



Practice Skills Competition: Module Vanier and K.C.V.I.

Thursday, March 3rd, 2011



Welcome to the medieval-themed practice Lego Robotics Skills Competition, hosted by Module Vanier, with the support of K-botics 2809 of K.C.V.I.!

Your quest begins with your robot on the patch of green grass at the end of each challenge board. You will receive 1 point for driving across this area. To continue your journey, you must solve a problem; a log has fallen in your path! Your robot may drive over or around the log. Two points will be awarded for passing the log. If you draw a line across the board where the log is, your robot will be considered “past the log” when every part of your robot is beyond this line.

In order to enter the castle, your robot must drive one side of the bridge. You may use the black lines to help keep your robot on the bridge. Your robot must then lower the drawbridge. 3 points will be awarded when the drawbridge forms a parallel line with the floor. Once your robot has successfully crossed the remainder of the bridge and all parts of the robot are within the white area, you will receive an additional point.

In the castle, your robot must maneuver around the debris that the dragons have left in their path of destruction and collect as many pieces of gold as possible. You may store these pieces anywhere on your robot. At the end of the game, all gold pieces touching your robot will be worth 1 point.

You have until 5:15 to build, program, and test your robots. Pizza will be served around this time. At 5:30, we will have a chance to see what each team has come up with!

Good luck!