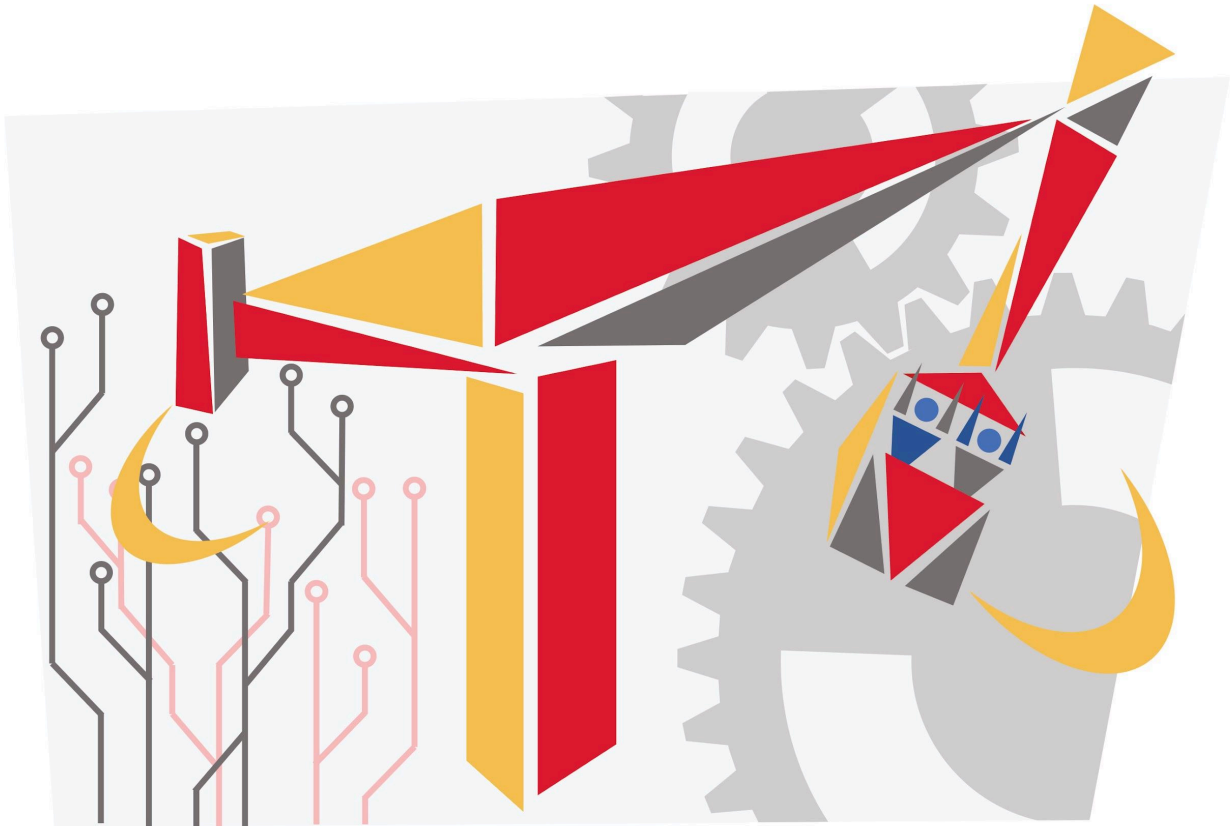


# Ride Engineering Competition



## Rule Book 2025

Ride Engineering Competition

*Ride Engineering Competition Inc. is not responsible for any physical or financial harm as a result of activities described in official documentation or travel to and from official events, and it is not responsible for confidentiality of any information obtained from participating entities and persons.*

