This handbook is designed to give IQP teams planning future iterations of the RICC a guide on how to do so. Enclosed are documents relevant to planning and managing the RICC. Please revise, update, and add to this handbook as different documents gain or lose relevance.

Communications

Communications Flowchart - proposal for the RICC's bureaucratic organization

Maps - outlines for the Campus Center's three floors

Contact Information

Chartwells Information - contains information relevant to the role that Chartwells will play in the RICC

Facilities Department Information - contains information relevant to the role that the Facilities Department will play in the RICC

Facilities Reservation Information - contains information on how to reserve locations for the RICC

Insurance Information - contains information relevant to insurance of the RICC

Marketing Information - contains information relevant to the role that Marketing & Communications will play in the RICC

Police Information - contains information relevant to the role that the WPI Police will play in the RICC

Forms

Form A1 - team registration form

Form A2 - team sponsorship form

Form B - individual registration form

Form C - competition sponsorship form

Competition Ideas

RICC Base Competitions - suggested competitions and how to judge them

Competition Template

Competition Template - Rules - rules template for competitions

Competition Template - Vital Information - template for competitions' vital information

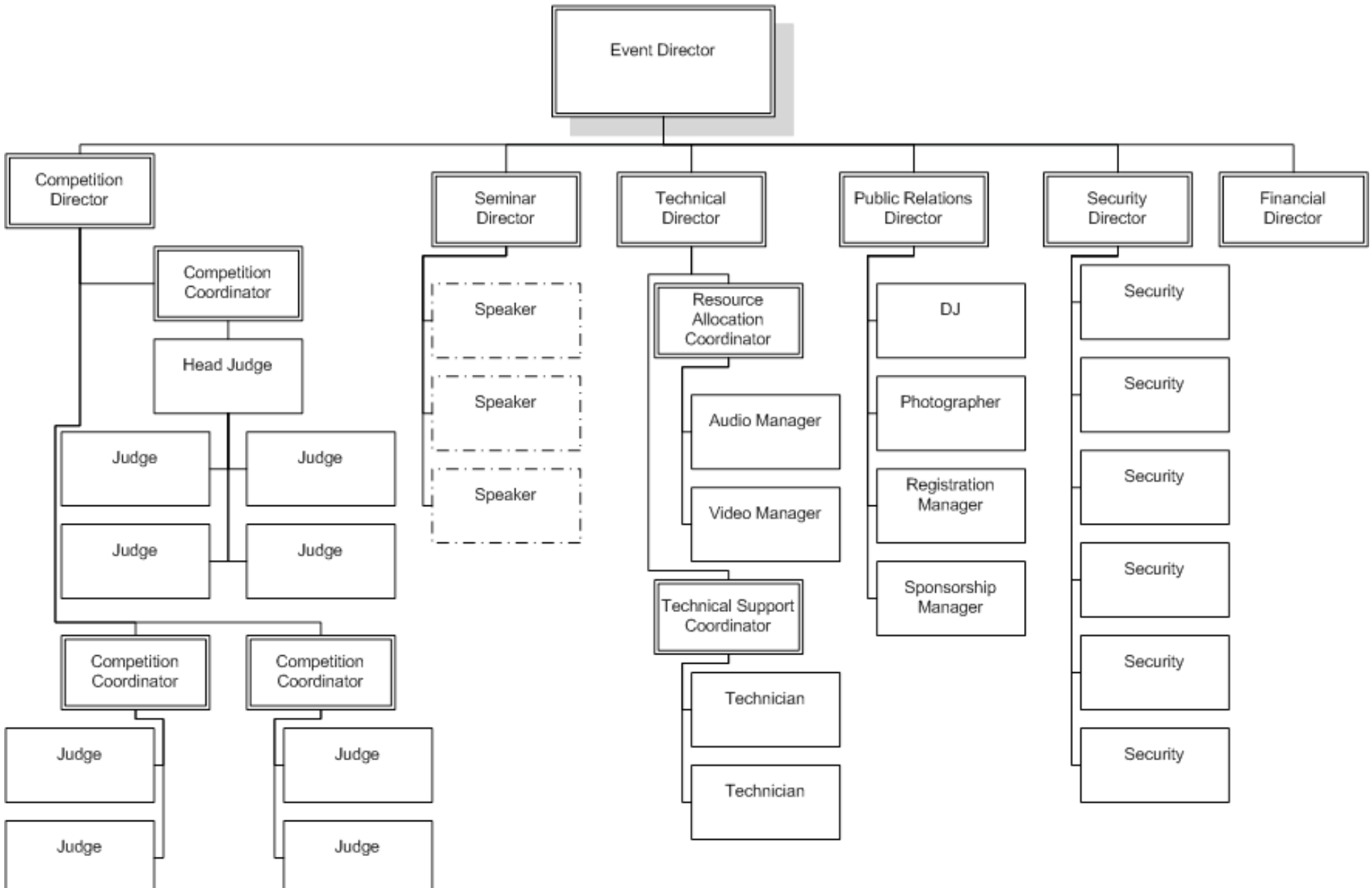
Competition Example

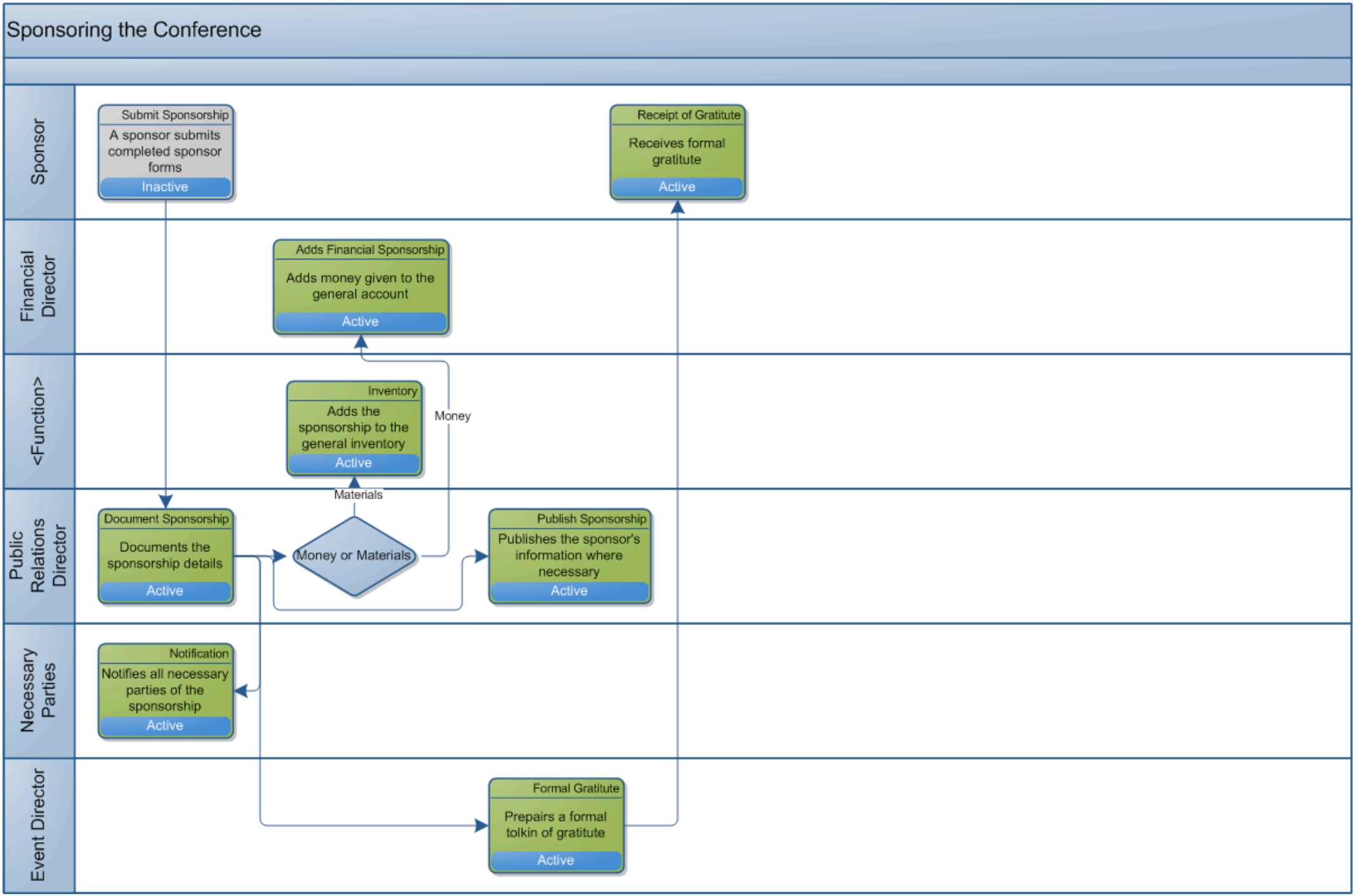
Full Competition Outline - Rules - an example competition's rules

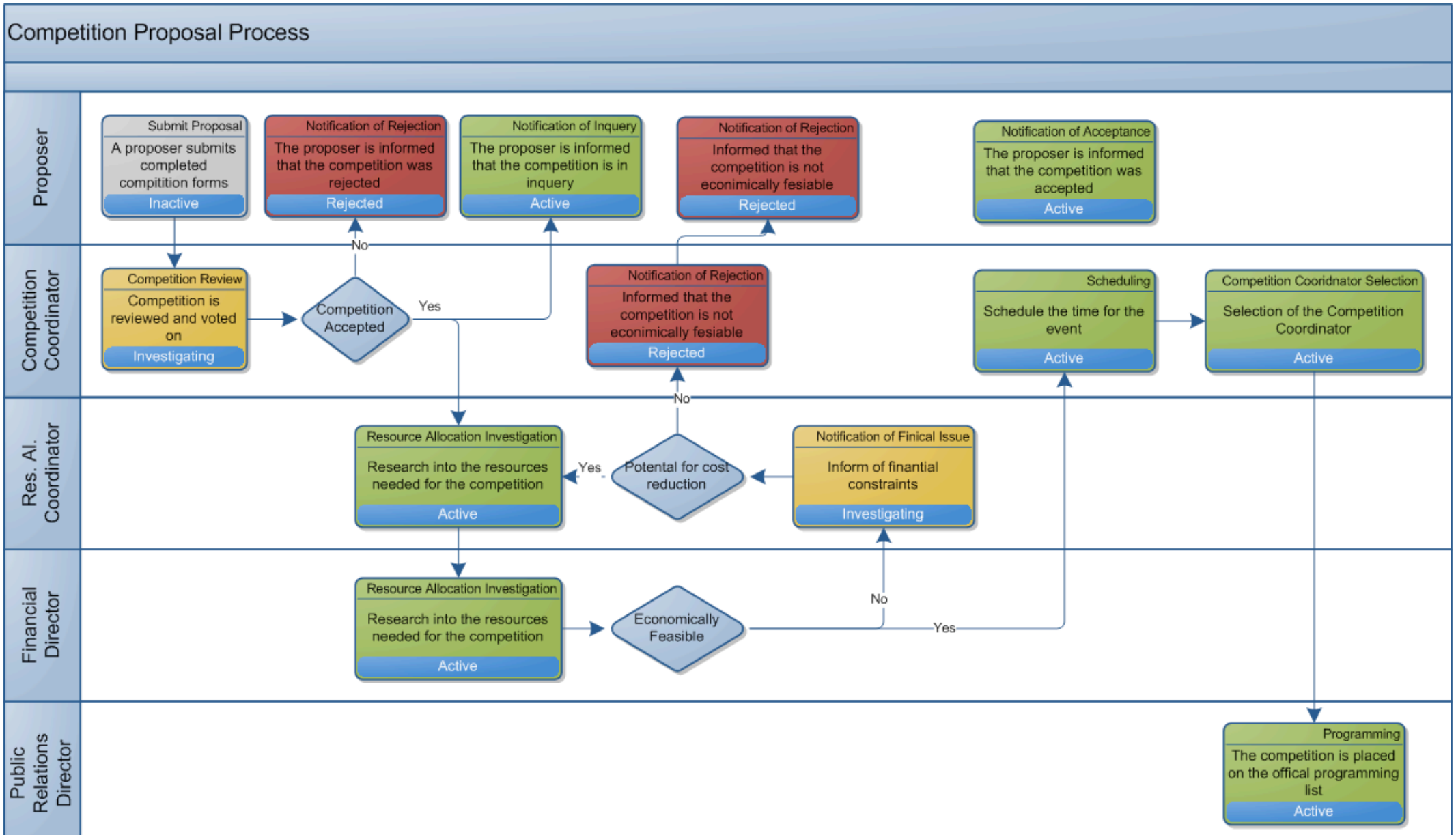
Full Competition Outline - Vital Information - an example competition's vital information

