

General Event Rules

General Event Rules

- Teams may not interpret the rules so that they have an unfair advantage over the rules or another team.
- Unless otherwise stated, it is generally understood that if notes, resources, calculators, actions etc., are not excluded, then they are permitted unless they violate the spirit of the problem.

General Event Rules

- Once teams have entered the event area to compete, they may not
 - leave until they are finished
 - nor return once they have left
 - nor communicate with outside resources, including people, places, etc. by any means
- This effectively excludes the use of any computer, PDA, calculators, wireless devices, phones, etc. that have access to external communication or data retrieval during an event unless specifically permitted.

General Event Rules

- Safety is of the utmost importance. Event supervisors are obligated to prevent unsafe acts and devices.
- Safety decisions are not subject to appeal as long as they are applied equally to all teams.
- Contestants may not bring or use
 - flammable liquids or flame sources of any type, such as matches, cigarette lighters, alcohol and acetone
 - nor bring or use acids/bases of any concentration except for lemon juice, vinegar and other mildly acidic/alkaline naturally occurring substances.

General Event Rules

- One or more of the 15 current team members must have constructed all pre-built devices presented for judging. Any of the current team members may impound/demonstrate/operate the device at the competition unless stated otherwise in the rules.
- Any person designated by the coach can impound devices unless stated otherwise in the rules.

Eye Protection

- Contestants are responsible for providing their own protective eyewear.
- Teams **MUST NOT** be allowed to compete without adequate eye protection. This is **NON-NEGOTIABLE**.
- **#2, #4 & #5** are required for various events in both division B & C this year.

Eye Protection

#1 - Safety Spectacles (ANSI Z87)



Eye Protection

#1 - Safety Spectacles (ANSI Z87)

- Commonly referred to as safety glasses.
- Provide particle protection only
- May not be used in lieu of any other type of protective eyewear.

Eye Protection

#2 - Safety Spectacles with Side Shields (ANSI Z87)



Eye Protection

#2 - Safety Spectacles with Side Shields (ANSI Z87)

- Similar to Safety Spectacles
- Provide particle protection only.
- Specified when there is a probability of particles entering the eye from the side.
- Safety Spectacles with Side Shields may be used in lieu of Safety Spectacles without side shields.

Eye Protection

#3 - Particle Protection Goggles (ANSI Z87)



Eye Protection

#3 - Particle Protection Goggles (ANSI Z87)

- Must seal tightly to the face completely around the eyes and have **direct vents** around the sides.
- **Direct vents** consist of several small holes or a screen that can be seen through in a straight line.
- May not be used when handling hazardous liquids.
- May be worn in lieu of any of the types mentioned previously (1-2).

Eye Protection

#4 - Chemical or Splash Protection Goggles
(ANSI Z87)



Eye Protection

#4 - Chemical or Splash Protection Goggles
(ANSI Z87)

- Must seal tightly to the face completely around the eyes and have **indirect** vents.
- **Indirect** vents are constructed so that liquids do not have a direct path into the eye.
- If you are able to see through the vent holes, they are direct vents and may not be used when Chemical/Splash Protection is required.
- May be worn in lieu of any of the types mentioned previously (1-3).

Eye Protection

#5 - High Impact Protection
(ANSI Z87+)



Eye Protection

#5 - High Impact Protection
(ANSI Z87+)

- Eyewear that meet the "High Impact" specifications of ANSI Z87.1-2003 are identified by the mark "Z87+".
- High Impact protection is required when there may be a high inertia particle hazard (high mass or velocity).
- This will be specified in the rules by preceding the type of protective eyewear above (1-4) with the words "High Impact".

*Eye Protection
Suggestion*

- Suggest that coaches just go out and spend \$40.00 for a dozen High Impact Chemical / Splash Goggles (Z87+).
- Enough for the whole team.
- Should prevent students showing up for an event with inadequate eye protection for that event.