

FEEL THE IMPACT.

SAFETY INSPECTION CHECKLIST



Organization _____ Inspector _____

Robot Name _____ Final PASS Time _____

Pit # _____ Weight _____ Pass _____ No Pass _____

Type of Controller _____

Team Representative _____

Inspector Signature _____

GENERAL INSPECTION

- Name of Robot on exterior in ½" letters min.
- Appearance is acceptable
- Safety covers installed and secure
- Safety restraints installed and secure
- No disallowed materials
- Restricted material complies with rules

ELECTRICAL INSPECTION

- Drive switch mechanically shuts off batteries
- Weapon switch mechanically shuts off batteries
- Master switches are 2-position and enclosed
- Master switch access requires no parts removal
- Access to all switches is outside weapon path
- External light for each switch is visible
- Legal Batteries NO Li-Poly!
- Batteries are mounted securely within chassis
- Battery terminals/connections covered/insulated
- All wiring is properly installed and insulated
- Maximum voltage does not exceed limit (28V)

POWERED WEAPONS

- Weapons are not electrical/electromagnetic
- Weapons do not use heat, fire or explosives
- Weapons are non-fouling
- Weapons/flywheels are securely attached
- Deactivated weapons pose no hazard to people
- Less than 20 minutes to charge modular weapon

LARGE SPRINGS

- Deactivated springs have less than 5 lbs. force
- All springs are mounted securely
- Manual safety release design is approved

PNEUMATIC SYSTEM

- Verify that system is completely depressurized
- LPA or CO2 disposable cartridges are allowed
- Tanks have pressure-reliefs or blowout plugs
- Tanks are mounted securely within chassis

- Tanks are properly rated and tested
- Max Capacity limit (8 cu.ft.) at 70 degrees F
- Mark max fill pressure on ALL tanks
- Low pressure shut-off valves meet requirements
- Pressure regulator mounted directly to tank
- Pressure regulator has lock-down mechanism
- Mark max pressure on regulators
- LPA 150psi max at 70 degrees F
- CO2 853psi max at 70 degrees F
- 150psi max on low pressure side
- Armor is required to secure any vessels
- Pneumatic components are correctly rated
- Pneumatic components are mounted securely
- No damage to any pneumatic components
- Pressure purge valves meet requirements
- Purge and shut-offs are outside weapons area
- No heat source close to pneumatic components
- Access for tank filling is safe and stable
- Refilling system approved

ADDITIONAL ITEMS

- MultiBot meets all specific requirements
- Any lighting/sound system can be deactivated

Items to be Fixed:

Comments:



FEEL THE IMPACT.

FUNCTIONAL INSPECTION CHECKLIST



Inspector: _____ Robot Name: _____

Pass No Pass Weight: _____

Inspectors Signature: _____

Team Representative: _____

PNEUMATIC SYSTEM

Verify that system is completely pressurized

- Tank pressures do not exceed sticker limits
 - Regulated pressures do not exceed sticker limits
- Add colored tape to top and bottom of Robot*

ACTIVATE THE ROBOT

Move Robot to test box or arena

- Robot is in full fight-ready configuration
- Verify Robot is completely Deactivated*
Check that all Master switches are off

TURN THE TRANSMITTER ON

- No Robot movement when transmitter is turned on

ACTIVATE THE ROBOT

- Activation requires no more than 1 person
- Person NOT in weapon path during activation
- Activation can be done within 45 seconds
- No panels/parts removal during Activation
- Activation Safety procedure is acceptable

MOTION SYSTEM FAIL-SAFE TEST

Move the Robot under control

- Robot motion control is continuous, not random
- Reliable control of the motion-producing parts
- Motion speed greater than 1 foot-per-second
- Move the Robot at high speed
- Turn transmitter OFF during motion

MOVE THE ROBOT AT HIGH SPEED

Turn Transmitter OFF during Motion

- Power to drive system stops when transmitter is shut off

POWERED WEAPON SYSTEMS TESTING

Start EACH weapon system moving

- Weapons systems are reliably controlled

TURN TRANSMITTER OFF WHILE WEAPON IS ON

- Power to weapon system stops when transmitter is shut off
- Spinning parts come to a FULL stop within 30 seconds after transmitter is shut off
- Weapon will NOT cause damage to arena

DEACTIVATION OF ROBOT

Turn the transmitter ON

Deactivate the Robot

- Deactivation requires no more than 1 person
- Person NOT in weapon path during Deactivation
- Critical Deactivation Less than 15 seconds
- Complete Deactivation LESS than 60 seconds
- No panels/parts removal during Deactivation
- Deactivation Safety procedure is acceptable

Items to be Fixed:

Comments:

