Speed Track

Rules and Regulations

Contest Overview:

This contest will consist of an oval track (dimensions are TBD). The race will consist of 2 Robots. The objective is to finish before your opponent. The Race will be 2 laps around the track. The first round of the contest will be the qualifier. Meaning all competitors will be separated into 2 playoff groups. The playoff brackets will be determined by qualifying times. Each team will be permitted to run the track twice the week prior to the competition. The average time will determine the overall qualifying time. It is the responsibility of each team to set up an appointment for the qualifiers.

Section 1 (Rules of the Game)

Course
Robot starts behind a white, starting line. There is a white finish line. Clock stops when a part of the robot chassis crosses the finish line.

1. One or more judges will regulate the rules of the contest. They will ensure the spirit of these rules are followed and impose scoring penalties or remove a robot from competition if the robot is operating in an unsafe manner or not complying with the spirit of these rules. The decisions of the judges are final.

2. There will be 2 brackets. In each bracket each robot will race all the other robots in their respective bracket. Meaning each robot will have the same amount of races as its competitors in each bracket.

3. For example if there are 6 robots in one bracket each robot will have a total of 5 races each.

4. The 3 robots in each bracket with the best win/loss ratio will make it to the playoffs. All other robots under the rank of 3 will be eliminated.

5. If there happens to be a tie, then the tie breaker will be determined by the best accumulated overall times in the bracket match-ups.

6. The playoffs are a single elimination race between 2 robots at a time. The number 1 ranked Robots in each division will get a first round bye. The other four robots will continue to the wildcard playoff race.

7. The bracket Play-off will continue till there is one ultimate winner.

8. The Judge’s ruling is ultimate upon a close finish. The instant replay video can be up for review for a total time of 10 minutes if the finish of a race happens to be inconclusive. If after reviewing the replay and the winner is still not concrete. The 2 competing robots will have to re-race.

Section 2 (Robots Specifications and Safety)

1. The robot must not be constructed in such a way as to damage the environment or other robots. See “Safety” for other restrictions.

2. Each robot will be controlled via Wireless protocol using a laptop keyboard for control. A handheld control is prohibited.

3. The driver of each robot will be in an enclosed location so the track is not visible to them. Each driver will control their robot via the wireless webcam being used as their eyes.
4. The robots motors cannot be modified physically in any way for increased performance. The only modifications that can be made is the actual programming itself to increase performance.

5. Any malicious Wireless interference will result in an automatic disqualification. If the offender is not identified for the violation then the race will be re-run. The wireless signals will be monitored at all times.

6. All Robots must be checked in prior to the competition start. The robots will then be inspected for illegal modifications. All non-competing robots will be in a holding area. In which the robot-pit teams cannot modify their robots prior to the race.

a) **Motors**: must be unmodified. Motors will be tested prior to competition to verify illegal modification

b) **Chassis**: must not contain anything that would damage or harm competitors or the race track. (Removed because the race will be a free for all)

**Modifications**: As long as the concept and fundamentals of the rules are observed, these rules shall be flexible enough to encompass the changes in the contents of matches. Any additions to the robots must be approved by a judge and, also must be submitted to all teams in the league

All Modifications must be submitted by May 16th 2013 5:00PM.

- If modification is deemed legal by judge, then modification is allowed.

- If modification is questioned by the judge then a vote will commence amongst competitors. Majority rules. The modification will have to be submitted to all competing teams. Each team has exactly 48 hours to vote on the modification. If a team does not vote on a modification then their vote is surrendered.