

Robotics - Division 50

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Entry Form Registration Deadline - January 25, 2011

Arrival Date - March 3, 2011 from 4:00 pm to 8:00 pm, in Arnold Hall.

March 5, 2011 from 10:00 am to 4:00 pm, in Arnold Hall.

Release Date - April 7, 2011 from 4:00 pm to 8:00 pm, in Arnold Hall.

Group Entries - Accepted

Vex Round Up Scrimmage Competition Date:

Saturday, March 26, 2011 at 1:00 pm in Arnold Hall. A practice field may be available for practice on that date.

Division Rules:

1. Each entry must be registered with the fair prior to the registration deadline.
2. Each entry must consist of two parts. The first, a VEX 75mhz robot meeting the guidelines set forth in the Vex Round Up – Appendix D Inspection Guidelines document http://www.vexforum.com/wiki/index.php/Round_Up. The second part is the engineering documentation notebook as set forth in the engineering notebook rubric and guidelines available at <http://teched.dadeschools.net> and submitted in the form of a bound engineering notebook.
3. The robot and accompanying documentation must be submitted and turned over to the judging committee on project check-in day for evaluation. No team will be allowed to check-in their entry without the accompanying engineering documentation notebook.
4. Teams not passing inspection guidelines at check-in may be allowed to check-in their robot at the judge's discretion but will not be allowed to participate in a qualifying match until robot inspection has been passed.
5. A Fair entry tag must be adhered to the lower right corner of the engineering notebook's back cover. A copy of the tag should accompany and be affixed to the robot entry.
6. Only one robot may be entered by an individual or team.
7. Each teacher may enter a maximum of four teams. Teams are limited to 4 members.
8. All entries (robots and notebooks) must be turned in on the fair check-in date and remain at the fair until fair checkout. No robots or engineering notebooks will be returned prior to the fair check out date.

Vex Round Up Scrimmage

VEX Round Up Scrimmage will be played on a 12'x12' square field with two alliances – one "red" and one "blue" – composed of two teams each, competing in matches consisting of a twenty-second autonomous period followed by two minutes of driver-controlled play. This scrimmage is NOT a Vex Round Up Tournament Qualifying Event.

For a listing of Vex Round Up Tournament Qualifying Events please check <http://www.robotevents.com/>

The object of the game is to attain a higher score than your opponent alliance by scoring tubes upon goalposts, owning goalposts and by low hanging or high hanging from the ladder. A bonus is awarded to the alliance that has the most total points at the end of the Autonomous Period.

This Vex Roundup Scrimmage will mimic a tournament in format and consist of a Qualifying Round followed by an Elimination Round. All matches will follow the Vex Round Up Game Manual with Special Modification "A" enacted to permit use of 75 MHz transmitters and receivers.

Game Description taken from: http://www.vexforum.com/wiki/index.php/Round_Up

Competition Guidelines and Requirements:

The Game:

There are a total of 40 tubes available as scoring objects in the game - 20 red and 20 blue. Thirty-six of the tubes will start at designated locations on the field; while two will be available to each alliance prior to the match.

Each robot (smaller than 18"x18"x18" to start) begins a match on one of their colored alliance tiles. There are nine goalposts, five of which are attached to movable weighted bases, which teams can score tubes on. Alliances earn extra points for owning a goalpost by scoring more tubes on the goalpost than their opponent.

At the center of the field is a 36" high structure known as the ladder that a team's robot can climb or hang off of for additional points. Robots earn different point values for being at least 6" (low hanging) or 18" (high hanging) off the ground.

Game Details taken from: http://www.vexforum.com/wiki/index.php/Round_Up

The Playing Field:

Participants can download specific information and a drawing of this year's competition field in the following document: VEX Round Up - Appendix A (Field Drawings, Specifications, & BOM) located at http://www.vexforum.com/wiki/index.php/Round_Up

The Robot:

All robot entries must meet the guidelines set forth in Vex Round Up – Appendix D (Inspection Guidelines) located at: http://www.vexforum.com/wiki/index.php/Round_Up.

Please note that Special Modification "A" will be in effect during this scrimmage to permit the use of 75 MHz control systems upgrade parts. Once a match begins, you can not stop or delay the match for repairs.

Judging and Scoring Criteria:

Tournament Game – Matches will be 2 minutes and 20 seconds in duration. Winning alliances will be determined based on total number of points scored. At the end of the qualifying round, top teams will be named Alliance Captains and will have the opportunity to choose their alliance partners for the elimination round. The elimination round will consist of a "best of 3" single elimination tournament. Details can be found in the Vex Round Up Game Manual Section 3:

http://www.vexforum.com/wiki/index.php/Round_Up.

Engineering Notebook - Engineering notebooks must follow all guidelines set forth in the Engineering Notebook Guidelines document and will be scored using the Rubric available at <http://teched.dadeschools.net>. Notebooks must be submitted with the robot on the check-in date and will not be returned until the check-out date.

Class Descriptions:

Class 5001 – High School and Middle School Round Up Tournament

Premiums, Plaques and Trophies:

Purple Ribbon	\$5.00 and Rosette
Blue Ribbon	4.00
Red Ribbon	3.00
White Ribbon	2.00
Yellow Ribbon	Ribbon Only

Robotic Division Trophies:

Class 5001 – High School & Middle School Round Up Tournament

Round Up Tournament Trophies: The Captain of the winning alliance will receive a trophy identifying them as Team Captain for the Winning Alliance. The remaining two alliance teams from the winning alliance will receive Winning Alliance Team Trophies.

Robotics Engineering Notebook Trophies:

The top 3 scoring high school and middle school team notebooks will be awarded first, second and third place team trophies.

If you have any questions during the construction of your robot, please email Carmen Garcia at clgarcia@dadeschools.net or Melissa Fernandez at melissafernandez@dadeschools.net.

If there are no entries meeting the quality standards for any special awards, no award will be given.