

## **Team Time**

Tuesday, January 9, 2024 12:00 Noon Eastern Time (US & Canada)









Let us know in the chat:

Which task do you feel most prepared for?

## **AGENDA**

[12:00-12:05] Welcome

[12:05-12:30] On-Site Reminders

[12:30-12:50] Autonomy Challenge Prep

[12:50-13:00] Questions?









## Organizers





### **Premier Sponsors**





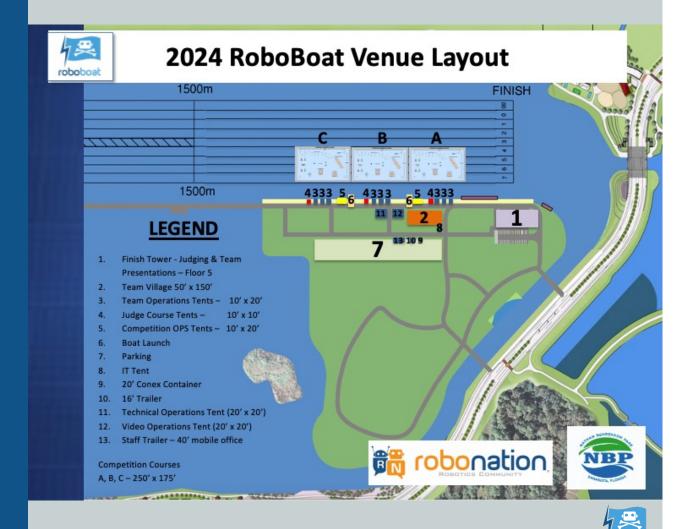




## Venue Layout



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roboboat



### **On-Site Contacts:**

- Cheri Koch, Senior Events Manager
  - o (850) 642-0536
  - o ckoch@robonation.org
- Julianna Smith, Autonomous Programs Manager
  - o (571) 239-9345
  - o jsmith@robonation.org





# Shipping Guidelines



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• Teams may ship their equipment to our conference hotel (Ameniti Bay Sarasota Hotel & Suites).

#### IMPORTANT DATES

- FEBRUARY 1 Shipments cannot arrive at hotels prior to February
   1.
- FEBRUARY 5 All shipments must be picked up by Monday, February 5.
- FEBRUARY 12 Shipment must be shipped out before the team leaves (no later than February 12).
- Use the Inbound Shipping Label (in the Shipping Guidelines) for the hotel.
- Use the Outbound Shipping Label (in the Shipping Guidelines) using the address of the hotel or drop your crate off with your shipper directly.
- Start now on planning on your outbound shipping arrangements now! Batteries are exceptionally difficult to ship.
- Consult the Shipping Guidelines for local shipping outlets in Sarasota.

Shipping Guidelines: <a href="https://roboboat.org/2024#resources">https://roboboat.org/2024#resources</a>



## **SHIPPING**

FROM: School Name

**Address** 

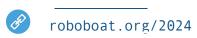
City, State, Zip

Country



Ameniti Bay Sarasota Hotel & Suites
Attn: RoboBoat / School Name
5985 Brookhill Boulevard
Sarasota, Florida 34232

On-site Team POC Name: Phone:





