

STRING RUNNER ... AND THE BREAKER SWITCH

DETAILS

THE CIRCUIT BREAKER HAS BEEN TRIPPED. CREATE A ROBOT TO RUN ACROSS THE STRING, RESET THE BREAKER, AND RETURN TO THE STARTING SIDE. THE ROBOT WILL NEED TO RACE DOWN THE 6 FOOT WIRE TRACK IN THE FASTEST TIME POSSIBLE. THE TIMER WILL START WHEN YOU PUSH THE BUTTON AND STOP ONCE THE ROBOT RETURNS TO THE STARTING POINT. IN ORDER TO HAVE A VALID TIME, THE BOT WILL NEED TO GET TO THE LOCATION OF THE BREAKER SWITCH BEFORE IT CAN RETURN TO THE STARTING POSITION. IT CAN BE NO LONGER THAN ONE FOOT IN LENGTH, MUST WAIT ONE SECOND BEFORE IT CAN START MOVING ONCE THE BUTTON HAS BEEN PUSHED, AND MUST STOP BACK AT THE START. YOU WILL NOT BE ABLE TO STRING THE WIRE THROUGH ANY PART OF YOUR BOT, BUT YOUR BOT WILL NEED TO HANG ON THE WIRE AND NOT TOUCH THE GROUND.

THINGS TO KEEP IN MIND

THIS IS A SPEED TASK, BUT YOUR BOT NEEDS TO STOP AT THE END AND NOT KEEP THE WHEELS SPINNING

YOU CANNOT STRING THE WIRE THROUGH YOUR BOT

THE BOT MUST WAIT ONE SECOND BEFORE STARTING TO MOVE AFTER THE BUTTON HAS BEEN PUSHED

A TIME WILL BE TAKEN FOR YOUR RUN, AND YOU WILL RECEIVE BONUS POINTS FOR COMPLETING IT FASTER THAN OTHER TEAMS

SCORING

[DEMONSTRATION SCORE DOUBLED IF PRIMARY CHALLENGE]

(100) DESIGN AND PROGRAM ALGORITHM

(25) STABILITY

(25) ORIGINALITY

(25) IMPLEMENTED SENSORS AND ADAPTED TO SITUATION

(25) COMPLETED IN TIME FOR SCHEDULED JUDGING

(100) DEMONSTRATION

(50) TRIPPED BREAKER

(50) COMPLETES RUN

BONUS

THE TEAMS WITH THE TOP 3 TIMES FOR THE RUN GET BONUS POINTS

1ST - 50PTS

2ND - 30PTS

3RD - 15PTS