## **Table of Contents**

<u>Introduction and Synopsis</u>	<u>2</u>
<u>Rationale for the creation of this competition:</u>	<u>2</u>
<u>Overview:</u>	<u>2</u>
<u>Timeline</u>	<u>2</u>
<u>Scoring</u>	<u>3</u>
<u>Competition Events</u>	<u>4</u>
<u>The Day of Operation</u>	<u>4</u>
<u>Downtime</u>	<u>4</u>
<u>Physical Ride Judging</u>	<u>4</u>
<u>Team Rules</u>	<u>5</u>
<u>Riders</u>	<u>6</u>
<u>Arm Reach:</u>	<u>7</u>
<u>Systems Engineering Report</u>	<u>8</u>
• <u>Project Charter and Requirements</u>	<u>9</u>
• <u>Theory of Operation</u>	<u>10</u>
• <u>Risk Assessment</u>	<u>11</u>
• <u>ASTM F24 Compliance Analysis</u>	<u>12</u>
• <u>Drawings and Schematics</u>	<u>13</u>
<u>Acceptance Testing</u>	<u>14</u>
• <u>Mechanical Safety Factory Acceptance Tests</u>	<u>15</u>
• <u>Control Systems Safety Factory Acceptance Tests</u>	<u>15</u>
• <u>Site Acceptance Tests</u>	<u>15</u>
<u>Design Reviews</u>	<u>16</u>
<u>Bag &amp; Tag</u>	<u>17</u>
<u>Physical Ride</u>	<u>18</u>
• <u>Uptime</u>	<u>19</u>
• <u>Service Plan</u>	<u>19</u>
• <u>Theme and Marketability</u>	<u>20</u>
<u>Team Outreach</u>	<u>21</u>
• <u>Video Theory of Operations Presentation</u>	<u>21</u>
• <u>Poster</u>	<u>21</u>
• <u>Outreach Report</u>	<u>21</u>
<u>The Bid</u>	<u>22</u>
<u>Summary of Deliverables</u>	<u>24</u>
<u>Presentations and Events</u>	<u>25</u>
<u>Full Scoring Rubric</u>	<u>26</u>

## Introduction and Synopsis

### **Rationale for the creation of this competition:**

Students seeking a career in the Themed Entertainment industry have the opportunity to demonstrate their themed experience and attraction design skills in several existing competitions. These competitions often focus on Industrial Design concepts, or short term design decisions, but do not allow for a full lifecycle Systems Engineering Process. Collected data shows that most University Theme Park clubs include high concentrations of mechanical, civil, and electrical engineering students who have not participated in competitions outside the Attractions Industry. Project Based Learning is a vital part of higher engineering education. This competition seeks to provide a Multidisciplinary Project Based education with specific amusement industry practices to students that participate.

### **Overview:**

The Ride Engineering Competition offers students a chance to demonstrate real-world engineering practices within the industry focus of ride engineering and design. Student teams will have 6 months to design, plan, and manufacture an attraction for small candy riders based on a prompt that includes a plot of land and desired rider experience. Teams will receive points for three major deliverables: a Systems Engineering Report that details the engineering decisions and actions throughout the project, a Functional Physical Model of the attraction, and a team score for Final Presentation and Outreach. Teams will also receive point deductions for the relative cost of their ride compared to their competition.

The Competition culminates in an event featuring a 6-hour window in which all Rides must run continuously. During this time Teams will Service their rides whenever needed. Judges will award points based on the ride's uptime, theme, service plan, and Site Acceptance Testing.

