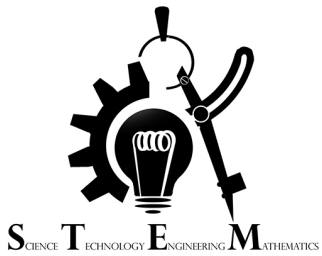
SRC 2016 Rules
Erosion Prevention



1. The "Robot Arena" is a 4' X 8' X ¾" platform with a 3-1/2" high perimeter border mounted to the outside edge of the platform. There will be one "WATERSHED BORDER or PLANTING ZONE" along each side of the arena. A retaining wall zone will be along the opposing side of the arena for placing rocks into.

2. At the beginning of each round, 2 robots from opposing teams will compete against the clock. Robots will be placed in the starting position at the center of the arena. One robot from each team will be on each side of the "Robot Arena." Robots will gather rocks to place in the retaining wall zone or plant the grass in their watershed area. Each team will compete a maximum of 3 times to earn as many points as possible.

3. Each round will be 5 minutes in length. Student helpers may assist each referee with time-keeping in the event so that the players will know how much time is remaining in the round. Stopwatches or countdown timers will be used as timing devices for each round. A count- down audible will be given at 1 minute, 30 seconds, and 15 seconds remaining in the round.

4. At the start of each round, the judge will empty the rock bin onto the arena floor. Each rock bin will hold a total of 5 pounds of rocks. To earn the most points possible, robots will either be:

- Robots will be picking up rocks from a pile and placing them in the watershed area. The rocks must be moved into the watershed area. The point scoring will be 10 points for each pound of rock inside the zone (ex. 3.82 lbs. = 38.2 points).

OR

- Robots will acquire a piece of grass and plant it in the 8" wide "planting zone." The point scoring will be 5 points for each piece of grass planted and free standing in the "dirt." Grass may be picked back up if dropped by the robot.

5. Grass must be planted individually, a.k.a. the sea grass cannot be attached together, but a robot with a custom gripper could plant more than one at a

time. There is no set distance the grass must be from each other in the 'dirt,' just that the grass is freestanding. To make scoring accurate and to make sure grass is standing upright, the grass will be grazed (passed over) with a leveling bar.

6. Robots may get damaged during competitive play and they may be taken to their pit area between rounds to be repaired. If for any reason a robot is not fully functional at the start of a new round, the team will forego points for that round, thus earning 0 points.

7. Each robot must have a "team flag" mounted that displays the team name on each side. The flag size will be 4" X 2" wide and may pivot around or be stable. The flag will be mounted so that it flies above the robot and can be seen by spectators and judges. The flag WILL NOT count into the height requirement and does NOT need to fit into the go-no-go box at check in. The height of the flag, though, will need to be NO MORE THAN 12" (which is 2" above the MAX height of the robot). It would be wise for teams to make more than 1 "team flag" for each robot due to the fact that a flag could get damaged while in contact with other robots. Each robot MUST have their flag present in every round to compete. A robot that arrives for a competition round without their flag in place and mounted on the robot WILL NOT be allowed to compete in that round.

8. Each team will compete under the banner of "Gracious Professionalism." This means that in no instance should you willingly or deliberately damage another team's robot before, during or after competition. It should be the aim of the teams to take pride in conducting themselves with the utmost respect for their opponents through the sharing of advice, support and supplies where necessary.