

Obstacle Course



Teams are required to traverse each of five- 24” rings, surface and return through the five rings. All Rings must be traversed in both directions. Fastest elapsed time wins. Teams will have two attempts at the course during their 15 min time allocation.

1. Only two team members are allowed on the pool deck during the competition.
2. The rings shall be traversed in order, closest to the wall first.
3. The SeaPerches must move only under their own power. It is prohibited for a team member to pull the vehicle by the tether, or attempt to maneuver the ROV using the tether. This action will incur a 2-minute penalty per occurrence.
4. In the event that a vehicle is inadvertently interfered with during a competition, or a malfunction of a vehicle's parts (i.e., the motor) occurs that is beyond the design and construction, the lead pool judge will have the authority to provide the team time to fix their vehicle and to allow them to compete later.

Scoring

1. Check the Team Name and Team Number prior to the start of the event.
2. Each Vehicle must be touching the wall of the pool prior to start.
3. The score sheet will be marked for each ring traversed.
4. Time is stopped when the SeaPerch returns and touches the wall. The SeaPerch does not need to be on the surface at the finish.