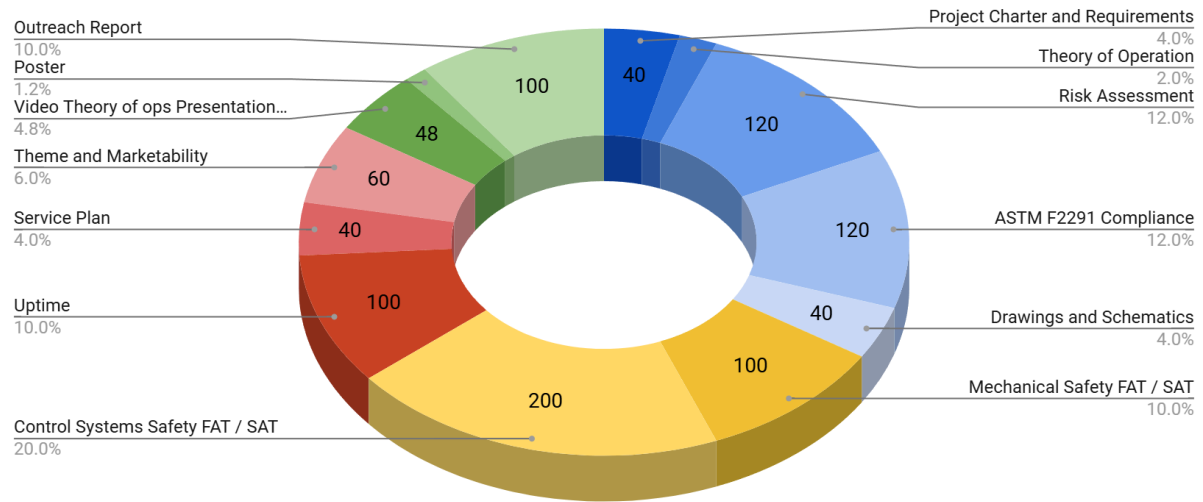
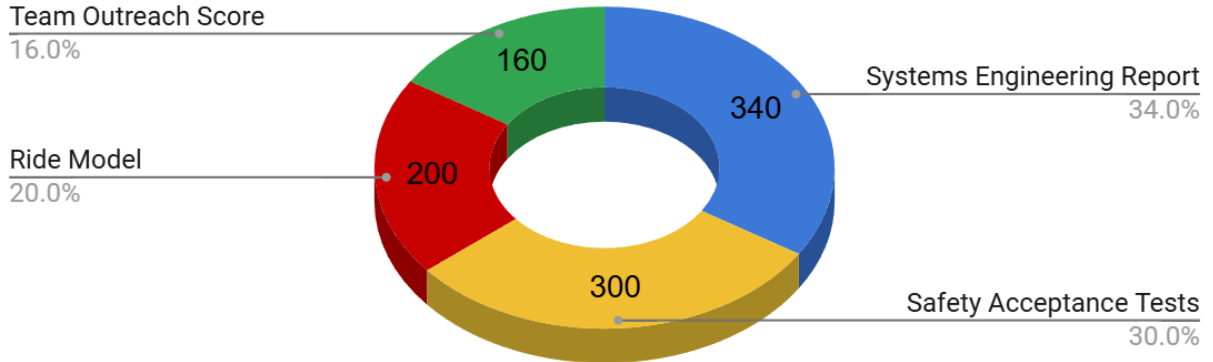
## Timeline

See full Schedule of Deliverables at the end of the rule book

- **October 26 2024:** Registration Opens and Prompt is Announced
- **December 7 2024:** Registration Closes
- **3 weeks after registration:** Initial Project Charter due
- **February 8 2025:** Preliminary Design Review
- **March 1 2025:** Final Design Review
- **April 6 2025:** Final Hand-in and Bag & Tag
- **April 9 2025:** Poster and Video Theory of Operations due
- **April 12 2025:** Competition Event

## Scoring

### Scoring Overview



There are 1000 points up for grabs, however only 750 points are expected for teams that perform at the level of a professional ride engineering team. Additional points can be earned in each section by going above and beyond. Scoring above 500 points will be a great achievement.

For more details see the detailed Rubric at the end of the Rule Book.

## **Competition Events**

The Competition will be held on-site on April 12th, 2025

### **The Day of Operation**

Teams will be given time to set up their rides and prepare them for operation. Once this period is done, an official shall announce the Opening of the Park. At this time, all teams will start their Rides running in automatic operation. The Park will be open for 6 hours. All Rides should continue automatic operation for this entire span of time. Teams are recommended to have 1 member present with their ride at all times, although this is not a requirement. If a judge or official notices a ride seemingly malfunctioning with no team members present, they will attempt to halt the ride and notify the Team Leader of the Downtime and observations.

### **Downtime**

If an attraction malfunctions, Teams must service the attraction and restore it to an operating condition. It is the responsibility of the Team to prepare for these repairs. Teams may voluntarily suspend operation of their ride to service it.

All Servicing actions will be documented with a Downtime Slip detailing the circumstances that caused the downtime and the actions the Team took to resume operation. A timer will be counting the uptime of the ride. The timer shall be suspended whenever a human enters the ride area.

### **Physical Ride Judging**

During the Operation Day, groups of Judges will be meeting with teams to see their Rides in action. Judges will question the teams on Marketability and Theme, and conducting Site Acceptance Tests on each ride.

Teams will receive approximate times when groups of judges will visit to discuss these sections. Time is limited for these visits. Ensure that your team is prepared with any additional resources or documentation. Judges will award points in these categories based solely on this interaction, and it may be the only interaction these specific judges have with your team or report.

