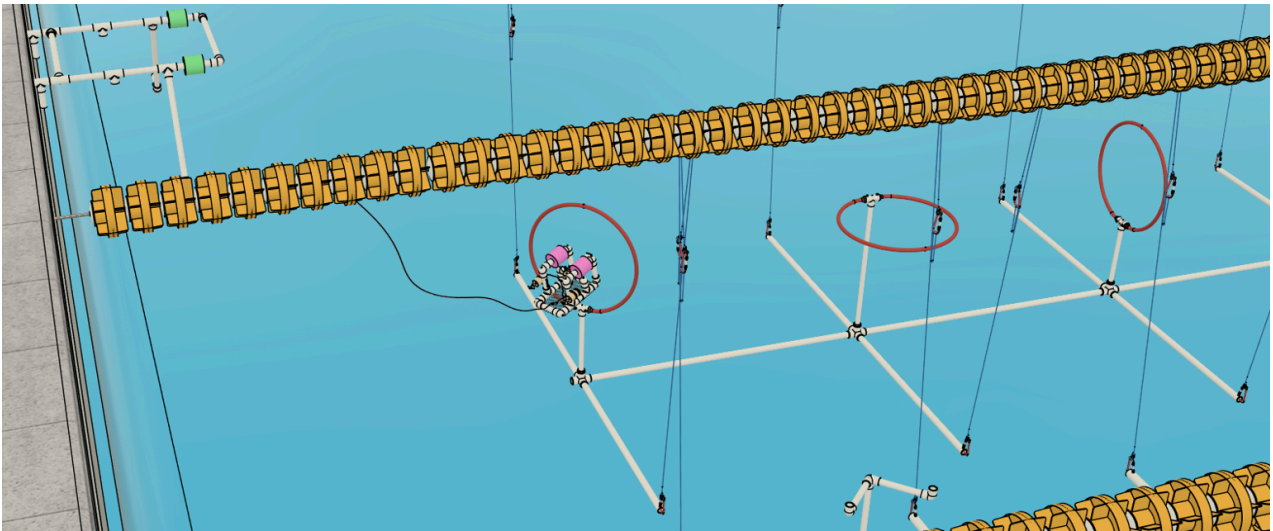


## 2.1 Obstacle Course

The Obstacle Course consists of five 18" hoops oriented at different angles and suspended 5-6 feet below the water surface.

**i** Please note that there is no guarantee of the position of the hoops when the course is deployed in the pool at the International SeaPerch Challenge and may not appear as pictured below.

Operators should not try to memorize actions such as in playing a video game but should instead practice a variety of general high-speed maneuvers.



Suspended Obstacle Course

### Navigation Overview

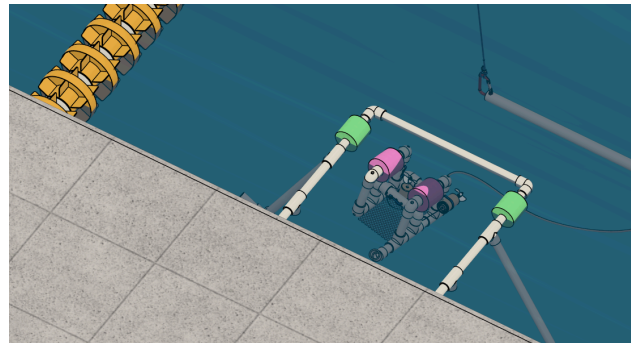


Start of Run

- *Start of run:* The ROV must be under its own power and surfaced within the outline of the surface vehicle. Team members are not allowed to touch the ROV after the lane judge begins the countdown to start the run.
- The ROV is required to pass through each of the five obstacle course hoops in order starting at the hoop closest to the pool wall.
- The ROV must surface after clearing the hoop furthest from the pool wall. Surfacing is considered complete when any part of the ROV breaks the surface of the water.
- The ROV must re-submerge and head back to the pool wall by passing through each of the five hoops in reverse order.
- *End of run:* The run is complete when the ROV surfaces (any part of the ROV breaks the surface of the water) within the outline of the surface vehicle located next to the pool wall. The run will end if the allotted time expires even if the ROV has not completed the course.



Not Surfaced



End of Run - ROV Surfaced

## Scoring Overview

Teams are ranked based on time.

 Download the Obstacle Course Scoresheet in the [Document Library](#).