

## Engineering And Robotics Learned Young $\diamond$ EARLY 2013-2014 Robotics Competition Mission Field Details

The 2013-2014 EARLY Robotics Competition mission field, Doveland, is a $4^{\prime} \times 4^{\prime}$ field with a $2^{\prime \prime} \times 4^{\prime \prime}$ border with various terrain features. The following information is provided for constructing the mission field.

## Doveland



2013-2014 EARLY Mission Field


Mission Field Rendering


Mission Field Image


Doveland


View from the Home


View from the middle RIVER


View from PLAINS


View from the COAST \& GULF


View from the upper RIvER


View from the upper COAST


View from the GulF

- The bottom of the mission field is a $4^{\prime} \times 4^{\prime}$ sheet of $\frac{1^{\prime \prime}}{}$ plywood.
- The outer boundary of the mission field is made of $2 \times 4$ boards (actual dimension of $1 \frac{1}{2}{ }^{\prime \prime} \times 3 \frac{1}{2}$ ") and is black. The side of the $2 \times 4$ board that is $1 \frac{1}{2}$ " is attached to the plywood with glue, nails, or screws.
- Home is a 15 " by 15 " flat area and is red. HOME is 10 " from the left mission field boundary.
- The RIVER is a 10 " by 45 " area and is blue. The RIVER includes the Bluffs that define the right border of the RIVER and is made from two $45^{\prime \prime}$ strips of $\frac{3^{\prime \prime}}{4} \times \frac{1^{\prime \prime}}{4}$ screen molding separated by $\frac{3}{4}^{\prime \prime}$; the molding is fastened to the mission field with glue, nails, or screws. The screen molding can be purchased at Home Depot (part \# 927-139).
- The PLAINS is a $25^{\prime \prime}$ by $15^{\prime \prime}$ flat area and is yellow. A portion of the PLAINS area is overlapped by the LAKE.
- The LAKE is a 20 " by 10 " area and is blue. The LAKE is 15 " from the left mission field boundary and adjacent to the Valley, the Mountains-West, the Mountains-East, the Plains, and the Coast. A portion of the Lake is overlapped by the Mountains. The Lake includes the Banks that are made from four strips of $\frac{3^{\prime \prime}}{4} \times$ $\frac{1}{4}$ " screen molding; the BANKS are on the edge of the LAKE that are adjacent to the PLAINS and the COAST --- the Banks are NOT on edges of the Lake that are adjacent to the Mountains and the Valley; the molding is fastened to the mission field with glue, nails, or screws. The screen molding can be purchased at Home Depot (part \# 927-139).
- The Mountains-WEst is a $7.5^{\prime \prime}$ by 15 " piece of $\frac{3}{4}$ " plywood and is green. The Mountains-WEst is adjacent to the RIVER BLUFFS.
- The Mountains-East is a $7.5^{\prime \prime}$ by 15 " right triangular piece of $\frac{3}{4}$ " plywood with 1 " flats on the two acute angles and is green.

- The Valley is a $6.5^{\prime \prime}$ by 10 " flat area and is green. The Valley is adjacent to Home, the Mountains-West, the Lake, and the Mountains-East.
- The Gulf is a $15^{\prime \prime}$ by $30^{\prime \prime}$ trapezoidal area and is blue. The trapezoid is 15 " adjacent to the lower mission field boundary, 30 " adjacent to the right mission field boundary, $15^{\prime \prime}$ adjacent to the lower COAST, and $21 \frac{1}{4}$ " ( $45^{\circ}$ angle) adjacent to the central COAST. The GULF includes the WaVEs that are made from three $21 \frac{1}{4}{ }^{\prime \prime}$ strips of $\frac{3}{4}$ " $\times \frac{1}{4}$ " screen molding positioned at a $45^{\circ}$ angle, separated by $1 \frac{1}{2}$ " and are white; the molding is fastened to the mission field with glue, nails, or screws. The screen molding can be purchased at Home Depot (part \# 927-139).
- The COAST is a 20 " by 45 " flat area and is white. The COAST extends from the lower mission field boundary to the upper mission field boundary and is adjacent to Home, the Mountains-East, the Lake, the Plains, and the Gulf. A portion of the Coast is overlapped by the Mountains-East, the Lake, the Plains, and the GULF.
- The blue color can be made by mixing 1 part navy blue paint with 1 part white paint.

Please contact Mission.Control@EARLYrobotics.org with any questions or comments.
Thank you for maintaining the spirit of the game!