## **Team Rules**

- Eligible Competitors: Higher education students enrolled during the entirety of competition season.
- Team Members: 2+ per team (4-10 recommended)
- Majors: This is a multidisciplinary competition. Having team members from multiple fields of study, especially Mechanical Engineering AND Electrical/Controls Engineering is strongly advised.
- Teams must consist of a minimum of two higher education students and one advisor.
- The advisor must be faculty or staff of an academic institution that represents at least one of the team members (in case of members from multiple institutions) If you are a student organization, you most likely have an advisor already.
- The required involvement of the advisor is to be a contact and liaison to the academic institution. Advisors are encouraged to mentor the teams but may not significantly contribute to the design or fabrication of competition entries.
- Graduate Students and Students on Co-op as part of their degree program may participate.
- There is no maximum student member limit on a single team.
- Teams may consist of members from multiple institutions.
- One institution may have multiple teams.
- Advisors may advise more than one team.
- Teams may not work in direct collaboration with other teams, however all are encouraged to practice “coopertition” by communicating and assisting the community of teams with specific issues for the improvement of all teams. Teams at the same institution must work independently.

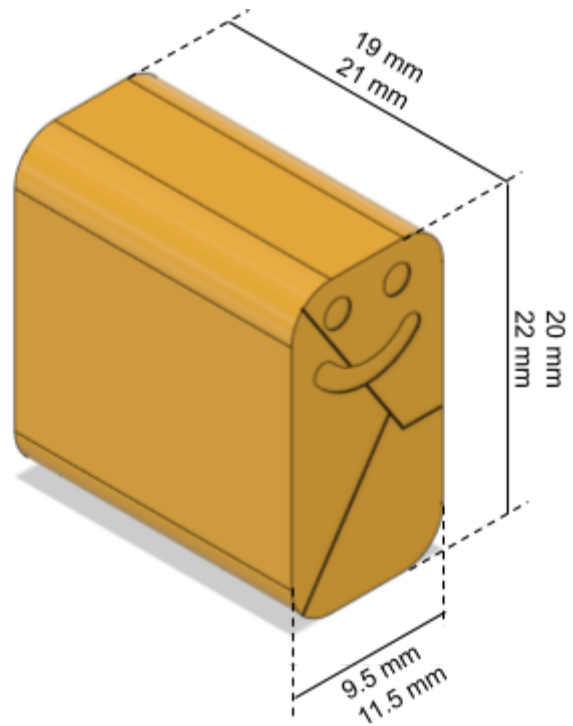
For any questions about team formation or conduct, contact the coordinators.

## Riders

The riders are approximately 1:50 the scale of a seated Adult Male Human rider. Specifically, the riders shall be a rectangular prism represented in size and weight as a common american wrapped chewy candy. These riders are not human, and should not be assumed to have human qualities unless determined by your team. The specific rider qualities determined by a team may vary between teams. Please take care to communicate your determinations in your reports.

The Riders have the following approximate dimensions:

<b>Height</b>	<b>20 - 22 mm</b>
<b>Depth</b>	<b>19 - 21 mm</b>
<b>Width</b>	<b>9.5 - 11.5 mm</b>
<b>Weight</b>	<b>4.5 - 5 grams</b>



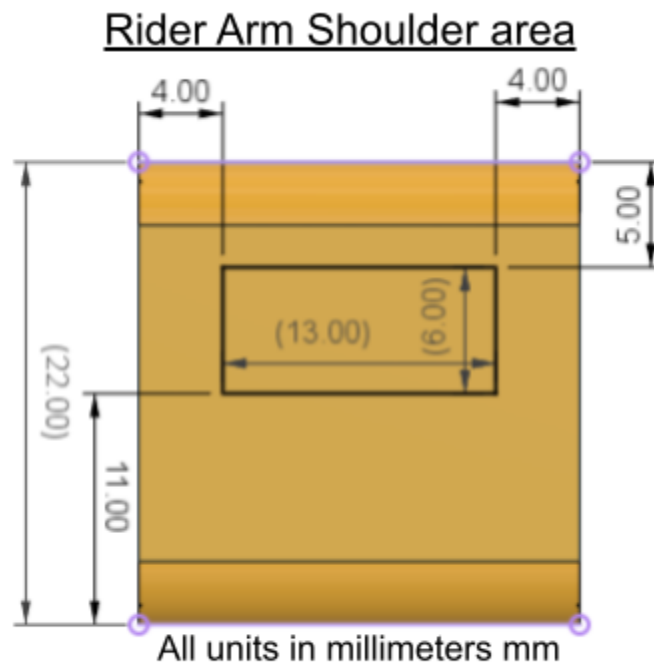
An STL file of the rider is available from the REC Website and can be 3D Printed. Printing the file with PLA filament at 60-70% infill will create a rider of the correct size and weight.

