

PREILI ROBOTICS CHAMPIONSHIP

26 January 2019

VEX competition RULES



Discipline – controlling abilities

WITHOUT preparation and WITHOUT your own personal robot – come and participate!

Description:

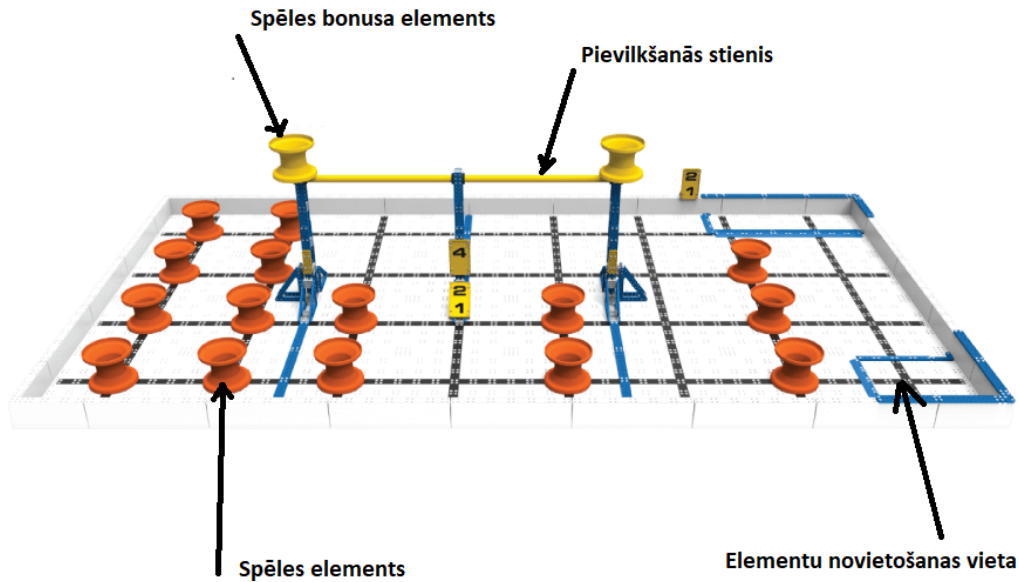
The goal of this competition is to show the participant ability to control the VEX robot using a remote controller. There are teams in the competition, which consist of two members. Both participants stand near the competition field and cooperates to achieve the highest amount of points.

Competition rules:

- Round time is 60 seconds for each participant, the overall time for a team is 120 seconds. One participant must give the controller to the other between 55 and 65 seconds.
- If only one participant participates in the competition from a team, the team result does not count.
- During the competition it is forbidden to touch any of the competition elements in the field or the robot itself.
- After the end of the round, controller must be put on the ground.
- Participants can compete with their own VEX IQ FLEX robot. (The competition organizer doesn't take responsibility for any technical difficulties, which have happened during the competition with your own VEX IQ FLEX robot.)
- Only the participants can be in the competition field.

Field and game elements:

VEX competition field is 2510 mm long and 1290 mm wide. In it there are 15 game elements, 2 bonus game elements. The field is divided into two zones, where the game elements must be placed and a pulling rod for the robot positioning.



Point counting:

Each element put on the lowest level	1 point
Each element put on the highest level	2 points
Each bonus element taken from the rod	1 point
Each bonus element put on the lowest level	2 points
Each bonus element put on the highest level	4 points
Robot positioned under the pulling rod	1 point
Robot pulled up on the rod (lower position)	2 points
Robot pulled up on the rod (higher position)	4 points

Competition procedure:

Every team consists of two participants, which during the competition sequentially control the robot.

Competition takes 120 seconds, after the end of the round, the points for the team are counted.

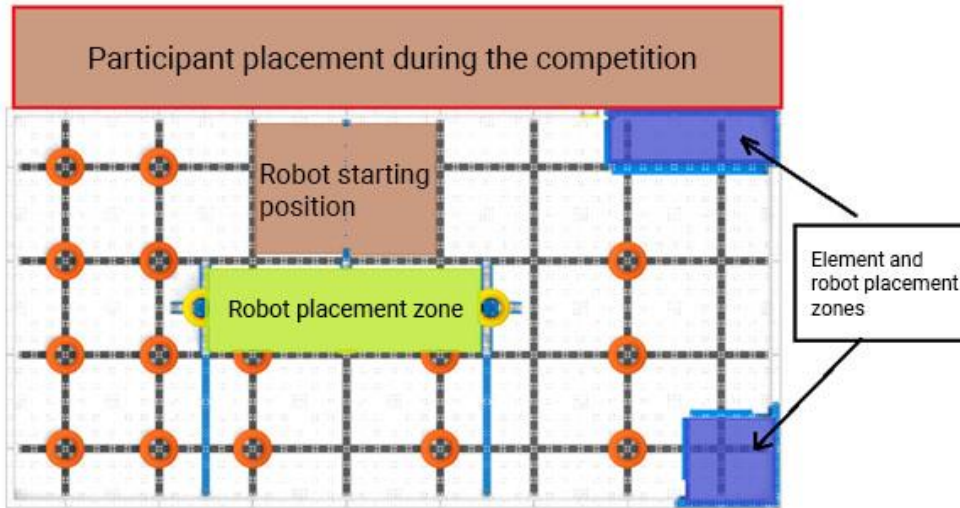
Competition is one lap tournament.

In the case of equal points, the main referee decides between a rematch between those teams.

In the competition day, the referee can decide for changes in the competition procedure if the participant count is large, informing the participants before the start of competition.

