

CONTEST SCOPE

Program Name- Mechatronics Contest Chair-Brian Potteiger

Skills Reading Muhlenberg Career & Technology Center

Contest:	MECHATRONICS Contest
Purpose:	The MECHATRONICS contest is designed to evaluate a MECHATRONICS student's ability to complete a set of tasks quickly and accurately.
Clothing:	 Contest appropriate clothing: Long pants free from holes and tightened at the waist (jeans are permissible) Short sleeve shirt with no writing, logos, or graphics Work boots, no sneakers Safety glasses Students will not be penalized for clothing unless it is a safety violation.

Equipment and Material:

Equipment/Tools/Materials Provided by Host School:

Equipment that will be provided to all students:

- **Digital Multimeter**
- Breadboard
- Jumper wires
- Components for the circuits
- PLC Trainers (RSLogix 500 or LogixPro 500)
- Computers for use with PLC Trainer

Equipment/Tools/Materials Provided by the Contestant:

What should the contestant bring with them to contest:

- Safety glasses
- Calculator nonprogrammable
- Pen or pencil
- Contestants can supply their own PLC Trainer and computer or use that supplied by host school

Scope of Contest

Each team of competitors will be expected to demonstrate their skills by completing the following tasks:

- Written test completed and scored individually
- Construct, evaluate and demonstrate ability to measure aspects of a combination resistor circuit
- Construct and demonstrate the workings of a pneumatic circuit from a drawing
- Troubleshoot a pneumatic circuit from a drawing and explain aspects of its' repair
- Construct, program and demonstrate the workings of a PLC program given a functionality list

There will be a 3-hour time limit for the completion of these skills.

Additional Information

- 1. This competition is timed. You have 3 hours to complete all tasks.
- 2. You should:
 - a. Read and understand the general instructions and contest regulations.
 - b. Make certain you have all the required tools and materials.
- 3. All contestants will be randomly selected to start on a station.
- 4. While the contest is in progress:
 - a. You may not talk with the public, advisors or other contestants.
 - b. If a cell phone/smart device/smart watch is seen or used during the competition the contestant will be disqualified.
 - c. Non-verbal communication is not permitted to anyone except your teammate
 - i. I.E. hand gestures or signals to contestants or advisors
 - d. You may ask questions pertaining to the contest guidelines or materials to the event chairman or judges.
 - e. You may not leave your assigned work area without permission of the contest chair or the judges.
 - f. If you need to use the restroom you will need to inform the contest chair person.
- 5. When your contest is completed: (ALL JOBS)

- a. Clean your work area thoroughly.
- b. Clean and pack your tools.
- c. Report to the judges/contest chair and turn in your paperwork.
- d. Judges will record your final time.
- e. Follow all instructions given to you by the contest chair or judges.
- 6. Judging is based on:
 - a. Written test
 - b. Safety
 - c. Constructing projects/systems
 - d. Troubleshooting systems
 - e. Overall job performance, completion, and use of equipment and tools.
- 7. Sequence of Contest
 - a. Read contest sheets and plans carefully.
 - b. Check materials at your work station.
 - c. Notify judges if your materials are not complete.
 - d. Complete the project.
 - e. Carefully check/test your work.
 - f. Ask for a judge to score your work.
 - g. The judge will direct you to tear down your work and put the parts/materials back the way you found them.
 - h. The judge will direct you to move to another available work station. (They do not need to be completed in numeric order)
 - i. Once you have completed all stations Pack your tools
 - j. Go to the judge/contest chair for your completion time
 - k. Follow the judge/contest chair instructions