

Rules and regulations

The main goal of this event is to create a floating vehicle from E-waste and additional components to compete in three different challenges. However, this comes with a few rules and guidelines to ensure safety and have a smooth sailing event. These rules are classified in three categories: safety rules, general rules and challenge specific rules. Please read through these rules carefully, in case of any questions or doubts please consult someone from the committee.

Safety rules

Below are all the safety rules for this event, these rules hold for the entire weekend. We know it can be fun to find the limit of rules, but we want it to be clear that safety rules are strict. Please do not attempt to find the limit of these rules.

- No powered power tools are allowed except for those in smartXP
- Tools may only be used when you are completely sober
- Max voltage rating 40V DC/AC with max 30W
- No actuated sharp objects
- There will be a centralized workplace for power tools
- PPF will be supplied, use of eye protection is mandatory
- Board and BHV will always have final say
- No projectiles
- Don't measure unknown circuits to prevent damage of equipment
- Use common sense

Game rules

The following rules hold for each challenge. If your vehicle does not confirm to these rules, it will not be allowed to participate in the challenges.

- The maximum size is 30x30x30cm
- Make sure there are no parts that can come loose in the water
- 3-6 people per team

Tug of war

The first challenge will be a battle of brawls. To test the strength of each vehicle they will be tied together to perform in a tug of war. For this challenge the following rules apply. This will be done in a tournament style, the division for this will be revealed later.

- All boats need an attachment point for a rope of at least 2 cm in diameter
- You cannot interfere with the other boat

- The boat can either be controlled or automatic
- The controller may be wired, but without tension
- The boats are tied together 10 cm apart first to reach the edge wins.

Drag race

The second challenge is a test of speed tested with a drag race. For this the following rules apply.

- The fastest to go from one side of the pool to the other wins
- Points dependent on speed with an inversion relation with the finish time and the amount of points
- Bonus point for most drag queen like boat

Balloon battle

The last challenge is a combination of speed, agility and control. Each contestant will receive a single balloon that will be tied to the back of their vehicle. The goal is to destroy the balloons of the other teams while keeping yours alive.

- Each boat gets a balloon tied to it, the goal is to destroy the other balloons
- Make sure to have a connection point for the balloons wire
- If your balloon breaks you are out, last man standing wins