

Driving – “Musical Mystery Tour”

This is a 3-minute relay event that involves three CEENBoTs and drivers. Images of musical instruments from three families will be located on the maze. The goal of each team is for CEENBoTs to drive over instruments to score points. Each CEENBoT is assigned a family of instruments (Brass, Woodwinds or Percussion) and will only score points for driving over instruments from that family during a 60 second period.

Play will begin with the “Brass” family CEENBoT driving for 60 seconds trying to drive over Brass instruments to score points. At the end of 60 seconds the first CEENBoT will stop driving and remain on the course. The Woodwinds CEENBoT will then start its 60 second driving period. At the end of that period it will remain on the course while the Percussion CEENBoT begins its 60 second round. At the end of the 3-minute match points will be added up based on the number of instruments each team was able to score.

The instruments

Brass	Woodwinds	Percussion
Trumpet	Flute	Snare Drum
Trombone	Saxophone	Tympani
Tuba	Oboe	Xylophone
French Horn	Bassoon	Maracas
Cornet	Clarinet	Talking Drum

Rules:

- CEENBoTs must pass completely over each instrument (all three wheels at the same time) in their family in any order to score points (elementary and middle school). High school must complete their families in the order listed above. They can pass over any other instrument on the way, but only instruments in their family will count for points.
- A three-minute timer will be used with audible alerts between each minute to alert when one instrument family CEENBoT stops and the next begins.
- When the 60 second time limit is up for the CEENBoT, the driver must put down the remote and the CEENBoT will remain in place on the course as an obstacle.
- If a CEENBoT becomes incapacitated during a match, it will remain in place and the next CEENBoTs will continue at their designated start times.
- If one robot gets finished with their families before their 60 seconds is done, the next robot can begin immediately (does not need to wait for the 60 seconds to expire from the previous robot). Total time to complete the entire task will be used for scoring. In the case of a tie, the team with the fastest time to complete all three tasks will be used.
- CEENBoTs may NOT drive over the PVC pipe boundaries. If this happens a judge will pick up the CEENBoT and place it back on the Maze to the spot before they crossed the PVC.
- Scoring will be as follows: There are 5 instruments in each family. The first 2 instruments in each family count as 2 points each. The 3rd instrument is worth 3 points, the 4th is worth 5 points, and the 5th is worth 6 points. Maximum score for each instrument family = 18, Maximum for the team is 54.

The image below shows the locations where instruments will be placed, but...
Specific locations will not be revealed until the day of the event.

Draft

Percussion



Woodwinds



Brass