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 team member designated by the coach can impound devices unless stated otherwise in the rules.

• Once a device is removed from the competition area appeals will not be considered
Mentoring

• Adults may act as facilitators in the building process
  – by asking questions
  – offering ideas or suggestions
  – provide references.

• Adults may teach
  – underlying principles and skills
  – use of tools and adherence to safety rules
  – perform restricted tasks (such as drilling a hole in a metal plate or operating a power saw)
Mentoring

• Adults may not
  – Construct or assemble any component of the project
  – Interfere with, alter, build or compromise the student or group design

• The students must prepare the entire structure, including accompanying charts, graphs or notes.
Mentoring

• Students may be extensively questioned on device’s:
  – overall design and construction
  – component parts and how they operate and function within the device

• Each team coach will be required to certify that all work presented for the tournament complies with the Building and the Use of Tools Recommendations

• If the above items cannot be met, the team will be disqualified
Eye Protection

• If eye protection is required rules will indicate the category needed: A, B, or C
Eye Protection
Category A

• Description Non-impact protection
  – Non-impact protection
  – Provide basic particle protection only

• Corresponding ANSI designation / Required marking: Z87
Eye Protection Category A

- Examples
  - Safety glasses
  - Safety spectacles with side shields
  - Particle protection goggles
    - Seal tightly to face
    - Direct vents around sides (holes that can be seen through in a straight line)
Eye Protection
Category A

Safety Spectacles

Safety Spectacles with side shields

Particle Protection Goggles
Eye Protection Category B

- Description
  - Impact protection
  - Provides protection from high velocity or high mass particles

- Corresponding ANSI designation / Required marking: Z87+
Eye Protection
Category B

High Impact Safety Goggles  (Z87+)
Eye Protection Category C

- Description Non-impact protection
  - Indirect vent / chemical splash protection
  - Seals tightly to face completely around eyes
  - Indirect vents (no direct path through hole)

- Corresponding ANSI designation / Required marking: **Z87 or Z87 D3** (the D3 designation is not required)
Eye Protection
Category C

Indirect Chemical Splash Goggles
Eye Protection

- Goggles marked with Z87+ with indirect vent chemical / splash protection qualifies for all three categories

- VisorGogs
  - Do not seal tightly to face
  - Qualifies as indirect vent / chemical splash protection
Eye Protection

• Contestants are responsible for providing their own protective eyewear.

• Teams **WILL NOT** be allowed to compete without adequate eye protection. This is **NON-NEGOTIABLE**.
Eye Protection Suggestion

• Suggest that coaches just go out purchase a dozen High Impact Chemical / Splash Goggles (Z87+ D3).

• Enough for the whole team.

• Should prevent students showing up for an event with inadequate eye protection for that event.
Eye Protection Suggestion