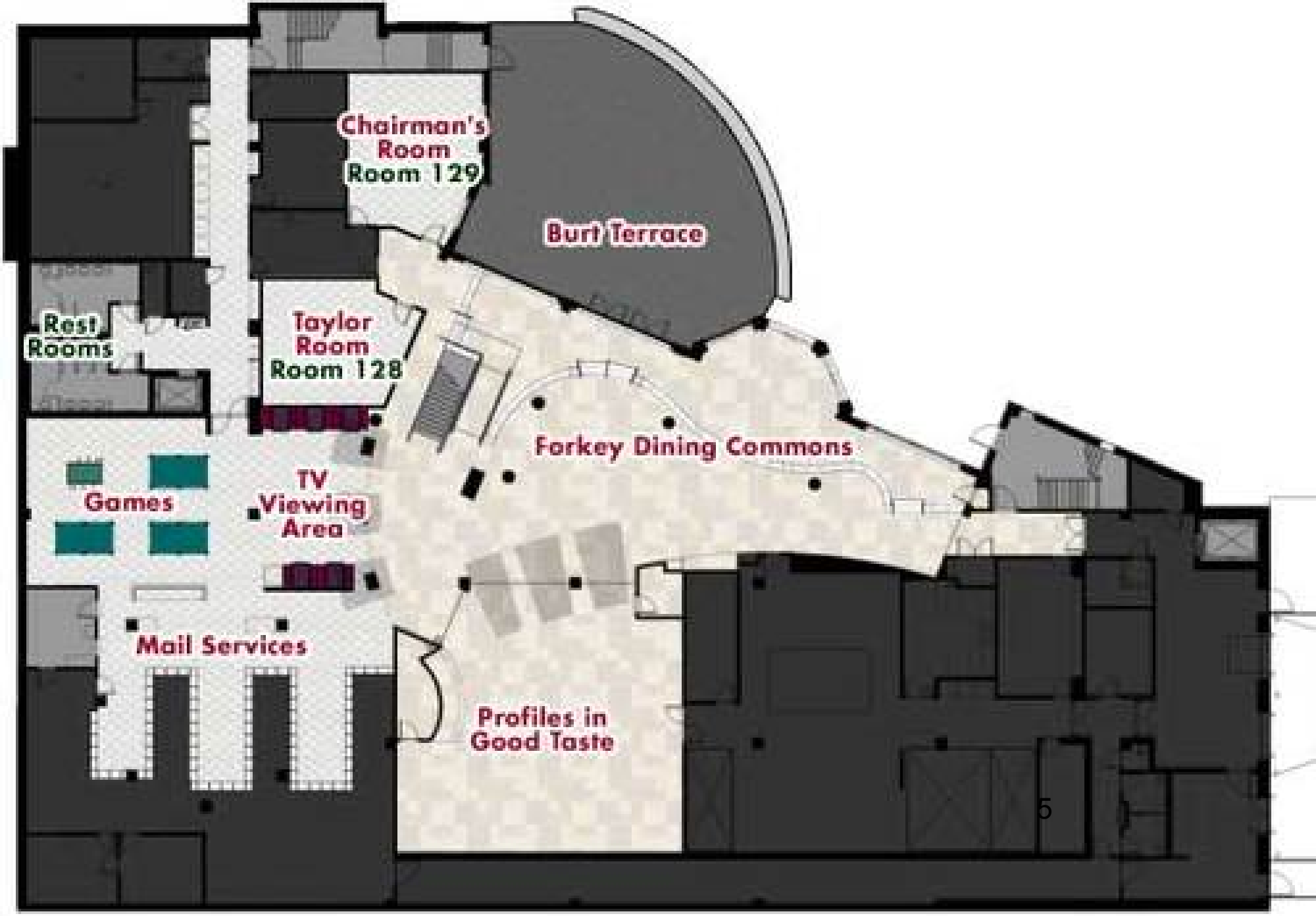
Basic Conference Communication Flow

Rev. 2

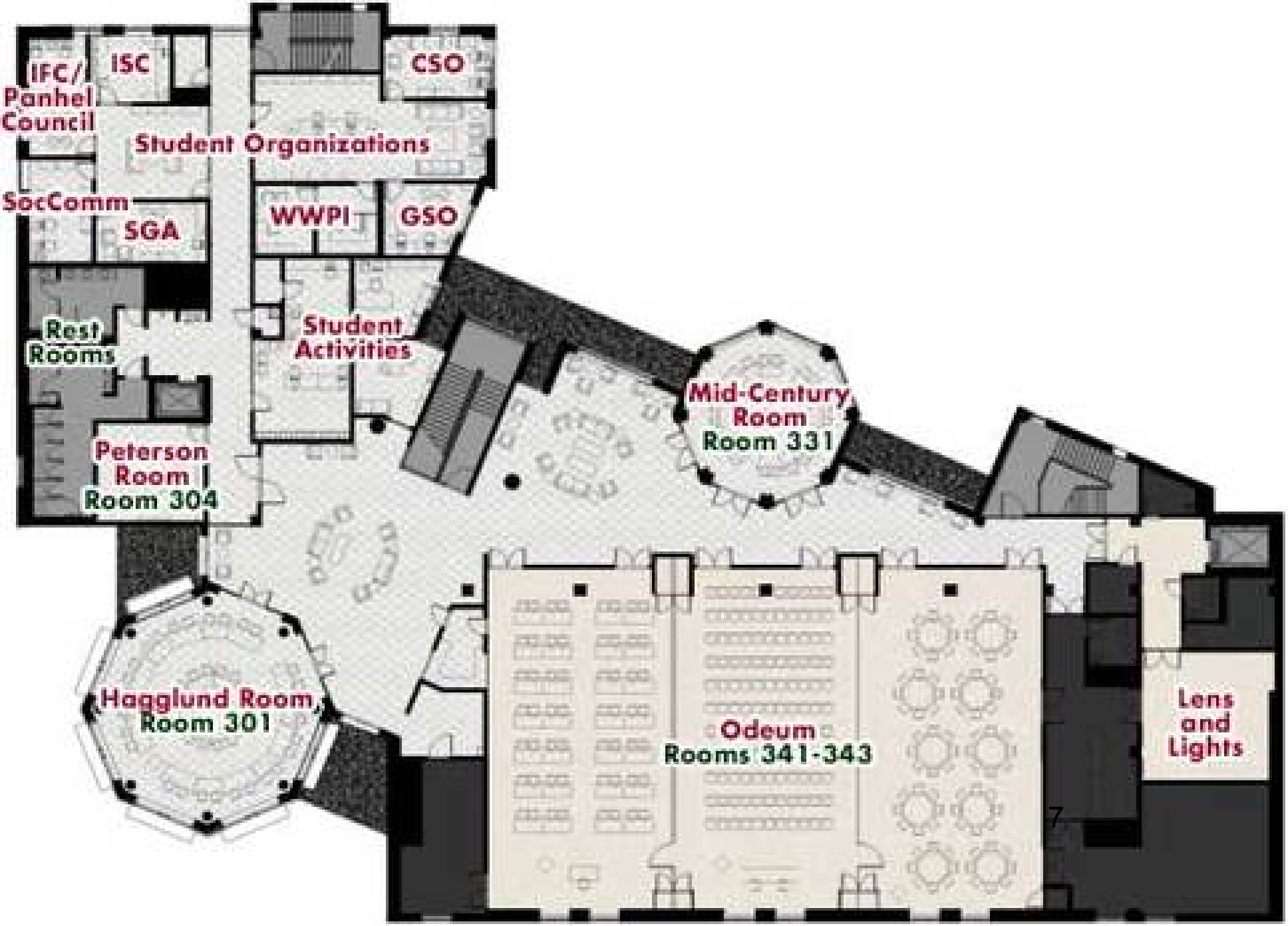



Sponsoring the Conference
Sponsor
Financial Director
<Function>
Public Relations Director
Necessary Parties
Event Director
Submit Sponsorship
A sponsor submits completed sponsor forms
Inactive
Receipt of Gratitute
Receives formal gratitute
Active
Adds Financial Sponsorship
Adds money given to the general account
Active
Inventory
Adds the sponsorship to the general inventory
Active
Money
Materials
Document Sponsorship
Documents the sponsorship details
Active
Money or Materials
Publish Sponsorship
Publishes the sponsor's information where necessary
Active
Notification
Notifies all necessary parties of the sponsorship
Active
Formal Gratitute
Prepairs a formal tolkin of gratitute
Active


Competition Proposal Process
Proposer
Competition Coordinator
Res. Al. Coordinator
Financial Director
Public Relations Director
Submit Proposal
A proposer submits completed compitition forms
Inactive
Notification of Rejection
The proposer is informed that the competition was rejected
Rejected
Notification of Inquery
The proposer is informed that the competition is in inquery
Active
Notification of Rejection
Informed that the competition is not econimically fesiable
Rejected
Notification of Acceptance
The proposer is informed that the competition was accepted
Active
No
Competition Review
Competition is reviewed and voted on
Investigating
Competition Accepted
Yes
Notification of Rejection
Informed that the competition is not econimically fesiable
Rejected
Scheduling
