



CONTEST DESCRIPTION

## **Mobile Robotics**

VIRTUAL SECONDARY

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## 1 THE SKILLS FOR SUCCESS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (*former Essential Skills*) model defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are absolutely crucial for success in Trade and Technology careers. Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents. The next phase and very important aspect of our Skills for Success (SfS) initiative is to provide a *Skills Report Card* to each competitor at the Skills Canada National Competition. The purpose of the report card is to inform the competitor about their current level of nine identified Skills for Success based on their competition scores. With this knowledge, the competitor will be made aware which skill may require improvement. Full implementation is expected in the next Skills Canada National Competition.

The following 9 skills have been identified and validated as key skills for success for the workplace in the legend below:

<sup>1</sup>Numeracy, <sup>2</sup>Communication, <sup>3</sup>Collaboration, <sup>4</sup>Adaptability, <sup>5</sup>Reading, <sup>6</sup>Writing, <sup>7</sup>Problem Solving, <sup>8</sup>Creativity and Innovation, <sup>9</sup>Digital

These Skills for Success have been identified in section 2.2 and/or 3.2 of your Contest Description and if applicable, in your Project and supporting documents.

## 2 CONTEST INTRODUCTION

### 2.1 Description of the associated work role(s) or occupation(s)

[https://www.skillscompetencescanada.com/en/skill\\_area/mobile-robotics/](https://www.skillscompetencescanada.com/en/skill_area/mobile-robotics/)

### 2.2 Purpose of the Challenge

To create engineering projects to encourage individuals with different skill sets to form co-operative teams<sup>2,3</sup> to design, fabricate, and operate a robot or multiple robots<sup>4,7,8</sup>.

### 2.3 Duration of contest

During the SCNC 2022, the secondary category will be hosted virtually. The competition for your skill will consist of a total of 12 hours.

A detailed schedule will be posted on our website.

## 2.4 Skills and Knowledge to be tested.

The intent of the challenge is to have teams of students independently designing / fabricating / operating robots capable of completing the competition tasks in competition with other student-fabricated robots. Teams are not allowed to develop or implement strategies based on interfering with their opponent's ability to complete the competition task set.

## 3 CONTEST DESCRIPTION

### 3.1 List of documents produced and timeline for when competitors have access to the documents on the Skills/Compétences Canada website

DOCUMENT	DATE OF DISTRIBUTION
Contest Description	September 2021 (Revised December 2021)
Project <sup>5</sup>	September 2021 (Revised November 2021)
Court Specifications	November 2021
Autonomous Project	Morning of Competition Day 1

<sup>5</sup>Reading

### 3.2 Tasks that may be performed during the contest

A team will consist of two competitors

Teams will participate in BOTH the Teleoperation and the Autonomous Competition Elements on BOTH Competition Days

*Skills for Success: <sup>2</sup>Communication, <sup>3</sup>Collaboration, <sup>4</sup>Adaptability,<sup>7</sup>Problem Solving, <sup>8</sup>Creativity and Innovation*

## 4 EQUIPMENT, MATERIAL, CLOTHING

### 4.1 Equipment and material provided by Skills/Compétences Canada

- Studica Kits

#### 4.2 Equipment and material provided by the competitor and/or host facility

- Exclusive Use Playing Fields for each Team's Game and Evaluated Robot Experiences
- One worktable with access to a 120 V Power outlet (minimum 100W) per teamA Component's Collection providing mechanical/electrical/control hardware required for the "Built On-Site Autonomous Robot Competition Element"
- Robots and Robot accessories (including batteries, battery charger, spare parts)
- Various tools required to modify and repair robots on site
- 25-foot multi-outlet extension cord/power bar
- Wiring diagram
- Safety Data Sheet for Batteries
- Easily accessible fuses
- Easily accessible kill switch(es)
- Laptop(s)

#### 4.3 Required clothing provided by the competitor

- Non-open toed footwear

### 5 HEALTH AND SAFETY

#### 5.1 Safety program

SCC has implemented a comprehensive safety program as health and safety is an integral part of our competitions. Our safety program includes guidelines and procedures to make the work environment in each skill area safer.