At the final event, candy riders will be provided to all teams and must be used. No 3d printed riders are allowed during the competition day.

**Arm Reach:**

Teams shall include in their risk assessment that riders have 'arms' that are 15 mm in length and can protrude from the sides of the rider in any direction, starting at a Shoulder anywhere within a rectangular area on the sides of the rider. The Shoulder area starts at half the rider's height, is 5 mm from the top and is 4 mm from the front and back as described in the following figure for a 22H x 21D x 11.5W mm rider.

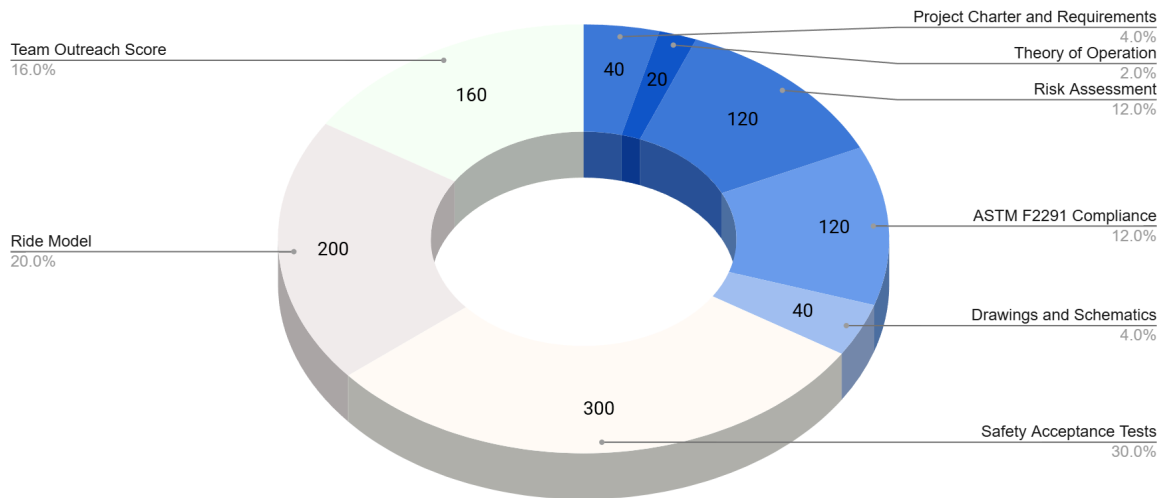
These 'arms' will not be represented in any physical way at the competition but shall be accounted for in the design.





## Systems Engineering Report (340 pts.)

The purpose of the Systems Engineering Report is to promote a Systems Engineering approach to the challenge. The Report accounts for 34% of a team's overall score and is designed to emulate many of the real engineering tasks conducted by engineers in the attractions industry. The designs referred to in the report detail the ride that the team creates, and will reflect the materials, components, dimensions, and forces used in the physical ride. The required contents of the Report can be broken down as follows:



- **Project Charter and Requirements (40 pts.)**

The Project Charter is a vital part of an engineering task. The purpose of a Project Charter is to provide a framework to define the scope and desired outcome of the project. This document is to be created before any substantial engineering work is performed and must include:

- Problem Statement
  - Define the ultimate goal of the project, and the means by which that goal will be achieved. This should be written without any specific design decisions.
- Background Context and State-of-Art research
  - Gather information that may inform or inspire your team during your design process.
- Stakeholders
  - Identify all parties internal and external who will affect the project in any way. This includes the REC Planning Committee.
- Initial Resources
  - Identify the people, availability, skills, tools, funds, and opportunities you have available to your team. This will help you identify needed resources during the project.
- Scope of Work
  - Identify the deliverables, timeline, and limits of work for the project. A Gantt Chart in MS Excel or MS Project is highly recommended for creating your project timeline.
- Design Criteria and Desired Outcomes
  - Requirements from competition documents and team constraints shall be noted in as much detail as possible. Create metrics that can be used to evaluate the project during the season.

*The initial Project Charter should be created before any significant development is done on the project and agreed upon by all members of the team. This tool can be used throughout the project by creating updated versions at key milestones of the project, such as Design Reviews.*

*Only the final Project Charter submitted with the full Systems Engineering Report will be scored for points.*

*Failure to submit the initial project charter will result in a 10 point deduction. If no final Project Charter (may be identical to initial project charter) is submitted alongside the Systems Engineering report, Judges may not be able to reward any points in this category.*

- **Theory of Operation (20 pts.)**

The Theory of Operation is an overview of what the final ride is, and what it does. This section shall include an organized introduction to the systems and subsystems of the ride. The details of how those systems function shall be covered in the Mechanical Safety Factory Acceptance Test and Control Systems Safety Factory Acceptance Test.

