

Search and Rescue Judge's Notes

Event Summary: Students will use a live video feed to direct and control their robot through a small maze where they will pick up plastic Figure off of pedestals and drop them in a target zone outside the maze. Students will have no visual of their robot other than the video feed of their choice.

This event is timed.

1. Teams will place their robot in front of the start gate. Set a timer for 10/ 15 minutes. When you say go, they may begin the course.
2. If students lose connection, or their robot flips over, you may intervene. You will pick up their robot, and either bring it to them to re-establish connection, or set it back at the start gate.
3. When a student successfully crosses the gate with a Figure in their claw, you award them 5 points for "Carry".
4. When they drop their Figure on the target zone, they may use their bot to adjust its landing position. You score their "drop" score when 2 wheels have left the target zone in any direction. (5, 10, or 15 points). If any part of the Figure is touching a higher zone, take the higher score. (see example below)
5. If they drop the Figure in the course before crossing the gate, you do not award any "Carry" points. They can still earn "drop" points if they push the figure onto the target zone. Again, score the drop points when 2 wheels have left the target zone in any direction.
6. Please give the students a 1-minute warning. When the timer reaches 10 /15 minutes, announce that time is up. Retrieve their robot from the course if necessary, and set up the Figure again.