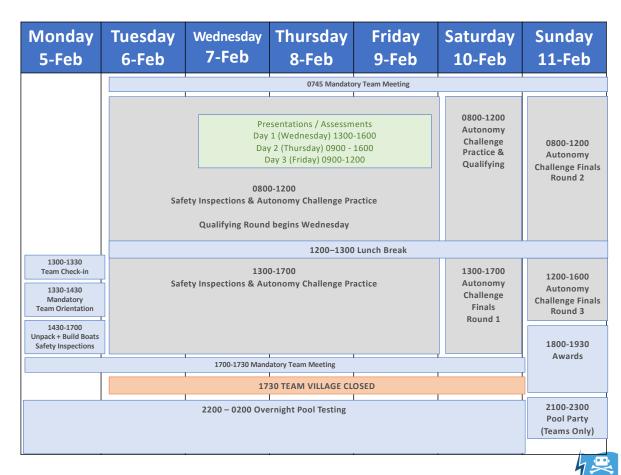


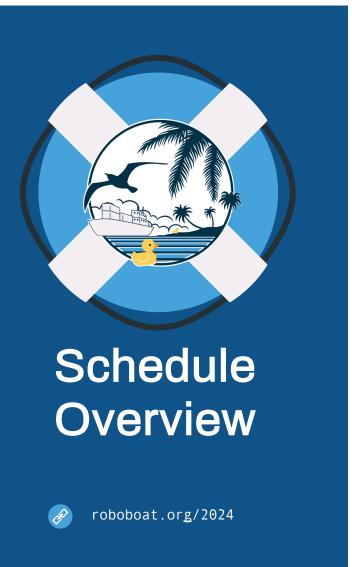
## Schedule Overview



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## Schedule At-A-Glance





## DAY 1 – FEBRUARY 05, MONDAY

#### <u>Nathan Benderson Park – Team Village</u>

- 1:00 pm 1:30 pm | Team Check-in
  - 1 team representative must be present
- 1:30 pm 2:30 pm | Team Orientation
  - Entire team must be present
- 2:30 pm 5:00 pm | Unpack, Build boats, Safety Inspections
- 5:00 pm 5:30 pm | Mandatory Team Meeting
  - o 1 team representative must be present
- 10:00 pm 2:00 am | Overnight Pool Testing







# Overnight Testing





## Ameniti Bay Sarasota Hotel & Suites

- Monday, February 5 Saturday, February 10
- 10:00 p.m. 2:00 a.m.





# ASV TRANSPORTATION at COMPETITION

Teams must provide a cart to move the vehicle around the competition site.

- Cart must be manually propelled on site, no motorized carts.
- Cart's handle must be solid, no rope or chain.
- Cart's width must be less than thirty-six (36) inches.
- Carts are recommended to have six (6) inch (or more) diameter rubberized wheels.
- Carts may have to travel on concrete, dirt and grass surfaces and may also be <u>submerged and sink in water</u> when you launch and recover your boat.

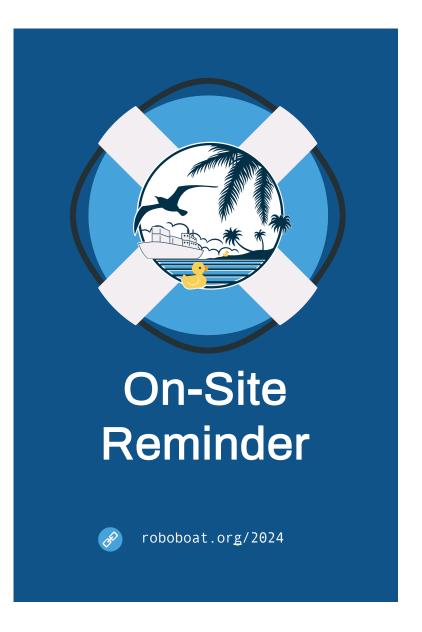






Figure 15: Example Vehicle Carts





## Be Prepared!

- Pack a jacket / dress in layers. Sarasota in February can be cold in the morning and evening.
- Wear shoes with sturdy soles.
- Avoid SUNBURN Bring sunscreen, hat, and long-sleeved shirt.
- Hydrate, hydrate! Bring your own water bottle – water and ice will be provided.

#### **Venue Closure**

•Team Village closes at 5:30 pm every evening.





## **DESIGN PRESENTATION &** SYSTEM ASSESSMENT SCHEDULE Wednesday – Friday, February 7-9

#### **Design Presentations**

Teams are assigned a 25-minute time slot. Teams are invited to prepare visual aids. The presentation time slot is broken down to:

- Team video 3 minutes
- Team presentation 15 minutes
- Judges' Question & Answer 5 minutes

#### **System Assessments**

Following the presentation timeslot, teams will proceed to their assigned 15-minute assessment time slot.

#### Team Photos

Teams will have team photos taken after the System Assessment. Teams that miss their scheduled photo time can reschedule on Friday afternoon only.