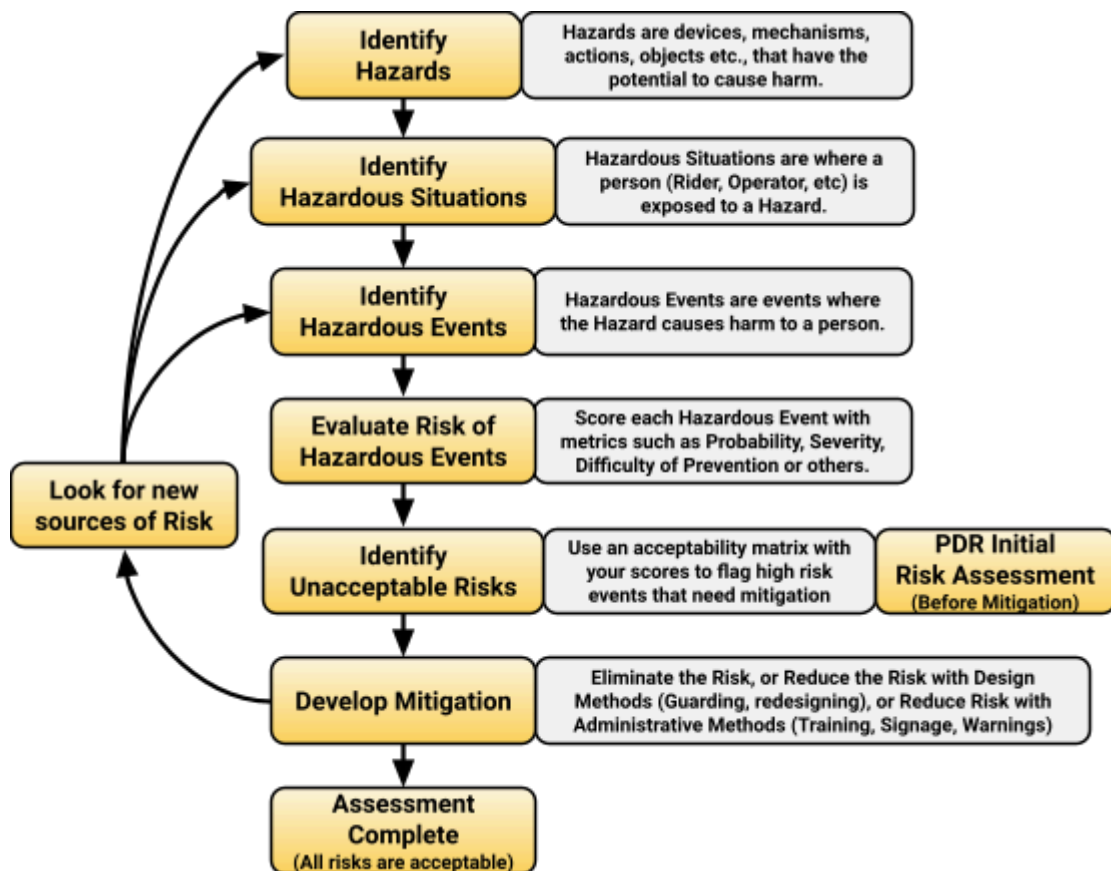
This section will also be delivered to judges at the final competition event. These judges may be different individuals than those who scored your Systems Engineering Report.

*Specific points for this section are low, but previous results have shown that teams who effectively introduced their ride scored significantly higher in subsequent categories.*

- **Risk Assessment (120 pts.)**

This document outlines the potential risks on People (Riders, Operators, etc.) presented by the Ride. All reasonably foreseeable hazards and risks should be identified and evaluated using criteria such as Severity and Probability, and possibly other metrics such as Exposure. Hazards determined to pose a high enough risk should be mitigated via Elimination, Design Methods, or Administrative Methods. Teams should demonstrate a thorough understanding and assessment of potential risks.