Schedule the time for the event
Active
Competition Cooridnator Selection
Selection of the Competition Coordinator
Active
No
Resource Allocation Investigation
Research into the resources needed for the competition
Active
Yes
Potental for cost reduction
Notification of Finical Issue
Inform of finantial constraints
Investigating
Resource Allocation Investigation
Research into the resources needed for the competition
Active
Economically Feasible
No
Yes
Programming
The competition is placed on the offical programming list
Active


Chairman's
Room
Room 129
Burt Terrace
Rest
Rooms
Taylor
Room
Room 128
Forkey Dining Commons
Games
TV
Viewing
Area
Mail Services
Profiles in
Good Taste

Student Publications
Student Life Office
Diversity & Women's Programs
CSLO
Minority Affairs Office
Rest Rooms
Information Center
Morgan Room
Class of 1948 Café
Bartlett Lobby
Ritazza Café
Class of 1946 Lounge
Tatnuck Bookseller@WPI
Campus Center & Events Office


IFC/
Panhel
Council
ISC
CSO
Student Organizations
SocComm
SGA
WWPI
GSO
Rest
Rooms
Student
Activities
Mid-Century
Room
Room 331
Peterson
Room
Room 304
Haagland Room
Room 301
Odeum
Rooms 341-343
Lens
and
Lights

Chartwells Information

WPI Contact:
Bill Battelle

Contact Information:
1-508-831-5700
battelle@WPI.EDU

Timeline:
Chartwells will need to know the following 6 months in advance:
Guest Counts
Menu Items
Times of Meals
Styles of Meals (sit-down, buffet, et cetera)
Meal Locations

Pertinent Information:
Chartwells can provide several levels of service from buffet to sit down. More information can be found at http://wpi.catertrax.com.

