

## TEAM BRIEFING

**Missing your run:** If your vehicle is not functioning and you cannot make your product demonstration run, send a team member to tell the pool deck coordinator that you are not showing up. Otherwise, we may come looking for you. Please let us know.

**Be on time.** Everyone has a schedule. Be ready to go 20 or 30 minutes prior to your product demonstration run. Be at your engineering room 10 or 15 minutes prior to your presentation. Size and weight measurements happen prior to your product demonstration time. We will not wait if you are still trying to get your size and weight done when your product demo time is scheduled.

**Communicate with the mission station judges.** Let the judges know what task you are working on. If you have multiple video monitors, let the judge know what monitor is doing the active mission. The more information you give your judge, the easier it will be for them to score you properly. If you think you have completed a mission, ask the judge.

This is especially important if more than one thing is going on at once. If you are doing mussel math, or identifying the contaminants, or are showing your photomosaic, let the judge know – especially since it is probably not the pilot doing this.

Communicate with the judges.

**No tasks can be done after the 15-minute time period.** All the tasks must be done within the 15-minute mission time. That includes identifying contaminants, mussel math, identifying changes in the coral colony, proving the map of the coral reef, and putting together the photomosaic. If the judge does not see the finished product by the end of the 15-minute mission time, you do not get points for it.

**Teams must have passed safety inspection.** All teams MUST have their blue, passed safety check card. If you do not have this, you do not get into the water. No exceptions. If you don't have it, you need to go back and get it. Time will not stop for teams to find or get it.

**5-minute setup time.** Teams have 5 minutes to set up. Teams may put their vehicles into the water and test power/motors/etc. Teams cannot go down and check out the missions during set up, they should go no deeper than 0.5 meters. Teams must start at the surface, side of the pool.

If a team does not finish setting up within 5 minutes, their mission time starts. They can continue setting up and/or repairing their vehicle during mission time. If a team finishes setting up early, they do not get additional mission time. They can choose to start early, or they can relax and chill out until their 5 minutes is up.

**15-minute product demonstration time.** Teams have 15 minutes to complete all the mission tasks. The judge will mark off points as you accomplish tasks. When the mission time ends, you get points for what you have done, but cannot get any additional points.

**5-minute demobilization time:** After their run, teams have 5 minutes to pack up and leave the station. The judges may need to keep the CEO around a little longer to confirm points, but the rest of the team and their equipment should be out of the area.

**Time bonus:** To get a time bonus, teams must have completed all the tasks perfectly and have no penalty points.

**DRYING YOUR VEHICLE:** Every team is getting a MATE ROV Competition beach towel. When you have exited the pool, but BEFORE you go back to the gym, dry your vehicle off. ETSU has asked us to try to keep the floor of the gym dry. So dry off your vehicle every time you come out of the water.

## PRODUCT DEMONSTRATIONS

**Order of tasks.** Teams can start with part of any of the three tasks. Teams can go back and forth between the tasks as desired.

The exception is Task 1.1: Seabin: This must be done in order.

### **Size and weight:**

You will get sized and weighed prior to each product demonstration run.

Once you go through size and weight, team members cannot go back to get additional items for the vehicle or mission run. If you do so, you must go through size and weight again.

YOU NEED TO HAVE EVERYTHING READY TO GO BY SIZE AND WEIGHT.

I am not going to go through the specifics of every task. You should know the tasks by now. If not, consult the Competition Manual. But I will go over a few things.

### **1.1 Seabin**

The Seabin Task must be done in order. Teams must disconnect the power connector before they can get any other points.

Teams must then switch out the old/dirty mesh catch bag for a new one.

Then they must plug their connector back in. If they haven't installed the new/clean mesh catch bag, they cannot get points for plugging the connector back in.

**The LED should be shining when the MATE connector is installed.**

Teams MUST have their own NEW connector to install into the port. They cannot put the MATE connector (the one they pulled out) back into the port.

Teams should show the judges the LED is shining for full points.

## 2.1 Fly a transect over a coral reef

One video display must show the flyover. Let the judge know what video screen to look at that will only have the blue pipes but not the red pipes.

Again, communicate with the judges to let them know or you may not get your points.

If you are doing this autonomously, let the judges know.

Hit your button to start, then go hands free.

## Mapping items on the coral reef

Teams **MUST** do this on a computer screen. It cannot be done on paper.

**EXPLORER** doing this autonomously, communicate with your station judges to let them know what screen it will be showing up on.

## 2.2 Determining the health of the coral colony

Use the proper terms growth, recovery, bleaching or death.

If doing this autonomously, use the proper colored overlay as described in the manual.

### AUTONOMOUS IDENTIFICATION

Both **RANGER** and **EXPLORER** teams may try to do this task autonomously, but the rules are a little different for each class.

**RANGER** companies may take a screenshot and send it to a computer. They cannot alter the image before they send it, nor can they define a certain area to look at.

**EXPLORER** teams **CANNOT** take a screenshot. **EXPLORER** teams may position their vehicle where they want to, but they cannot take a screenshot and send it to another computer. Their program must take the image from their video (without the team sending it) and process the image to show the changes.

## Task 3: Maintaining Healthy Waterways

### 3.1 Retrieving a sediment sample to analyze for contaminants

Let the judge know when your micro-ROV is headed into the pipe.

### 3.2 Estimating the number of mussels.

Do your mussel count with the judges. Get the judge watching you to watch and follow your count. That will pretty much assure you and judge agree on the count.

Once you do that, you can turn over the mussel information card on the table. That will have the additional information you need.

All the math must be done before the 15-minute time period is up. Since your pilot will likely not be doing the math, communicate with the judges to show them your results when they are not busy watching the pilot complete another task.

### **3.4 Creating a photomosaic of a subway car**

The rules for the photomosaic are:

- The four sides must be positioned along the bottom
- The top **MUST** connect to a side with the long edge.

That's it for the missions.

A few more things. After the mission time is complete, the CEO / team captain will consult with the judges. The judges will tell the CEO the score, what the team completed, what the team did not complete. The judge will tell the team of any penalties that were given. Then the judges will provide a final score.

If you do not agree with the judges on your overall score, deal with it then.

If you think you have additional points the judge did not give, communicate that to the judges then and there.

Once you sign off on your score it is final. You can't come back and argue to change it later.

So deal with it immediately. If needed, the head judge will be nearby to resolve any issues you cannot work out with your station judges.

So that is it for the team briefing. After the opening ceremonies, I will be up here to answer any additional questions about props or the product demonstration.