

## No. Va. Middle School SeaPerch Regional Competition

**Date:** Jan 21, 2013 (I'll e-mail if date changes due to weather, holiday, or special event.)

**Place:** Manassas Park Community Center (99 Adams St.)

**Time:** 8:00 AM – 12:30 PM; Swimmers and support staff arrive at 7:05 AM

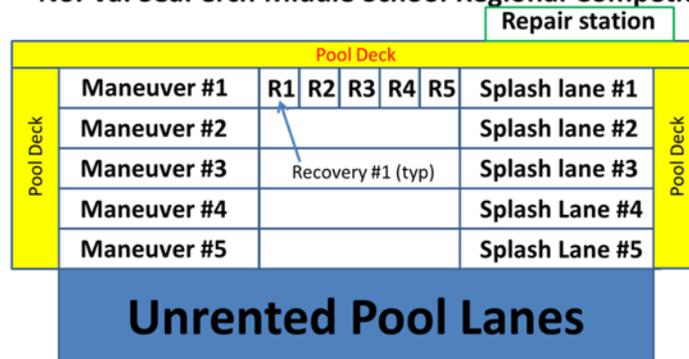
**POC and SeaPerch Czar:** Mark Hoffman (703) 674-8028 [MarkWHoffman@msn.com](mailto:MarkWHoffman@msn.com)

**Competition:** The Northern Virginia Middle School SeaPerch Competition will consist of four distinct events: three pool games and a team presentation. Each team will have a 25-minute time block for each pool game and judging the team presentation. Groups of 4-5 teams will move together throughout the morning participating in each event.

**Events:** Maneuver Game; Recovery Game; Spashdown time trial; Judging; Open.

| Group     | A           | B           | C           | D           | E           |
|-----------|-------------|-------------|-------------|-------------|-------------|
| Time      | Teams 1-5   | Teams 6-10  | Teams 11-14 | Teams 15-18 | Teams 19-22 |
| 0900-0925 | Recovery    | Maneuvering | Judging     | Splashdown  | Open        |
| 0930-0955 | Open        | Recovery    | Maneuvering | Judging     | Splashdown  |
| 1000-1025 | Splashdown  | Open        | Recovery    | Maneuvering | Judging     |
| 1030-1055 | Judging     | Splashdown  | Open        | Recovery    | Maneuvering |
| 1100-1125 | Maneuvering | Judging     | Splashdown  | Open        | Recovery    |
| 1130-1200 | lunch       | lunch       | lunch       | lunch       | lunch       |

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**Awards:** Teams attaining first and second place in each of the three pool games and the presentation will be recognized at the awards ceremony.

The top two teams with the best overall scores will be awarded invitations to the 2013 National SeaPerch competition in Indianapolis, Indiana. The national competition will be held on May 18-19, 2013. The overall score for each team will be the numerical sum of the places received by that team for each of the four competitions. (For example, if a team finished in 1<sup>st</sup>, 2<sup>nd</sup>, 12<sup>th</sup>, and 20<sup>th</sup>, then the team's overall score would be 35.) The two teams with the lowest overall scores receive the invitations to nationals. In the event that a team receives an invitation, but will not attend the national event, then the team with the next lowest score will be awarded the national invitation.

If two teams have an identical score, the tiebreaker will be the head-to-head time for the maneuvering game. If that was a tie, the next tiebreaker is the time for the splashdown game. If that was a tie, the next tiebreaker is the score for the recovery game. If that was a tie, the next tiebreaker is the score for the presentation. If that is a tie, the winner of a coin-flip will receive the invitation.

**Rules:**

1. A team may consist of 2 or 3 middle-school students. One exception has been allowed with a team of 4 students.
2. An adult supervisor will be appointed to lead a group of 4 to 5 teams to facilitate getting teams to the proper location per the agenda above.
3. Teams must check in by 0810 and review their daily agenda.
4. In the event of unforeseen absences of a team member (i.e. illness), the SeaPerch Czar will provide a substitute to fill a slot on a team.
5. All team members are required to be at the award ceremony immediately following the competitions.
6. Team numbers will be assigned by the SeaPerch Czar. Team names will not be used.
7. All grievances must be filed within 15 minutes of the alleged infraction to the SeaPerch Czar.
8. The resolution of all grievances by the SeaPerch Czar are final.
9. Teams are free to build as many vehicles and test them at a pool prior to the event; however, only one vehicle per team is allowed to enter the competition. If that vehicle malfunctions, it is the responsibility of the team to perform the required repairs to that vehicle.
10. The clock for the competitions runs continuously. The clock does not stop to enable a repair to be performed.
11. The total cost of parts to supplement the SeaPerch kit for any vehicle must be < \$25. Receipts may be required to prove the cost of an upgrade.
12. Spare batteries of the type identified in the SeaPerch kit may be purchased and do not count toward the \$25 part supplement.
13. Teams may bring spare thrusters and tools to the competition. A repair station will be provided; however, the repair station part inventory will not be known prior to the event.
14. Bad language or behavior by any person may result in penalty points, penalty time, and/or disqualification from a game or expulsion from the competition. All penalties will be issued by the SeaPerch Czar.
15. The SeaPerch vehicle must fit through a 24" diameter hoop and must be < 24" long.
16. The body design may be changed from the tutorial design and may be glued or press-fit.
17. Hooks or other structure to facilitate the recovery game may be added as long as the vehicle stays within the size limits.
18. Each SeaPerch vehicle must be able to be retrieved by its tether line.
19. Only parts listed in the official SeaPerch kit may be used for thrusters.
20. No changes will be allowed to any propeller or motor.
21. Only three thrusters are allowed on a SeaPerch vehicle.
22. Only one 4-pair tether (Ethernet) cable may be used.
23. The only battery type that may be used is the type identified in the SeaPerch kit.
24. Only one battery may be used to power the SeaPerch during a game. Teams are allowed to swap with an identical battery as required.
25. The SeaPerch Czar may be able to supply the repair station with charged batteries that will be available for swapping on a first-come, first-served basis.
26. Multiple teams may not use a single battery concurrently.
27. The control box must use the fuse supplied with the kit and attached to the positive wire.
28. The control box voltage supply wires may not be permanently attached to the battery. They must use an insulated secure connector that can be easily disconnected. Insulated alligator clips (as supplied with the kit) are recommended.
29. Control boxes must be able to be opened for inspection at any time (do not use glue to close them).

30. Only parts provided at the SeaPerch web site may be used to modify the control box.
31. The battery must be contained in a dry container/holder so that it does not rest directly on the concrete or wet pool deck.
32. All electrical connections that go into the water must be insulated with Butyl rubber, hot melt glue or wax.
33. All rules will be followed at all times.