Facilities Department Information

WPI Contact:
Terry Pellerin

Contact Information:
1-508-831-5500
1-508-831-5133
pellerin@WPI.EDU

Timeline:
Facilities staff can be reserved when the rooms are reserved through the Events Office. One to two weeks prior to the event, a walkthrough of the rooms will be needed for final explanations and directions.

Pertinent Information:
The Facilities Department can provide chairs and tables, as well as the hanging of banners and moving things around. Carpentry and electrical work will be provided by a third party through the Facilities Department.

Facility Reservation Information

WPI Contact:
James Kenary (Event Planning Office) or
Jason Steele (Athletics Department)

Contact Information:
1-508-831-5504
1-508-831-5022
jfkenary@WPI.EDU

1-508-831-6133
jsteele@WPI.EDU

Timeline (Event Planning Office):
Reservations for all non-Athletics Department facilities should be made no later than one year in advance, preferably one and a half years in advance.

Timeline (Athletics Department):
Reservations for Athletics Department facilities should be made no later than one year in advance, preferably one and a half years in advance.

Pertinent information:
The Campus Center offers numerous smaller conference rooms, two larger break-out rooms (the Hagglund Room and the Mid-Century Room) in addition to the Odeum, which can be configured to be one, two, or three separate spaces. Please see attached Campus Center layout.

Insurance Information

WPI Contact:
Michael J. Curley

Contact Information:
1-508-831-6919
mjcurley@WPI.EDU

Timeline:
Mr. Curley needs to have proof of insurance 1-2 months before the event.

Pertinent Information:
WPI's insurance will cover any on-campus event sponsored by WPI community members. However, if an outside firm is hired to manage the event, provide equipment, et cetera, He will need proof that the firm(s) carry liability insurance, with WPI listed as an additional insurer.

Marketing Information

WPI Contact:
Lorraine Martinelle

Contact Information:
1-508-831-6425
lurbans@WPI.EDU

Timeline:
Lorraine should be given information on when and where the RICC will be taking place, as well as a short abstract 3-4 months before the event.

Pertinent Information:
If a list is drawn up of news organizations/periodicals that we wish to advertise the RICC to, Lorraine can send out press releases to them. Be aware also that certain periodicals have different deadlines as to when advertisements/articles need to be in, so the timeline for specific organizations may be different.

Police Information

WPI Contact:
Captain Rod Beaton

Contact Information:
1-508-831-5433
rjbeaton@WPI.EDU

Timeline:
Captain Beaton and Jim Kenary should be given two months advanced notice.

Pertinent Information:
Police details will be required for the event location and in the parking lot. Police details are $56/hour for a minimum of four hours

Robotics Innovation Conference and Competition

Please read instructions carefully before completing this form.

Registration Form A1

Academic Team Registration

Section 1. Team Information. To be completed at the time of registration.

Team Name	University Name	Team Advisor Name

School Address *(Street Name and Number)*

City	State, Zip	Advisor Email	Advisor Phone

Section 2. Team Members. Please list all members of the team. If necessary used multiple copies of Form A1.

Name	Grade

Robotics Innovation Conference and Competition

Please read instructions carefully before completing this form.

Registration Form A2

Academic Team Registration

Section 1. Team Information. To be completed at the time of registration.

Team Name	University Name	Team Advisor Name
School Address *(Street Name and Number)*		

City	State, Zip	Advisor Email	Advisor Phone

Section 2. Sponsor Acknowledgment. You must list all sponsors that have donated to this entry. If necessary use multiple copies of Form A2.

Sponsor Name		Donation
Sponsor Contact Name	Sponsor Contact Email	Sponsor Contact Phone
Sponsor Name		Donation
Sponsor Contact Name	Sponsor Contact Email	Sponsor Contact Phone
Sponsor Name		Donation
Sponsor Contact Name	Sponsor Contact Email	Sponsor Contact Phone
Sponsor Name		Donation
Sponsor Contact Name	Sponsor Contact Email	Sponsor Contact Phone
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Sponsor Contact Name	Sponsor Contact Email	Sponsor Contact Phone
Sponsor Name		Donation
Sponsor Contact Name	Sponsor Contact Email	Sponsor Contact Phone

Robotics Innovation Conference and Competition

Please read instructions carefully before completing this form.

Registration Form B

Participant Registration

Section 1. Participant Information. To be completed and signed by participant at the time of registration

Print Name: Last	First	Middle Initial

Address *(Street Name and Number)* Apt. #	Date of Birth *(month/day/year)*

City	State, Zip	Evening Phone Number	Cellular Phone Number

Email Address	T-Shirt Size: S, M, L, XL, XXL

Special Needs/Considerations

Section 2. Media Release. To be completed and signed by participant at the time of registration

I grant permission to the Robotics Innovation Conference and Competition of Worcester Polytechnic Institute, and its subsidiary units, to use photographs, video, audio recordings, and/or textual material created by me for use in university publications, including web sites or other electronic forms or media, and to offer the photographs, video, audio, or text for use or distribution to other university departments, without notifying me.

I hereby waive any right to inspect or approve the photographs, publications, or electronic matter that may be used in conjunction with them now or in the future, whether that use is known to me or unknown, and I waive any right to royalties or other compensation arising from or related to the use of the photographs. I understand that I retain the copyright to the original materials.

