

CCES Robotics Competition 2009

Overview:

Your aim is to build and program a vehicle that can remove as many blocks from the marked area as possible within the allotted time.



Details & Rules:

Robots must be fully autonomous (i.e. not remote controlled).

At the widest points (when fully extended if using moving parts) the robot must be no more than: 18cm high, 22cm wide and 22cm long.

You have 60 seconds to remove as many blocks from the area as possible; blocks are counted when they are completely on the white line.

The area used will be a 120 cm diameter black circle, with a white boundary line. Robots must not drive out of the area during competition.

There are 30 blocks positioned at different points within the circle.

Each block is scored at 5 points.

20 bonus points will be awarded to robots that locate a silver waypoint on the competition board. Robots will need to be programmed so that the judges can clearly see that the robot has located the way point. (i.e. it will need to do a short 'dance')

If your robot stops moving or gets stuck during your 60 seconds you are allowed 1 opportunity to move it back to the start position.

Each team will have 2 timed opportunities to complete the challenge. You will have a short amount of time (around 10 mins to 15 mins) between runs to adjust your the robot.

Please respect other teams, test your robot once on the competition board then allow others to test their robots before you have another turn.

Results:

The winner is the team that has accumulates the most points.

In the case of a points tie, time will be used to select the winning team.