The Initial Risk Assessment shall be prepared for the Preliminary Design Review (PDR) after Identifying and scoring Risks based on the Ride Concept. Additional Risks and Mitigation methods shall be included in the final Risk Assessment section of a team's Systems Engineering Report.



*Note: What is harm to an inanimate rider? As engineers it is up to the teams to determine what they constitute as "harm" to their riders. There is no "correct" interpretation. The goal is to have sound and thorough justification for all assumptions.*

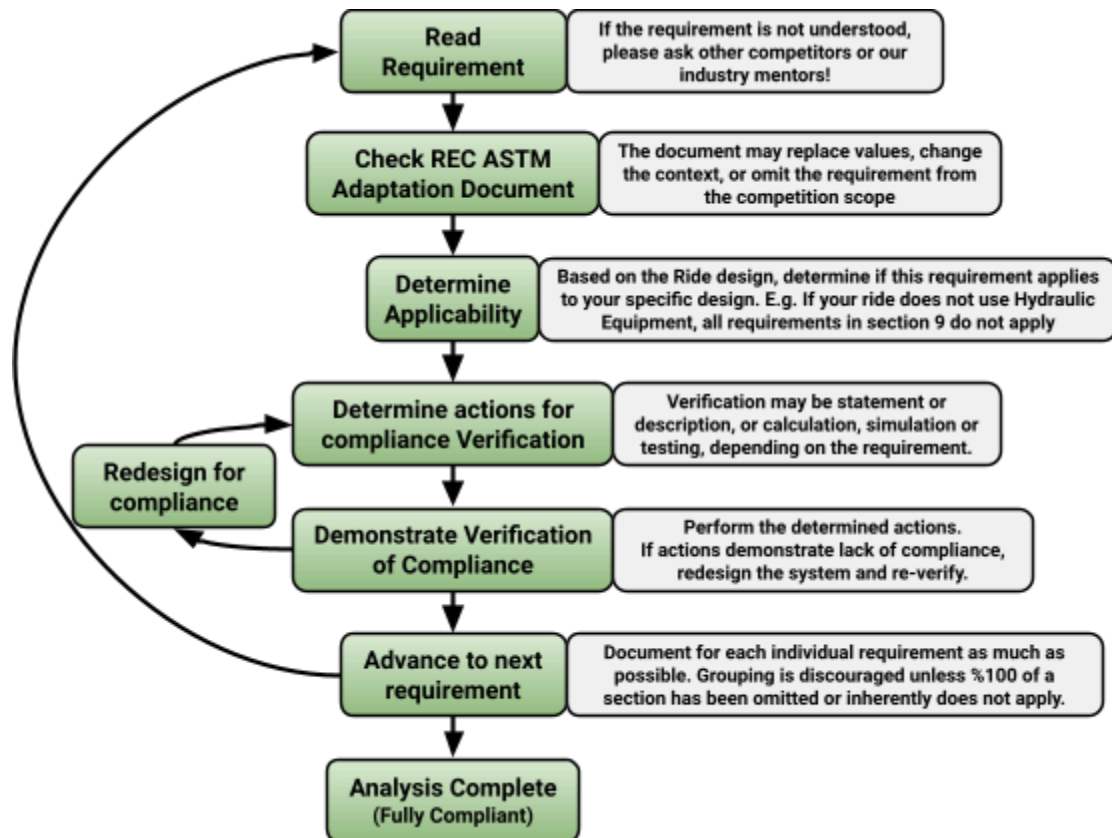
- **ASTM F24 Compliance Analysis (120 pts.)**

Teams shall demonstrate that their attractions comply with ASTM F24 standard F2291-20 (or later) pertaining to the Attraction Designer / Manufacturer. Teams will use the ASTM F2291 Standard along with the Ride Engineering Competition ASTM Adaptation Document providing guidance vital to compliance within the context of this competition. The REC ASTM Adaptation Document includes information on which sections do not apply within the context of the competition, as well as figures to be used in place of those in F2291. Teams are to use the Adaptation document as rationale for their compliance analysis.

*E.g. Section 5.3.1.4 does not apply to this ride because the REC ASTM Adaptation Document states that section 5.3.1.4 does not apply to the Ride Engineering Competition.*

Teams may demonstrate compliance with additional standards, as industry professionals are required to do, for additional points.

