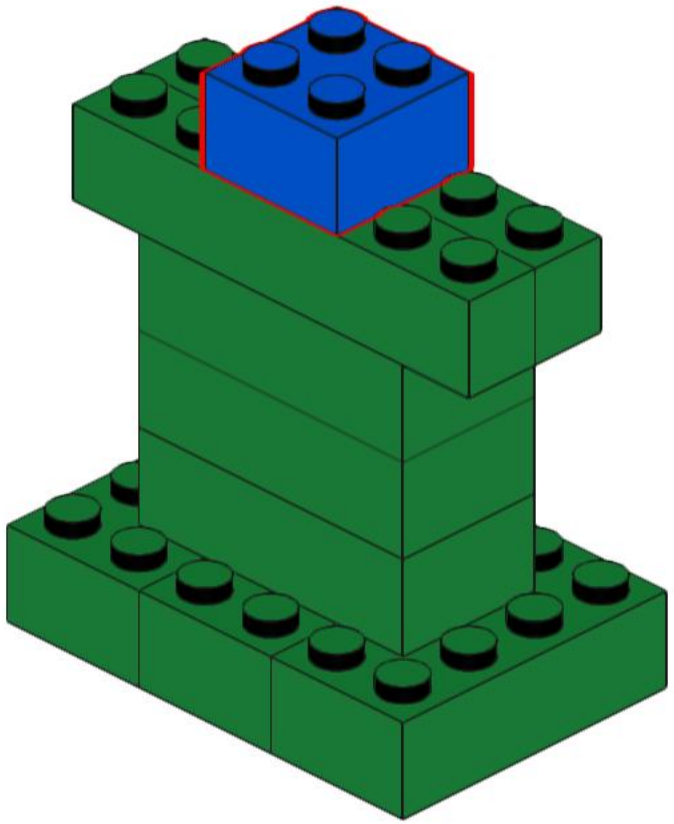
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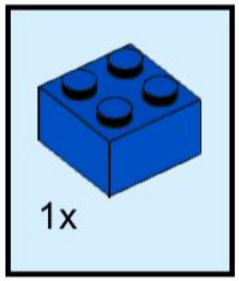


