

SOUTHWEST REGIONAL ROBOTICS COMPETITION

DESCRIPTION:

Students will use their choice of robotics platform to perform a series of driver-controlled tasks during the competition.

TIMEFRAME:

1. Entries must be started and completed during the fall 2019 semester.
2. The playing field will be in place at the beginning of the regional competition and will remain in place until the scheduled event time.
3. Teams must check in with the event coordinator at the prescribed check-in time approximately five minutes prior to competition in order to get robots inspected, rules and regulations of competition, and answers to any questions participating teams may have.
4. Each team is allowed to use the playing field for practice up until the scheduled event time.

EVENT REGULATIONS:

1. Robot
 - a) The robot must be under driver control for 5 min.
 - b) No cord may extend from the robot for power or control purposes.
 - c) The robot may not alter or damage the event course or event area.
2. Safety considerations
 - a) If any robot is deemed unsafe, the judge may stop the demonstration. If the safety concern is addressed in a timely manner, another demonstration may be scheduled. The concern must be recorded in writing and explained to the team before they leave the demonstration area.

Note: Violation of any of the rules stated above may constitute immediate disqualification. All teams should display a fair and honest effort throughout the event.

EVENT REGULATIONS:

1. Practice time is used to install batteries, perform maintenance, conduct practice runs, and make required modifications to robot.
2. Teams performing maintenance on robots must NOT disturb other competing teams.
3. Each team must be ready to begin as soon as the judge completes the previous team's evaluation.

Judge:

1. Timekeeper during demonstrations.
2. Scorekeeper(s) during demonstrations.

MATERIALS:

1. The competition playing field is 12' X 12' area setup on a foam surface, with field obstacles in the playing area.
2. Perimeter material: Prior to the event, the coordinator will establish a perimeter around the demonstration area based upon space available at the conference site that allows spectators to easily view but not interfere with the competition.
3. Stop watches
4. Table and chairs as needed for robot storage and maintenance.

5. Bracket play

JUDGING CRITERIA:

TEECA event organizers will appoint several judges to evaluate the contest entries. On scoring items where qualitative decisions or subjectivity is required, the judges' scores will be averaged. The judges' decisions are final and not subject to challenge.

Deductions and Disqualification: Deductions of ten (10) points can be made for the following (only once for any or all infractions)

Deductions:

- a. Damaging the course
- b. Violation of time requirements
- c. Violation of any event regulations
- d. Using improper batteries
- e. Arriving late to competition
- f. Any misconduct pertaining to professionalism
- g. Intentional damage to another team's robot, this is not a "Battle-Bot" arena

Disqualifications:

- a. Failing to appear at competition
- b. Using an unsafe robot
- c. Repeated misconduct pertaining to professionalism
- d. Not starting on your designated team color foam pad

Field Scoring:

- a. Point values are shown on the drawing.
- b. Designated colored rings can only be used by their respective teams, but can be scored around any of the four - 2 3/8" poles.
- c. Each school will be designated as a red or blue team. Points will be based off the total assigned rings scored around each pole and multiplied by their respective multipliers.
- d. Teetertotter is utilized as a mechanism to pass back and forth allowing teams to score points within their own designated space (red or blue) and/or their opponents designated space (red or blue).
- e. Rounds will last 5 minutes.
- f. Bracket play will be determined through qualifying rounds. Where teams will compete for the number one overall seed and be filtered through the remaining respective places (ie. 8 man, 12 man, or 16 man brackets).

STRATEGIC RING GAME

FOAM BALL

DESCRIPTION:

Diameter: 4"

Used as a cap to cover pipes but cannot be removed by opposing team. However, the cap may be removed by the respective team whom placed the cap.

Once the cap is placed on either team's pole, neither team may score their ring colors on that pole.

PVC RING

DESCRIPTION:

Diameter: 3"

Worth 1 point per ring times the multiplier

Diameter: 4"

Worth 2 points per ring times the multiplier

Diameter: 5"

Worth 3 points per ring time the multiplier

POLE DESCRIPTION:

Red/ Blue Short Pole

Diameter: 2 3/8"

Height: 21"

Red/ Blue Tall Pole

Diameter: 2 3/8"

Height: 31"

TEETERTOTTER

DESCRIPTION:

Length: Approximately 6-7'

Width: 18"

-  BLUE TEAM
-  RED TEAM
-  QTY.
-  SIZE
-  POINT VALUE
-  2 - 5" RING - 3 Points
-  8 - 4" RING - 2 Points
-  10 - 3" RING - 1 Points
-  BLUE TEAM 4"
-  2 - FOAM BALLS
-  RED TEAM 4"
-  2 - FOAM BALLS