I hereby agree to release and hold harmless the RICC from and against any claims, damages or liability arising from or related to the use of the photographs or other media, including but not limited to any re-use, distortion, blurring, alteration, optical illusion or use in composite form, either intentionally or otherwise, that may occur or be produced in production of the finished product. It is the discretion of the RICC to decide whether to use the media.

I am competent to contract in my own name. I have read this release before signing below, and I fully understand the contents, meaning and impact of this release.

Participant Name *(Print)*	Date *(MM/DD/YYYY)*

Participant Signature

Parent/Guardian Name *(Print)*	Date *(MM/DD/YYYY)*

Parent/Guardian Name Signature

Robotics Innovation Conference and Competition

Please read instructions carefully before completing this form.

Registration Form C

Donation Form

Section 1. Contact Information.

Name/Organization	Email	
Address *(Street Name and Number)*		
City	State, Zip code	Phone Number

Section 2. Team Donation. If you are donating to a specific team, please complete this section.

Team Name	Date
Donation	

Section 3. General Donation. If you are donating to the RICC, please complete this section.

Donation

Section 4. Disclaimer.

The RICC is a Massachusetts non-profit corporation exempt from federal income taxation under IRC 501(c)3. Donations are tax deductible for U.S. citizens. For donors outside of the United States, please consult with your tax advisor about whether your donation will be tax deductible.

The RICC may use any directed donation for other purposes if the Board of Directors is unable to find suitable activities to fund for a project, if a project becomes inactive or otherwise becomes ineligible to receive funds.

Signature	Date

RICC Base Competitions/Events
Version 1

This document will contain the base level of conceptual competitions, complete with competition examples, sample guidelines and possible judging criteria.

Notes:

- *Example competitions could also be utilized as guidelines for a showcase, where the guidelines of the competition follow that of a science fair methodology.*
- *A sense of creativity should be encouraged in all aspects of the competition and/or showcasing, giving all teams a chance to demonstrate innovative technologies and techniques.*
- *Judging criteria should be broken down into separate fields of study (i.e. Mechanical/Electrical Engineering and Computer Science), as well a synergy between them (i.e. Systems Engineering) dependent on the competition and/or showcasing.*
- *Competitions should try to differentiate between single and team robot schema's.*

The initial competition bases in no particular order are as follows:

Competition 1: Academic and Research Robotics

Robots from competition one would primarily focus on research in academics.

Robots in this area would focus in the areas of:

- Human Computer Interaction.
- Artificial Intelligence.
- Image Recognition.
- Open Source Software.
- Autonomous Control Design.
- Operating Systems.
- Various range and movement sensors(i.e. Ultrasonic, Infrared, Sound/Light).
- 'Hack together' Hardware.

Example Competitions:

- *The development of humanoid type robots, complete with facial expressions and/or body movements. Robots will be able to react to various worldly elements via sensors in a closed loop feedback programming style. Creative elements such as the ability for a robot to dance, sing or imitate other human actions is strongly encouraged in all participants.*

Possible Judging Criteria:

- *Robot that is most human-like.*
- *Most creative use of sensors.*
- *Most interesting hardware used in assembly.*
- *Robot that has the ability to learn.*
- *Robot that can see or hear well.*
- *Most innovative use of current technologies.*

Competition 2: Domestic Robotics

Robots from competition to would primarily focus on household and/or business applications.

Robots in this area would focus in the areas of:

- Sensory Feedback.
- Aesthetic and Finalized Designs.
- Small-scale Materials.
- Microprocessors and Software Tools.
- Marketing to a family/business audience.
- Minimal Control Design (i.e. Infrared or Sensor).

Example Competitions:

- *The development of a robot which in some way helps a handicapped person from one point to another in a housing facility. The robot should be able to surpass terrains of varying heights and textures(i.e. Stairs, Kitchen Tiles, Carpet) as well as avoid collisions with various household furnitures (i.e. Couches, Cabinets, Stair Railings). Robots should also be able to avoid falling (i.e. Stairway Detection). Control capability and power efficiency would also be marked as high-target goals.*

Possible Judging Criteria:

- *Robots that maneuver well in crowded rooms.*
- *Robots capable of climbing stairs very quickly.*
- *Robots able to help their master up or around.*
- *Robots capable of moving outside and through doors.*
- *Robots able to access and move accordingly small pieces of furniture that may inevitably be in their way.*

Competition 3: Commercial Robotics

Robots from competition three would primarily focus on aspects that are not necessarily to improve upon technology, but delight participants in a toy-like fashion instead.

Robots in this area would focus in the areas of:

- Sensory Feedback.
- Digital Signal Processing.
- Small-scale Materials.
- Aesthetic and Finalized Designs.
- Microprocessors and Software Tools.
- Marketing to a commercial use audience.
- Minimal Control Design (i.e. Infrared or Sensor).

Example Competitions:

- *The development of a robot which engages elementary to middle school children in a variety of mentally stimulating games. Games could range from the improvement of a particular child's memory to playing duck-duck-goose. Emphasis would be set on a robot that is user friendly and safe, while producing a clever and enriching product. If a child screams the robot should be able to hone in on this signal and shut down accordingly as to not scare the child any further. Further goals include partial Artificial Intelligence to be able to interpret the child's actions in an informative manner and to be capable of learning the child's name or other facts.*

Possible Judging Criteria:

- *Robot that is most friendly to a group of children.*
- *Robots able to learn children's names and favorite cartoon show.*
- *Robots capable of powering down when the child may become afraid or has to leave for awhile.*
- *Robot that introduces the best content in their software.*
- *Most user friendly and electronically safe robot.*

Competition 4: 'Search and Destroy' Robotics

Robots from competition four would primarily focus on distance robots, capable of traveling along different types of terrain and completing various goals along the way.

