

Xtreme Collegiate Clash 15 Pound Class

Internal Inspection Checklist

<p>General Inspection</p> <ul style="list-style-type: none"> <input type="checkbox"/> Secure covers on all sharp points/edges/corners <input type="checkbox"/> Secure restraints for all pinch/motion hazards <input type="checkbox"/> No use of disallowed construction materials <input type="checkbox"/> Any restricted-use materials are used correctly <input type="checkbox"/> No Internal Combustion Engine <input type="checkbox"/> No stored high-pressure pneumatics <input type="checkbox"/> No hydraulic system <input type="checkbox"/> Bot name on exterior in 1/4" or larger letters <p>Electrical Inspection</p> <ul style="list-style-type: none"> <input type="checkbox"/> Master switches mechanically shut off batteries <input type="checkbox"/> Master switches are 2-position & fully-enclosed <input type="checkbox"/> Master switch access requires no parts removal <input type="checkbox"/> Access to all switches is outside weapons paths <input type="checkbox"/> Batteries are allowed type (SLA, NiCd, NiMH, Li-on) Lithium Polymer (LiPo) batteries are prohibited <input type="checkbox"/> Batteries are mounted securely within chassis <input type="checkbox"/> Battery terminals/connections are insulated <input type="checkbox"/> Primary electrical terminals are covered/insulated <input type="checkbox"/> All wiring properly installed and insulated <input type="checkbox"/> Maximum voltage does not exceed 28 VDC <p>Radio Control Equipment</p> <ul style="list-style-type: none"> <input type="checkbox"/> Uses IFI, FM R/C or allowed custom controller <input type="checkbox"/> R/C system not AM, pre-1991, or 72MHz <input type="checkbox"/> R/C system has two sets of crystals <input type="checkbox"/> Custom equipment complies with FCC regulations 	<p>Low-Pressure Pneumatic System</p> <p style="text-align: center;"><i>> Verify that system is depressurized</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Tank is rated for at least 1.5x stored pressure <input type="checkbox"/> Tank max volume less than 8 Cu. ft. <input type="checkbox"/> Tank has pressure-reliefs or blowout plugs <input type="checkbox"/> Tank has a shut-off valve <input type="checkbox"/> Pneumatic components are correctly rated <input type="checkbox"/> Components are mounted securely within chassis <input type="checkbox"/> Components are undamaged <input type="checkbox"/> Actuators are attached properly <input type="checkbox"/> Pressure purge valve to relieve pressure <input type="checkbox"/> Purge and shut-offs are outside weapons paths <input type="checkbox"/> Access for tank filling is safe and stable <hr/> <p>External Equipment</p> <ul style="list-style-type: none"> <input type="checkbox"/> Equipment setup/removal takes less than 2 minutes <input type="checkbox"/> Equipment does not interfere with operations <input type="checkbox"/> Homing/Targeting laser is class II or below <hr/> <p>Additional Items</p> <ul style="list-style-type: none"> <input type="checkbox"/> MultiBot meets all specific requirements <input type="checkbox"/> StompBot complies with "Walker" requirements <input type="checkbox"/> Any lighting/sound system can be deactivated
<p>Powered Weapons</p> <ul style="list-style-type: none"> <input type="checkbox"/> Weapons are not electrical/electromagnetic <input type="checkbox"/> Weapons do not use heat, fire or explosive <input type="checkbox"/> Weapons are non-fouling and non-obscuring <input type="checkbox"/> Weapons/Flywheels are securely attached <input type="checkbox"/> Spring-powered weapon has manual safety release <input type="checkbox"/> Deactivated weapons pose no hazard to people nearby <input type="checkbox"/> Projectile tether length does not exceed 4' <input type="checkbox"/> Less than 30 minutes to change modular weapon 	<p>Notes:</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>

Xtreme Collegiate Clash 15 Pound Class Functional Test Checklist

<p>Bot Weight and Appearance</p> <ul style="list-style-type: none"> <input type="checkbox"/> Bot total weight is: _____pounds <ul style="list-style-type: none"> > For a MultiBot, weigh segments separately and attach stickers indicating the weights <input type="checkbox"/> Appearance is acceptable <input type="checkbox"/> Name of bot is easily readable 	<p>Powered Weapon Systems Testing</p> <ul style="list-style-type: none"> > Start each weapon system moving <input type="checkbox"/> Weapons systems are reliably controlled <ul style="list-style-type: none"> > Transmitter OFF while weapon is moving <input type="checkbox"/> Drive power to weapon systems stops when transmitter is shut off <input type="checkbox"/> Spinning part comes to a full stop within 30 seconds after transmitter shut-off. <input type="checkbox"/> Weapon will not cause damage to Bot
<p>Pneumatics Check</p> <ul style="list-style-type: none"> > Pressurize the system <input type="checkbox"/> No „problems pressurizing <input type="checkbox"/> Verify pressures do not exceed 150 psi 	<p>Large Spring Arming/Disarming</p> <ul style="list-style-type: none"> > Arm the spring using radio control <input type="checkbox"/> Large spring can be armed remotely <ul style="list-style-type: none"> > Transmitter OFF while spring is armed <input type="checkbox"/> No motion or disarming at transmitter turn-off <ul style="list-style-type: none"> > Manually release the spring <input type="checkbox"/> Spring can be manually released in 30 seconds <input type="checkbox"/> No body part in weapon path during release
<p>Activation of Bot</p> <ul style="list-style-type: none"> <input type="checkbox"/> Bot is in full battle-ready configuration <ul style="list-style-type: none"> > Verify that Bot is completely deactivated > Mount bot on a support that suspends the wheels, tracks or legs in the air. > Check that all Master Switches are OFF > Turn the transmitter ON <input type="checkbox"/> No bot movement when transmitter turned on <ul style="list-style-type: none"> > Activate the Bot <input type="checkbox"/> Activation requires no more than 1 person <input type="checkbox"/> Person not in weapons path during Activation <input type="checkbox"/> Activation can be done within 30 seconds <input type="checkbox"/> No panels/parts removal during Activation <input type="checkbox"/> Activation safety is not sequence-dependent 	<p>Autonomous Features</p> <ul style="list-style-type: none"> > Cycle the transmitter OFF, then ON <input type="checkbox"/> Autonomous features start up disabled <ul style="list-style-type: none"> > Remotely activate autonomous features <input type="checkbox"/> Light indicates autonomous features activated <input type="checkbox"/> No erratic behavior during autonomous operation <ul style="list-style-type: none"> > Shut OFF transmitter <input type="checkbox"/> All autonomous features cease functioning
<p>Motion System Fail-Safe Test</p> <ul style="list-style-type: none"> > Move the motion system forward/backward <input type="checkbox"/> Bot motion control is continuous, not on/off <input type="checkbox"/> Reliable control of the motion-producing parts <input type="checkbox"/> Motion speed greater than 6 inches-per-second <ul style="list-style-type: none"> > Move the motion system at high speed > Transmitter OFF with motion at speed <input type="checkbox"/> Drive power to motion system stops when transmitter is shut off. 	<p>Deactivation of Bot</p> <ul style="list-style-type: none"> > Turn Transmitter ON (if necessary) > Deactivate the Bot <input type="checkbox"/> Deactivation requires no more than 1 person <input type="checkbox"/> Person not in path of weapons during deactivation <input type="checkbox"/> Complete deactivation in less than 45 seconds <input type="checkbox"/> No panels/parts removal during deactivation <input type="checkbox"/> Deactivation safety is not sequence-dependent