

17th annual **RoboBoat 2024**

February 5-11, 2024 | Nathan Benderson Park | Sarasota, FL

Primer & Task Ideas



The tasks your boats will be challenged with this year have been inspired by the "Friendly Floatee" event of 1992, when 28,800 spill of rubber toys, including ducks and other animals, spilled overboard a cargo ship.



Glossary:

ASV = Autonomous Surface Vehicle









Why RoboBoat?

- Increase technical proficiency;
- Establish valuable professional connections; and
- Enjoy learning and collaborating while advancing the technology of ASV systems.

The nominal winners are teams that score the most points. The real winners are participants who learn lasting lessons about working together to create an autonomous system to accomplish a challenging mission in a complex environment.

roboboat

17 years

Surface Vessel Full Autonomy Acoustic Navigation

- **Objective:** Build an international community of innovators ranging from high school to higher education, capable of making substantive contributions to the maritime field and pushing development of small-scale (X-Class) Autonomous Surface Vehicles (ASV).
- Teams must be comprised of:
 - 75% or more full-time students (college and/or high school)
 - Three (3) team members are required to travel to competition
- Participation in the RoboBoat Competition includes:
 - Building an ASV to compete, following RoboBoat's vehicle and safety requirements.
 - Providing a design documentation discussing the team's technical design and competition strategy.

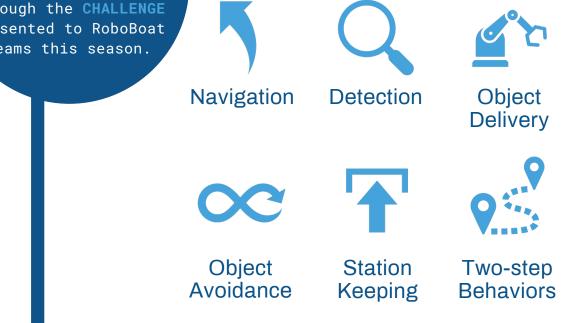
Find out more. Contact RoboNation at autonomy@robonation.org



What next?

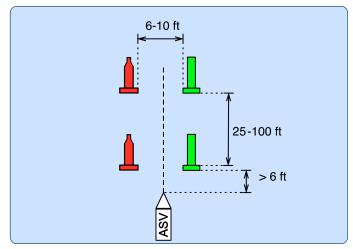
Continue reading through the CHALLENGE presented to RoboBoat teams this season.

Autonomous behaviors evaluated in this year's challenge include...



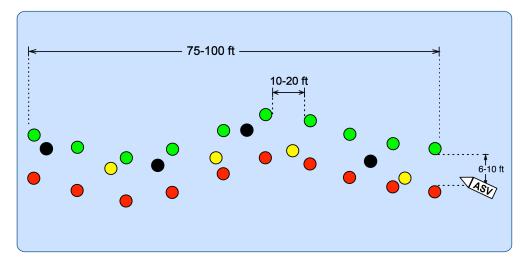
Task 1: Navigation Channel

- Mandatory before attempting other tasks.
- ASV passes through two sets of gates.
 - Gate: pair of red and green buoys
 - ASV starts autonomous navigation at a minimum of 6 ft. before the set of gates.



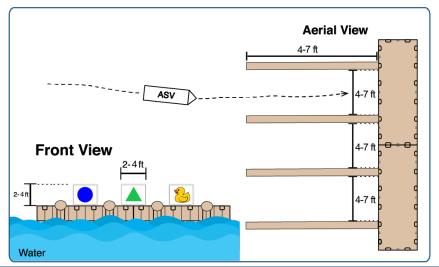
Task 2: Follow the Path

- ASV passes through a pathway between multiple sets of gates and avoids intermittent yellow and black buoys.
 - Gate: pair of red and green buoys
 - Count and report duck sightings (yellow buoys)



Task 3: Docking

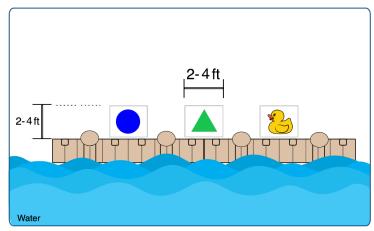
- ASV detects and enters the docking bay corresponding to the color of the day.
- Docking bays could have banners with any of the following:
 - Shapes circle, triangle, square, plus sign
 - Colors blue, green, red
 - One docking bay will have an image of a duck, also used for Task 4.