Robots in this area would focus in the areas of:

- Sensory Feedback.
- Large-scale Materials.
- High priority Mechanical Design.
- High priority Electrical Design.
- Microprocessors to Full-scale computers and Software Tools
- Autonomous and/or Teleoperational Control Design.
- Mobility.

Example Competitions:

- T*he development of a 'Robomule', the Robomule is capable of transporting a heavy load of various gear ranging from military arms and ammunitions to a wealth of hiking supplies. The Robomule will be able cross various types of terrain (i.e. high Grass, Rocky and Watery pathways) and be able to do this effectively without falling over or getting stuck. Emphasis is placed upon the power consumption of the Robomule as well as how well it can maneuver and how much it can carry. The placement of technologies such as GPS and even an MP3 player are considered creative additions to the Robomule.*

Possible Judging Criteria:

- *Robomule able to hold the most weight.*
- *Robomule able to maneuver the best though a slippery terrain.*
- *Robomule capable of traversing a small river or other such waterway.*
- *Robomule that is efficient on both power and weight carried.*
- *Most innovative Robomule, possibly with a sound system or self navigation.*
- *Ability of a Robomule to be called by its master and go maneuver to the master by itself.*

Competition 5: 'Long Distance' Robotics

Robots from competition five would primarily focus on the capability of being controlled from a distance.

Robots in this area would focus in the areas of:

- Network Communication System.
- Small-scale to Large-scale Materials.
- High precision Mechanical and Electrical Designs.

- Precision based and Efficient Software.
- Teleoperational Control Design.
- Autonomy via Artificial Experience.
- Stationarity.
- Stability.

Example Competitions:

- *The development of a mine excavating robot that is able to be controlled at a great distance away from the site. A group of robotic mining professionals is located in Ontario whereas there are a multitude of mining sights throughout the world that acquire their direct attention. A group of mining robots will be developed and utilized to traverse through different mining systems and perform the tasks other miners would. The robots should be mechanically and electrically precise, as well as make use of high-precision and efficient programming in order to make for a stable robot that will be able to travel safely in a given shaft. Emphasis is placed on a sturdy networking interface so that there may be multiple mining robots traversing through a given cave system together and will be able to alert each other of events while inside (i.e. faulty mine shaft, help in acquiring ore, civilians). This competition focuses on a robotic team aspect, being able to bring together many systems to complete the task at hand.*

Possible Judging Criteria:

- *Two or three robots that can work efficiently together without prior knowledge.*
- *Mining robot capable of getting past a faulty mine shift without getting itself trapped.*
- *Cleanest interface to control mining robots.*
- *Ability for a mining robot to report back a discovered civilian's physical state.*
- *Most robust mining robot for tough to traverse mining shafts.*
- *Most intelligent mining robot that may be able to be the leader, but in a less robust state than another robot capable of being the most physical.*
- *Ability for mining robots to create maps of the mining sites as they traverse through the particular mining site.*

Competition Template - Rules

BACKGROUND

Information about how the competition came about, why its being offered and any major key players (i.e. sponsors, endorsements, etc...)

CONTEST OBJECTIVE

Information about the overall objective of the competition and any interesting features

LOGBOOK SPECIFICATIONS

Information on how to keep an appropriate logbook for this competition, including required sections, format, and number of copies.

DIMENSIONS AND SPECIFICATIONS

Information about specific design considerations that players must account for in developing an entry.

AWARD DIVISIONS

Information about different playing divisions.

PLAYING ARENA

Information about the playing field dimensions, obstacles, building materials, etc...

ENVIRONMENT

Information about the surrounding environment of the playing arena.

ROBOT OPERATION

Information pertaining to how competition robots will be able to be operated inside and outside of said competitions.

ROBOT DIMENSIONS

Information pertaining to set dimensions for robots in competition.

ROBOT CONSTRUCTION MATERIALS

Information pertaining to what materials will and will not be permitted in the construction of competition robots.

THE ORDER OF RUNNING

Information pertaining to the method for determining the order of running.

TIME LIMITS

Information pertaining to the competition's time limits.

SCORING

Information pertaining on what will score points in this competition.

OPERATING MODES

Information pertaining to the different types of operating modes that will be allowed.

PENALTIES

Information pertaining to how and for what teams will be penalized for.

SCORING PROCEDURE

Information pertaining to how this competition will be scored.

DIVISION DECISIONS

If separate divisions are necessary, how they will be determined.

CHALLENGES OF JUDGES' RULINGS

Information pertaining to the ability for participants to challenge a particular judge or group of judges ruling.

PRIZES

Information pertaining to prizes and how they will be implemented into the competition.

MULTIPLE ENTRIES

Information pertaining to the possibility of multiple entries.

PRACTICE TIME

Information pertaining to the use of practice times for teams in various competitions

SAFETY

Information pertaining to safety rules and regulations of the entire competition and conference.

SPECIALITY PRIZES

Information about prizes that will be awarded as a secondary off chute of the competition

DISPLAY SESSION

Information about posters, displays and demos that entries may display as apart of the competition

INTERPRETING THE RULES

A statement about who will interpret the rules and what process must be taken to challenge a rule

ENTERING A ROBOT

Information about who may enter the contest and how to go about doing it

Competition Template - Vital Information

COMPETITION TIME AND LOCATION

Where and when this competition will take place

CONFERENCE TIME AND LOCATION

Where and when teams can meet to talk about this competition; their difficulties and successes

REGISTRATION TIME AND LOCATION

Where and when registration will take place for this competition

SPONSORS

What companies and or organizations are sponsoring this competition

COMPETING TEAMS

What teams will be competiting in this competition as well as contact names and where their display can be found

CONTEST SPECTRUM

Information about what areas of robotics this competition is expected to use the most and the least. Can be represented verbally and/or graphically

PREVIOUS ENTRANTS

Where and how to look at previous contestants' logbooks

UPDATED INFORMATION

How updated information will be dispersed

PERSONAL CONTACT

Information on who to contact for what reasons.