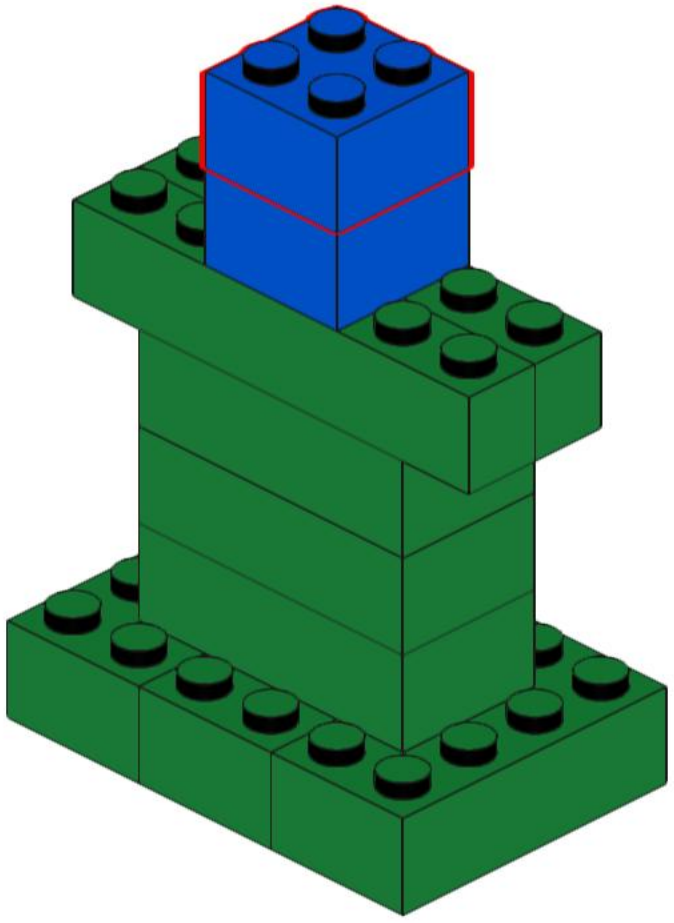
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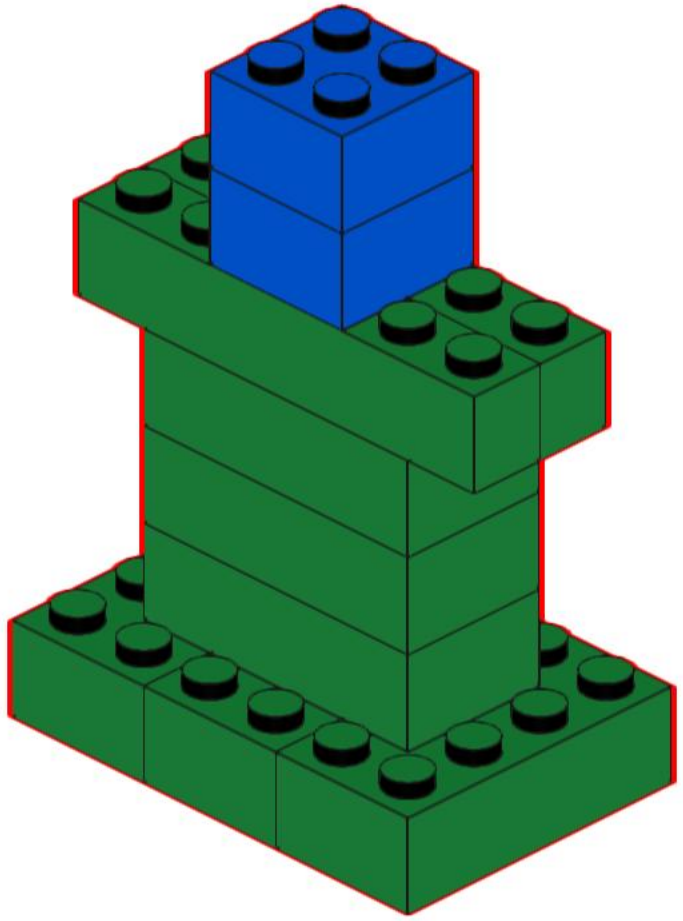


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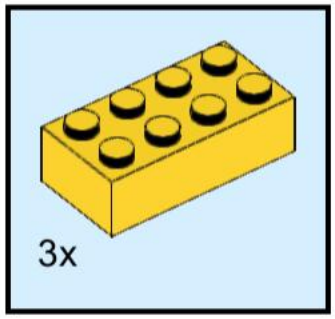


