

Drag Racing

Level: Beginner

Number of robots: 1 per participant

Time Limit: 1 minute maximum per round

Robot Weight: Any

Robot Dimensions: Any

Robot Control: Autonomous

Number of robots competing per round: Two

Summary:

As in all good drag races the objective of this event is to beat your opponent to the finish line and come to a full stop.

Event Rules:

All participants line up with approximately 1" of their robots extending over the starting line. *[Note: If your light sensor is not over the line when your robot starts your program needs to account for passing over the starting line.]*

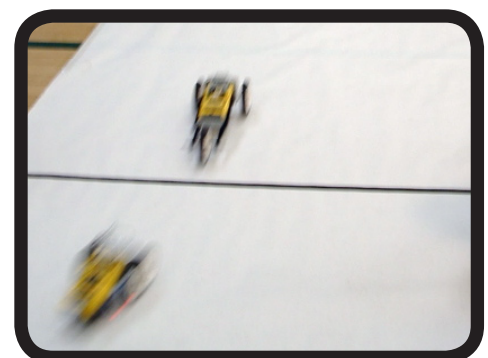
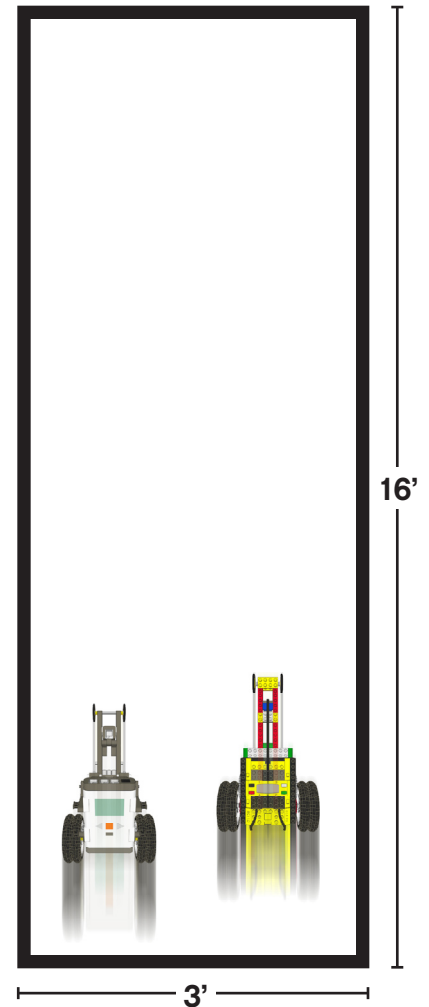
Once a robot starts the course, it must remain autonomous or be disqualified.

1. A robot that wanders off the race course will be disqualified.
2. A robot must wait 5 seconds after the "RUN" button is pressed before moving down the course.
3. Any robot not waiting the five seconds will be given a "false start". Each robot is granted one "false start" per round. If the robot false starts twice it is disqualified.
4. If the robot must be reprogrammed for any reason it is disqualified for that round.
5. Each robot must stop after crossing the line. The robot can perform an action to celebrate its finish (play a song, turn on a light, reverse, do a little dance...").

Scoring:

The first robot to cross the finish line wins the race. The robot must come to an autonomous stop to qualify.

Playing field: 3' wide X 16' long white track (butcher paper), with a 1" black electrician's tape line traversing the width at the beginning and end to mark the start and finish line.



For sample robots and programs visit:
<http://www.LEGOedwest.com>



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