Additional information:

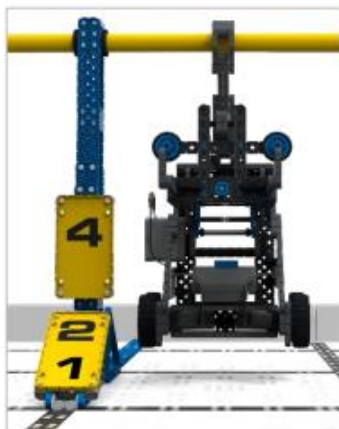
1. Participant placement during the competition, element positioning, element and robot placement zones, to receive points. Robot starting position.



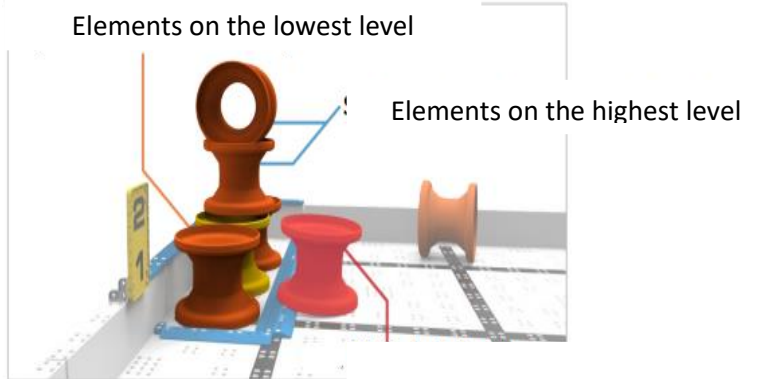
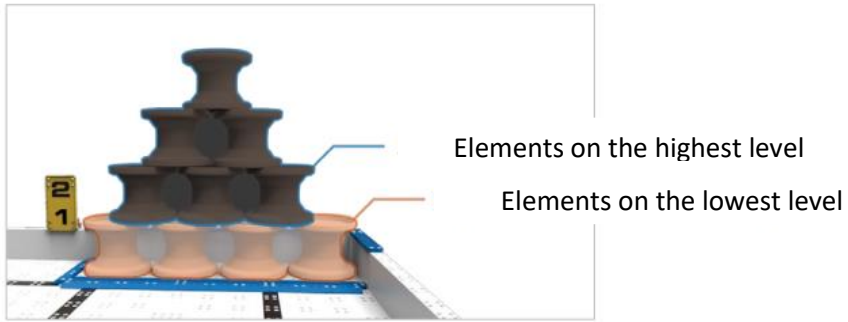
2. Robot can only move a single game element at a time, however, it's not forbidden to push multiple game elements at once.



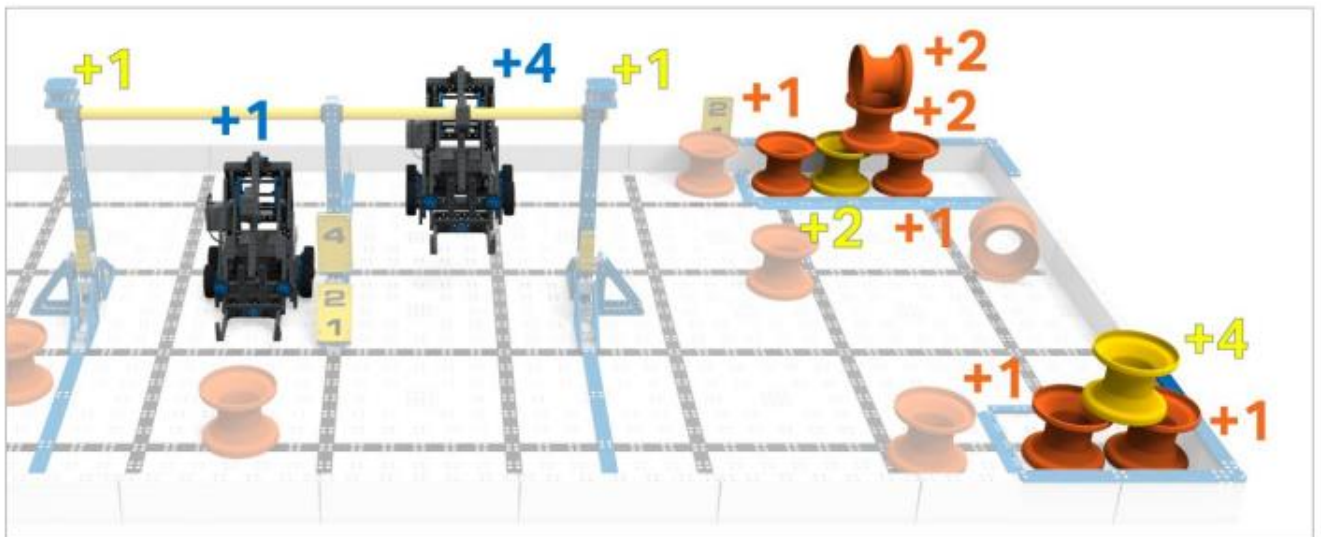
3. In the next picture there are shown robot positions for the pullup to the rod, and the point count.



4. Element placement to count (highest and lowest levels) and element placement, which is not count.



5. Point counting example



Robots:

During the competition participants must control VEX IQ FLEX robot using a VEX IQ remote controller.



Left side wheel movement control forwards and backwards



Right side wheel movement control forwards and backwards



Pull up the mechanism

Pull down the mechanism