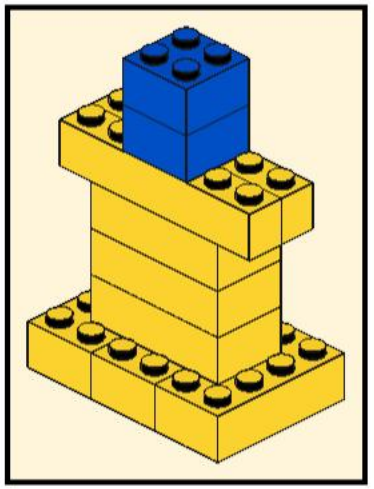


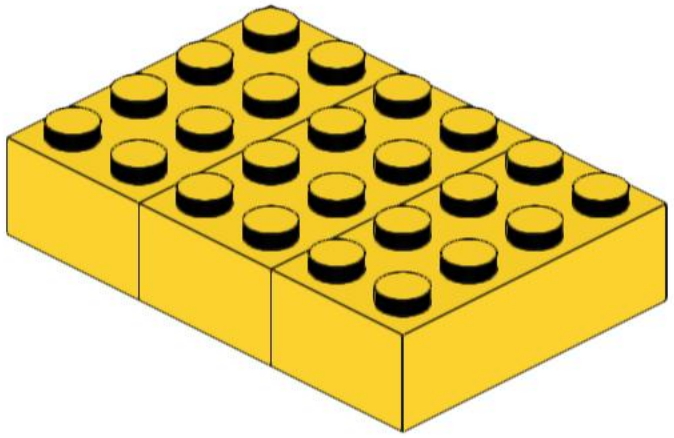
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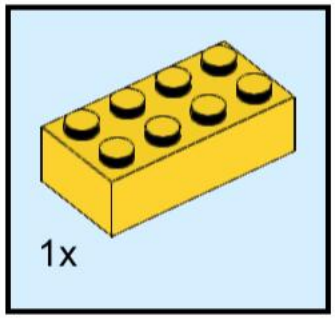
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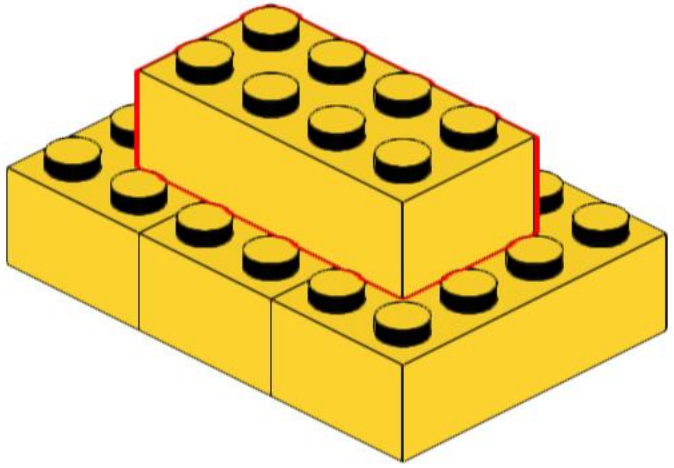




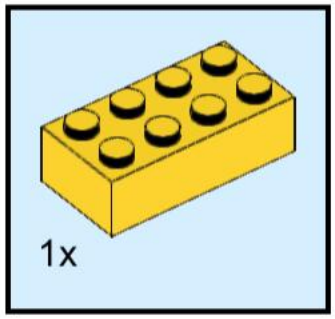


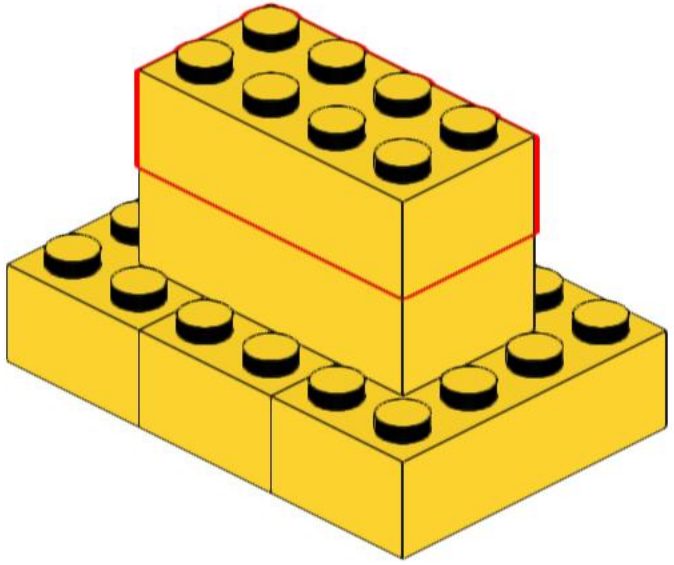
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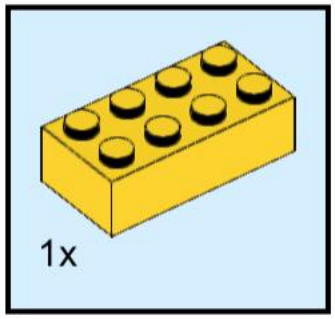


