

IMPOUNDED DEVICES - February 4, 2006

Bottle Rocket (B,C)
Robot Ramble (C)
Storm the Castle (B,C)
Wheeled Vehicle (B)

Bridge (B)
Scrambler (C)
Tower (C)

Devices are impounded between **7:30 AM — 8:15 AM** before the beginning of the competition so that competitors cannot make changes to their devices after watching others compete. Also, the impound period gives the Event Captains time to check that the devices meet the specified criteria. Devices will be impounded in the rooms or areas where the competitions will take place.

Furthermore, all impounded devices for Robot Ramble will be kept until after the last contestant has run, unless there is a dispute, in which case the device can be kept longer.

1. Impound before competition, in or near area where device will be tested. - **must be received between 7:30 AM - 8:15 am.**
2. All devices should have team names on them.
3. Before competition starts, check each device for specifications
4. If so stated in manual, participants must wear goggles.
5. There will be roped off areas. Observers are allowed only behind the ropes. Only immediate contestants and judges are allowed to be inside the ropes.
6. When a contestant arrives to compete at an impounded event, the Event Captain or an Assistant Event Captain will get his/her device and hand it to him/her for the competition. **No coaching is allowed after the contestant picks up his/her device.**

The Wright Stuff (C) is **not** impounded. The devices are checked just before they run.

Mystery Architecture (B) is impounded after construction. The construction period for all students is from 8:00-8:50 AM. The students return when they can to test the device.

Mission Possible is not impounded. However, the **Simple Machines List (B)** must be received by the Event Captain in the testing rooms **before 8:00 AM.**