Full Competition Outline Rules

BACKGROUND

In 2007 while working on a SLAM project, Bob Breznak wanted to bring the robotics problem of localized mapping in smaller robotics to light. Working with SUN Microsystems this competition will be running for its third year.

CONTEST OBJECTIVE

The competition is a time race between 10 - 30 different teams. Each team will be given an allotment of time to traverse a maze filled with obstacles that can vary from a minor nuance for navigation to a pit filled with lava.

LOGBOOK SPECIFICATIONS

Information on how to keep an appropriate logbook for this competition, including required sections, format, and number of copies.

DIMENSIONS AND SPECIFICATIONS

- Weight: all entries must be at minimum 10lbs and must not exceed 50.5lbs in fully operational condition
- Sizing: all entries must allow a 3ftx3ftx3ft cube to be placed over, it without coming into contact with any of the sides, in fully operational condition.
- Building Materials:
    - All building materials must be publicly available
    - No building materials may be listed as a Hazmat
    - Entries may not purposely leave any debris, chemicals or charges on the playing arena at the end of a match.

AWARD DIVISIONS

There will be one general division in which all entries will compete for.

PLAYING ARENA

The playing arena will be a 30ft by 30ft by 3.5 ft maze constructed from plywood and associated hardware. The maze configuration will be changed before each match to a random layout.

Each layout will have a solution and will attempt to place hazards in a manner consistent with all other layouts.

The arena will be painted black with the tops of the walls being marked in white.

ENVIRONMENT

The arena and competition will take place indoors in a typical hall style room. Ambient light will come from florescent lighting in the celling and/or natural light from nearby windows.

ROBOT OPERATION

Robots in this competition must be autonomous. Humans may only interact with the robot when turning it on or off or when placing or removing it from the maze.

THE ORDER OF RUNNING

The running order will be determined by a random drawing at the time of the competition.

TIME LIMITS

Robots may not take longer than 1 hour to complete the maze.

SCORING

Teams will each have two opportunities to run through the maze. These times will be averaged together and teams will place according to the averages.

PENALTIES

Time penalties will be incurred if a robot damages the maze. The penalties will be at least 10 seconds but no longer than 60 seconds depending on the damage done and the judges' discretion.

CHALLENGES OF JUDGES' RULINGS

When a particular ruling is thought of to be unfair, the protesting team may contest the ruling immediately after the said ruling occurred. Contesting will only be considered legal when only the team leader or leaders confront the main judge panel after the incident. If other members of the team approach the judge panel, without specific invitation by the judges, that team will be considered disqualified.

PRIZES

3 prizes will be awarded to the fastest, second fastest, and third fastest teams.
1st Prize: Sunspot kits for all team members
2nd Prize: K Series ThinkCenter from Lenovo
3rd Prize: $200 donation to team from iRobot

MULTIPLE ENTRIES

Multiple entries from the same school will not be allowed.

PRACTICE TIME

All teams will be allowed practice time which will be allotted to teams who sign up for time at the practice arena. Sign-ups will begin the morning of the first day of the competition and will last until final rounds.

SAFETY

Entries may not contain any materials marked as "Hazmat".
Entries must have a reliable mechanism which will immediately cause the robot to cease all movements.
Entries may not contain any component with an excess of 100J worth of energy stored at any point in time (including fuel tanks)

SPECIALITY PRIZES

A specialty prize will be given to the fastest legged robot. The prize will consist of a $500 team donation from iRobot.

A special "Explodematron" award will be given to any and all team's who's robots are completely destroyed during the competition. The award will be a bronzed bucket of bolts donated by the WPI Department of Mechanical Engineering.

DISPLAY SESSION

Each entry must have an accompanying 3 x 4 poster with information on the drive train, power source, software and sensors used.
A flowchart of the basic operation of the software should be included.

INTERPRETING THE RULES

The decisions of the judges are final and can not be contested.

ENTERING A ROBOT

The contest is open to anyone.

To enter a robot, one must fill out all necessary forms and submit them no later then Sept. 1, 2009

Full Competition Outline

COMPETITION TIME AND LOCATION

The competition will be held at 1pm on Thursday, September 11th 2009 in the Alumni Gymnasium.

CONFERENCE TIME AND LOCATION

The conference will be held at 7pm on Thursday, September 11th 2009 in Perreault Hall in Fuller Laboratories.

REGISTRATION TIME AND LOCATION

Registration will open at 8am on Wednesday, September 10th 2009 and will close at 4pm on Wednesday, September 10th 2009.

SPONSORS

Sun Microsystems, IBM, and iRobot have all offered sponsorship for this competition.

COMPETING TEAMS

Team 4 from URI.
Contact: Tim Learson 555-555-5555
Display: Section 1 in Harrington Auditorium
Team 7 from UMASS Amherst
Contact: Fred Somath 555-555-5555
Display: Section 1 in Harrington Auditorium
Team 13 from Virginia Tech
Contact: Robert White 555-555-5555
Display: Section 2 in Harrington Auditorium
Team 17 from MIT
Contact: Floyd Lawrence 555-555-5555
Display: Section 2 in Harrington Auditorium
Team 23 from CalTech
Contact: Hironobu Yamoto 555-555-5555
Display: Section 3 in Harrington Auditorium
Team 30 from Northeastern
Contact: Sandra Medeiros 555-555-5555
Display: Section 3 in Harrington Auditorium

CONTEST SPECTRUM

Information about what areas of robotics this competition is expected to use the most and the least. Can be represented verbally and/or graphically.

PREVIOUS ENTRANTS

As this is the inaugural year for the RICC there are no previous entrants and no logbooks.

UPDATED INFORMATION

How updated information will be dispersed

PERSONAL CONTACT

Information on who to contact for what reasons.