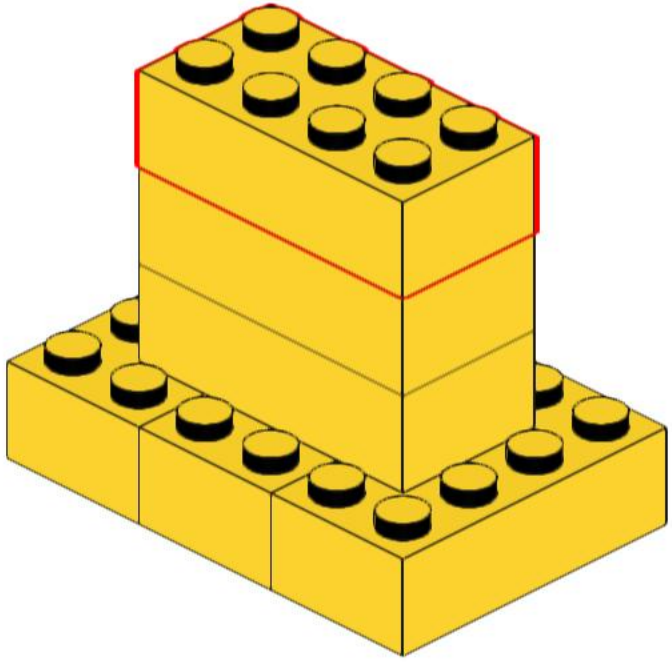
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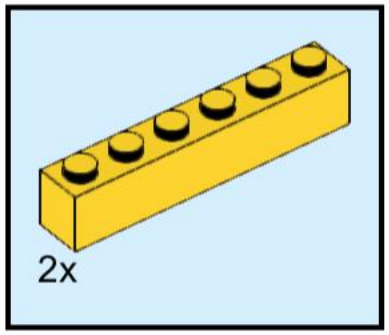


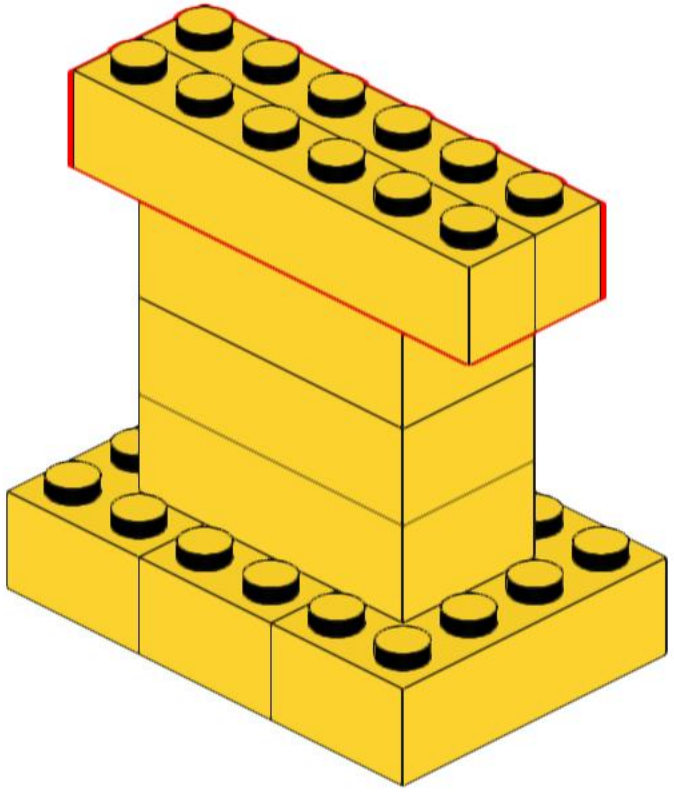
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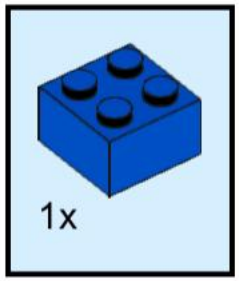