Task 4: Duck Wash

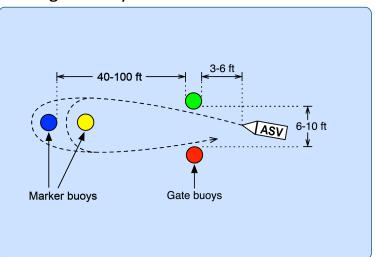
- ASV detects an image of a duck in one of the docking bays (located on docking task).
 - The duck banner could be in any position on the docking bays, differing on each course.
- ASV delivers water on target.
 - Scoring is being discussed to determine how long the water must be sprayed on target to earn maximum points.



Task 5: Speed Challenge

- ASV enters the gate buoys, maneuvers around the marker buoy, and exits thought the same gate buoys, as quickly as possible.
 - The blue buoy may be positioned on either side of the yellow buoy.
- The timer starts when the bow (front) crosses the gate buoys and stops when the bow (front) crosses the gate buoys.

Gate buoys: 6-10 ft apart
Marker buoys: 40-100 ft
from gate buoys



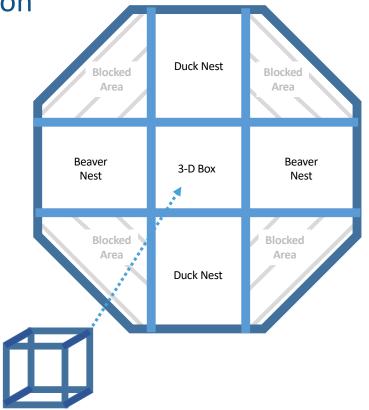
Task 6: Collection Octagon

- ASV detects collection octagon and collects items.
 - Items include: floating rubber ducks and red racquetballs.
 - ASV then delivers the collected items to the Delivery Octagon (Task 7).
- Collection area floats on the surface of the water and is approximately 6 feet in diameter.
- 3-dimensional cube in the center of the octagon aids the ASV to detect the task.
 - Panels could be solid colors, shapes, images, etc.

135° Floating ducks and racquet balls floating in sections of the outside ring between octagons.

Task 7: Delivery Octagon

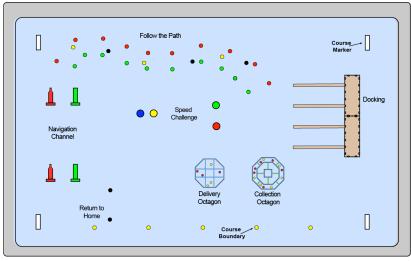
- ASV detects delivery octagon.
- ASV delivers collected items from Task 5.
 - More points if items are delivered to the correct "nests".
 - Some points for delivering items inside the octagon.
- Collection area floats on the surface of the water and is less than 6 feet in diameter.
- 3-dimensional cube in the center of the octagon aids the ASV to detect the task and identify the nests.
 - Panels could be solid colors, shapes, images of ducks and beavers, etc.



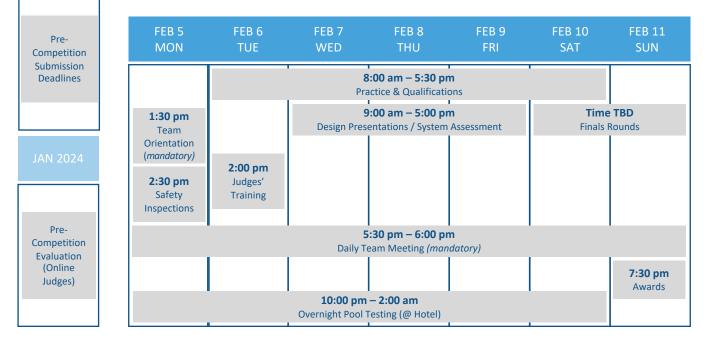
Task 8: Return to Home

Time Bonus: "The First Duck Gets the Worm" Multiplier applied to overall points earned, based on the number of seconds remaining on the timeslot clock.

- ASV returns to start of course in autonomous mode, maneuvering through a pair of black buoys positioned near the start of the course.
- Some points will be earned for completing the run through the pair of black buoys. More points will be received based on the tasks attempted/completed in the run.



Overall Schedule



DEC 2023

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ALL THINGS ROBOBOAT

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RoboNation is a 501c3 nonprofit organization whose mission is to provide a pathway of hands-on educational experiences that empower students to find innovative solutions to global challenges. Working together with the industry, research and educators, we have grown to include over nine student competitions and programs and engage more than 250,000 students per year.

For more information contact autonomy@robonation.org