##### 5.1.1 Safety manual

As part of our program a safety manual has been created to monitor and document health and safety within each skill area. It includes a definite plan of action designed to prevent accidents. The safety manual will be provided for every skill and these instructions must be followed and respected by all participants and officials at the SCNC.

##### 5.1.2 Safety workshop

During orientation, Competitors will participate in a Safety workshop, and they will be expected to work and maintain a safe working area during the competition. Any Competitor breaking any health, safety, and environmental rules, may be required

to undertake a second safety workshop, this will not affect the Competitor's competition time.

## 5.2 COVID-19 Protocol

The COVID guidelines already in place within the participants' jurisdiction would need to be followed during the SCNC. It is the responsibility of the participants (Competitor, Proctors, NTC members, and anyone onsite during the competition) to ensure that the COVID guidelines are respected.

## 5.3 List of required personal protective equipment (PPE) provided by Skills/Compétences Canada

- n/a

## 5.4 List of required personal protective equipment (PPE) provided by competitors

- Safety Glasses
- Ear plugs (if required by ESR)
- Closed-toe shoes

**Note:** Contestants who do not have the required protective gear will not be allowed to participate in the contest.

## 6 ASSESSMENT

### 6.1 Point breakdown

Medals will be determined by the overall results of the two days of competition.

**Note:** This list is subject to change.

TASKS	/100
Autonomous Task	30
Teleoperated Task	70

## 7 CONTEST SPECIFIC RULES

Contest specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from contest to contest. Any additional contest rules will be reviewed during the competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE
Teleoperated Task	<ul style="list-style-type: none"> <li>Competitors will compete in the Teleoperated task during the 2 days of competition. This is described in detail in the project document.</li> </ul>
Autonomous Task	<ul style="list-style-type: none"> <li>Competitors will compete in the Autonomous task during the 2 days of competition. The details of this task will be released at the beginning of the competition.</li> <li>This task will make use of the provided Autonomous Competition Kit</li> </ul>

## 8 ADDITIONAL INFORMATION

### 8.1 Interpreter

If a competitor requires the help of an interpreter during the competition, the Skills/Compétences Canada Provincial/Territorial offices must advise Skills/Compétences Canada National Secretariat a minimum of 1 month prior to the competition or this service might not be guaranteed.

### 8.2 Ties

Ties in individual games are allowed.

No ties in overall mark total are allowed.

If a tie in overall marks occurs, the tie will be broken by examining the following individual mark categories in this order:

- Tiebreaker #1: Comparison of the tied team overall points scored totals in all tournament games each team played. If the teams remain tied, then:
- Tiebreaker #2: Comparison of each team total marks awarded in the “Autonomous Robot Section”
- Tiebreaker #3: Comparison of the tied team total marks awarded based on their 20 tournament play individual games (total # of individual game loses = 0 marks / total # of individual game ties = 1 mark / total # of individual game wins = 2 marks).

### 8.3 Competition rules

Refer to the competition rules of the Skills Canada National Competition which can be found on our website.

## 9 NATIONAL TECHNICAL COMMITTEE MEMBERS

MEMBER ORGANIZATION	NAME
Newfoundland and Labrador	Dave Keefe
Prince Edward Island	Mark Shaw
New Brunswick	Edison Wasson
Ontario	Luca Comisso
Manitoba	Ken Hartikainen
Saskatchewan - Chair	Dave Dalton
Alberta	Sheldon Marquis
British Columbia	Brant Churchill
Northwest Territory – Co-Chair	Kevin Chiasson

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Nathalie Maisonneuve ([nathaliem@skillscanada.com](mailto:nathaliem@skillscanada.com)).