



Pit rules and Guidance

The following rules must be observed at all times in the pits:

1. No battery charging. You should hand over your battery charger and spare batteries at reception. During the competition, visit Helpdesk (on the top floor, see map) to swap a discharged battery for a charged one.
2. No liquids except drinks to be present on the top floor. The carpet is expensive, and easily damaged by adhesives / paint / solvents.
3. No powered tools on the top floor either (such as soldering irons). There is a dedicated tool area downstairs.
4. Keep your robot (and any maintenance you perform on it) in your pit wherever possible – we may need to find you quickly.
5. Please avoid blocking or restricting aisles through pits
6. Please refrain from broadcasting any wireless access points, they will only interfere with the AP next to your pit

Network and website details

Your pit has one wired ethernet connection for internet access. A wireless network will also be available, connection details:

SSID: SR-competition
Password: sr2015

You will find the following pages on the website useful:

<https://www.studentrobotics.org/comp/schedule>

The schedule of matches for teams

<https://www.studentrobotics.org/comp/league>

The current state of the competition league

<https://www.studentrobotics.org/comp/team>

Statistics about your team and others

Day schedule

Saturday (Day 1)

Time	Activity
------	----------

9:00	Doors open
9:30	Introduction and Safety briefing
9:45	Tinkering time
11:15	League matches
12:15	Lunch and Tinkering time
13:00	League matches
17:30	End of day

Sunday (Day 2)

Time	Activity
------	----------

9:00	Doors open
9:30	League matches
12:15	Lunch
13:15	League matches
14:45	Competition Photo
15:00	Knockout matches
17:00	End of Knockout matches
17:15	Prize Ceremony
18:00	End of day

Tinkering Time

During parts of the competition scheduled as “Tinkering time”, the arenas will be open for robots to be tested in the competition environment. **You must book a slot in an arena in advance.** Approach the competition staging area (next to the arenas, see map) up to half an hour before and during sessions to request a slot.



How the competition runs

Student Robotics features a series of league matches, then knockout rounds seeded by league scores. The schedule (on the website; see above link) defines when league matches will be for your team. You are responsible for bringing your robot to the arena, and taking part in the match:

1. You **must** arrive at the competition staging area (next to the arenas, see map) with your robot at least 2 minutes before your match starts.
2. Only one member of your team may enter the staging area at any time.
3. Your team member in the staging area **must** be wearing the high vis jacket identifying your team.
4. In the staging area, a special USB flash disk will be present to tell the robot which corner it starts in. You should insert this into your robot before powering on.
5. Your team member should turn your robot on **before** it enters the arena, so that it is ready to start on time. The match will begin regardless of whether your robot is ready.
6. Robots are started by the team member pressing the start button on the power board. Once pressed, the team member should step back to the edge of the crowd barrier.
7. You must not enter the arena while the robots are running. If you believe your robot may be damaging itself and needs to be turned off, attract the attention of a linesman.

Getting help during the competition

For help with all technical matters related to your robot or the website, please ask any nearby Blueshirt, or visit Helpdesk on the top floor (see map).

For matters related to the operation of the competition (such as querying a score you disagree with), please approach the competition staging area and ask to speak to the Judge.