# Presentations & Assessments



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# DESIGN PRESENTATION & SYSTEM ASSESSMENT SCHEDULE Wednesday – Friday, February 7-9

Presentation Time	Assessment Time	Day 1 Wednesday, Feb 07	Day 2 Thursday, Feb 08	Day 3 Friday, Feb 09
9:00 AM	9:30 AM		Lake Superior State & FAU	Istanbul Tech
9:30 AM	10:00 AM		Cornell University	Institut Teknologi Sepuluh
10:00 AM	10:30 AM		Break	
10:30 AM	11:00 AM		James Martin HS	Universitas Sebelas Maret
11:00 AM	11:30 AM		Advancing Science, Tech & Art / UCSD	University of Strathclyde
		В	reak	
1:00 PM	1:30 PM	Georgia Tech	Memorial Uni of Newfoundland	
1:30 PM	2:00 PM	Embry-Riddle	University of Puerto Rico	
2:00 PM	2:30 PM	Hagerty HS & UCF	Break	
2:30 PM	3:00 PM	Break	AGH University	
3:00 PM	3:30 PM	South Dakota School	Gdañsk University	
3:30 PM	4:00 PM	US Coast Guard Academy	Tecnológico de Monterrey	
4:00 PM	4:30 PM	University of Michigan		



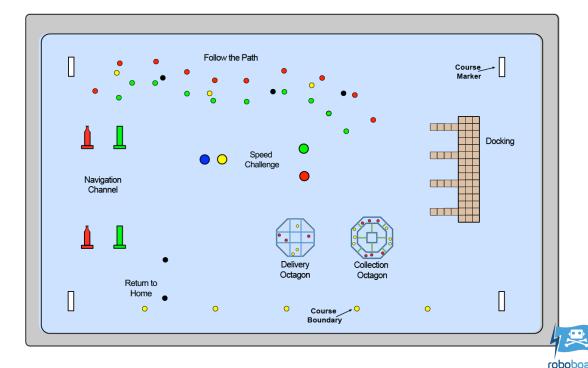


### **OVERVIEW**

Refer to RoboBoat 2024 Team Handbook, Sections 2.5-2.6 (Page 20).

#### **Qualifying Round**

The Qualifying Round and task completion requirements is at the judges' discretion on-site at the competition.





## Autonomy Challenge



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#### **OVERVIEW**

Refer to RoboBoat 2024 Team Handbook, Sections 2.5-2.6 (Page 21).

#### **Finals Rounds**

Teams that qualify will have access to the Finals Course. These courses consist of eight (8) tasks: the mandatory navigation channel and tasks 2-8.

Only one team may be on a Finals Course at a time.

During a scored run the ASV must:

- operate autonomously throughout the entire run;
- enter the course through the gates in Navigation Channel task;
- attempt the remaining Tasks 2-7 of their choice, in any order; and
- attempt to return to home (Task 8) at the end of the run (to earn maximum points).

Note: No remote-controlled operated surveys of course.

Task Name	<b>Potential Pts</b>
Navigation Channel	200
Follow the Path	550
Docking	500
Duck Wash	550
Speed Challenge	550
Collection Octagon	350
Delivery Octagon	100+
Return to Home	800
Time Bonus	+



## Autonomy Challenge



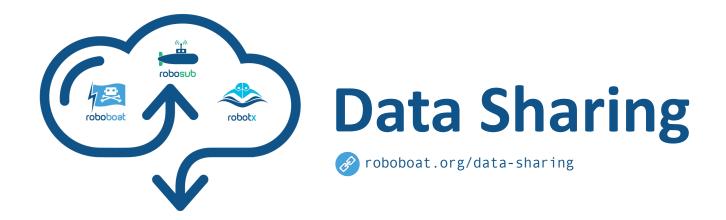
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## **SCORING OVERVIEW**

Refer to RoboBoat 2024 Team Handbook, Sections 3.1 (Page 22-23).