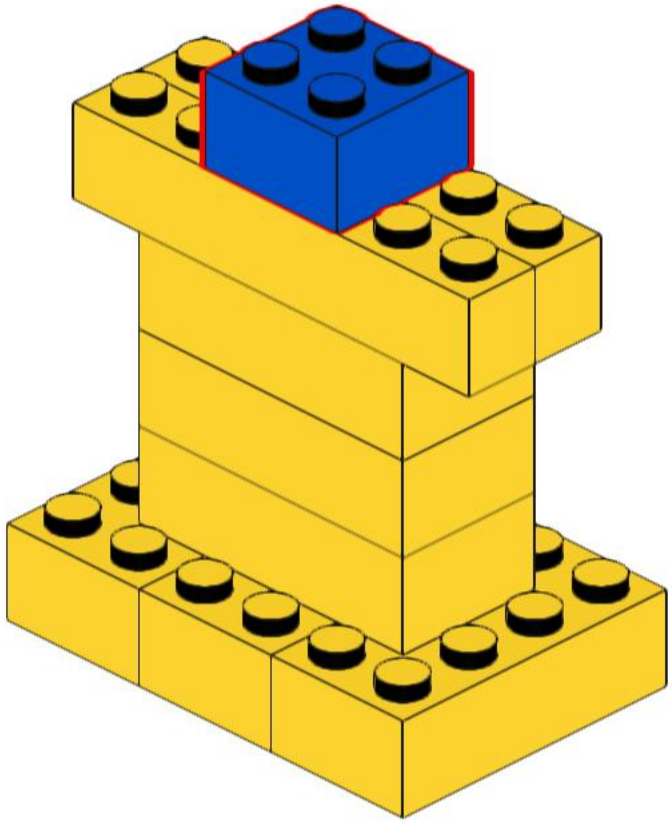
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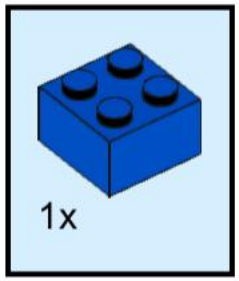


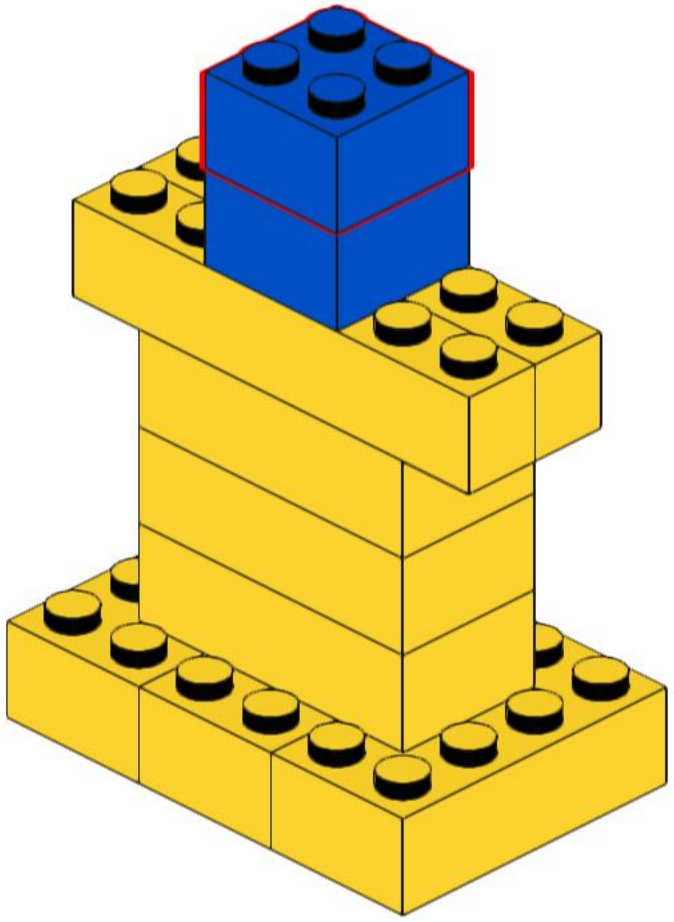
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