Task/Measurement	Performance Measures	Points	Potential Points	
Weight measurement	Weight (W)	See <u>Table 3</u>	Vehicle	
Thrust measurement	Generate pounds of thrust (in lbs) (Th)	100*(Th / W)	Dependent	
Task 1 – Navigation Channel	ASV navigates through both gates		0,200	
	ASV maneuvers through gates (G), without striking buoys (S) (maximum buoy strikes: 5)	25*G – 25*S	0-250	
Task 2 – Follow the Path	ASV maneuvers through gates, in one sequence	25*G	0-250	
	ASV exits pathway and circles in place, equivalent to number of yellow buoys in task		0,50	
	ASV enters any docking bay (points awarded once)		0,50	
	ASV enters correct docking bay on first attempt		0,150	
Task 3 – Docking	ASV remains in dock for 30 seconds		0,150	
rask 5 – Ducking	ASV style points 50 for entering in any direction, other than forward 50 per turn in place, while remaining in dock (max: 2)		0-150	
	ASV shoots water near task platform		0,100	
Task 4 – Duck Wash	ASV delivers water on duck banner		0,150	
Task 4 – Duck Wash	ASV delivers steady stream of water on duck banner for 5 seconds continuously		0,300	
	ASV navigates through gate, without touching any buoy		0,50	
	ASV circles yellow buoy, without touching any buoy		0,100	
Task 5 – Speed Challenge	ASV circles blue buoy, without touching any buoy		0,50	
	ASV exits through gate, without touching buoy		0,100	
	Task completion time (T)	250-T	0-250	
	ASV makes contact with item from collection octagon		0,50	
Task 6 – Collection Octagon	ASV collects items (i) from collection octagon	50*i	0,50,100,150	
	ASV collects ducks (d) from collection octagon	50*d	0,50,100,150	
Task 7 - Dolivery Octs	ASV delivers items (i) to any nest	50*i	No. Cont.	
Task 7 – Delivery Octagon	ASV delivers items (i) to correct nest	50*i	No limit	
Task 8 – Return to Home	Return to home after attempting tasks (#t)	100*#t	0-700	
rask o – Return to Home	Bonus for attempting all tasks and returning to home		0,100	
"The First Duck Gets the Worm" Time Bonus	Multiplier applied to overall points earned, based on number of seconds remaining on the timeslot clock.	Up to 40% bonus on overall score proportional to time remaining on timeslot clock.		







**Centralized Repository** 



**Community Driven** 



Competition focused

Vision Acoustics

Mixed Data

Mechanical Designs
ustics Electrical Designs



DATA FOR ALL TEAMS



LARGE DOMAIN OF DATASETS

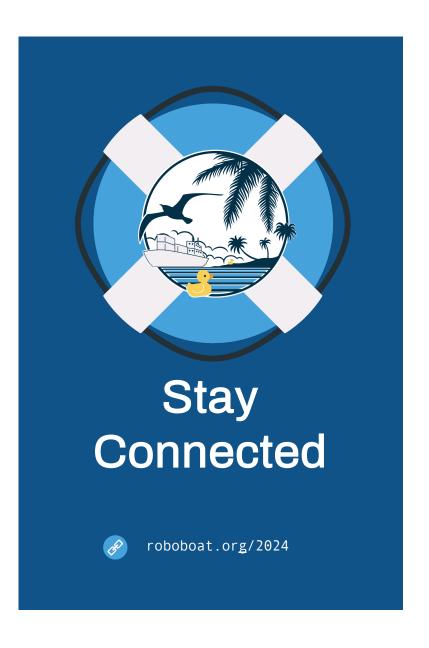


#### NEW Local Server

A local server will be available on-site at the competition for easier uploads / downloads and access to relevant data.

Note: The data that is uploaded to this server will not be available overnight at the hotel.





# RoboBoat 2024 Discord



All on-site communications will be posted on Discord.

#### **JOIN TODAY!**

- Scan the QR Code
- •Select the RoboBoat24 role
- Turn on notifications

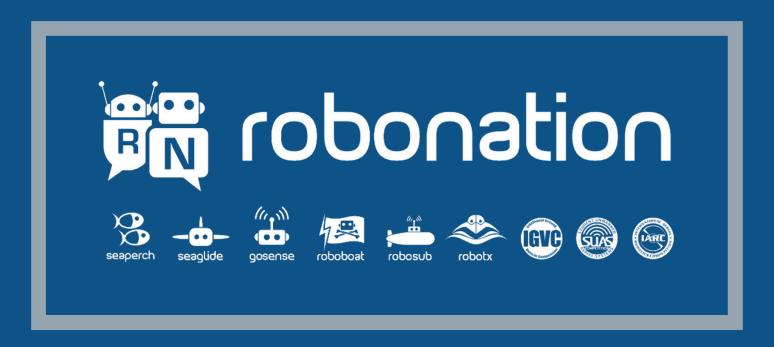






## Questions?





RoboNation is a 501c3 nonprofit organization whose mission is to provide a pathway of handson 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