Teams are encouraged to take a systematic approach to identifying applicability and compliance to every requirement in F2291 with the following process:



- **Drawings and Schematics (40 pts.)**

A full Drawings and Schematics package shall be created for all parts and systems within the ride. A viewer should be able to completely manufacture the functional ride based solely on these documents. Judges will award points for Engineering Drawings, Electrical Schematics, and Additional Documents.

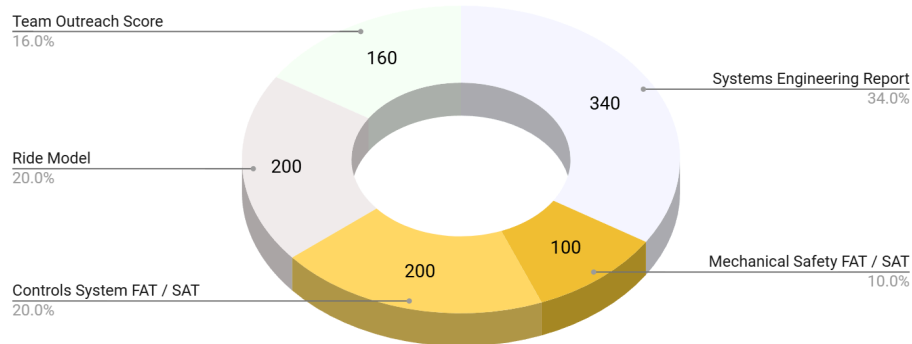
Engineering Drawings shall be of all components to a consistent drawing standard (ASME Y14.100 recommended).

Electrical Schematics shall document the connections between components and specify electrical characteristics of each connection (Voltage, Protocol, etc). Programmed Code shall also be included.

Additional Documents are those that further illustrate the system such as animations, manuals, exploded views, etc.

## Acceptance Testing (300 pts.)

Functional Safety Management is a process of ensuring safety by enacting functions that mitigate risk of hazardous events. Functional Safety Management mindset is a guide that uses a Risk Assessment to inform the design of all safety related mechanical and electrical controls systems.



### ***Earn points through FATs, Defend points through SATs***

Teams shall manufacture their functional ride model and validate their Safety systems through a series of Factory Acceptance Tests (FATs). The documentation, design, and successful completion of these tests will earn up to 300 points.

During the Competition Event, Judges will select certain tests from the team's FATs, and conduct them as Site Acceptance Tests (SATs). The clear successful completion of these tests shall allow the team to retain up to the number of points earned by their Factory Acceptance Tests

*E.g. A team that earns 200 points in their FAT, and scores 80% in their SAT, will receive a final score in this section of 160 points.*

Teams shall use their Risk Assessment to Determine the Mechanical and Electrical Systems needed, provide Rationale for the specific implementation of each function, Detail the test needed to verify the proper functioning of the system, and Provide evidence that the functional ride model has successfully performed that test.

- **Mechanical Safety Factory Acceptance Tests (100 pts.)**

Verification of effective functionality of passive safety-related components and mechanisms including but not limited to structures and stability.

- **Control Systems Safety Factory Acceptance Tests (200 pts.)**

Verification of effective functionality of active safety-related functions including but not limited to acting mechanisms, sensors, logic processes, power management, and Emergency stops.

- **Site Acceptance Tests (Max. Total FAT Score)**

Rides should function efficiently and incorporate safety features to protect guests during the ride and in the case of reasonably foreseeable malfunction. Teams shall show to judges that their ride operates safely in regard to riders. Teams will demonstrate active and passive safety functions per the specific tests from the FAT chosen by the Judges.

Riders shall be held securely once loaded and must be capable of being unloaded easily once the safety restraint is removed. If a restraint becomes loose or undone throughout the duration of the ride sequence causing a Rider Ejection, immediate action must be taken and severe penalties shall be levied, dependent upon the incident.



## **Design Reviews**

Design reviews act as key components to the engineering process where the team presents their work at a milestone and receives feedback from other members of their team and external knowledgeable guests such as outside students, professors, or professionals.

During the Competition Season, Teams are required to perform 2 design reviews.

The Preliminary Design Review shall cover the initial concept for the ride and an initial risk assessment for the ride. The review may cover additional content at the discretion of the team.

The Final Design Review shall cover the final concept and design methods for the ride, empowering the team to move with confidence into the final engineering and manufacturing of the ride itself.

Teams are required to send validation to the REC that these reviews were conducted. This could be in the form of a summary, meeting minutes, a photo, the presentation, or a recording. Reviews can be conducted at any time before the deadlines.

The REC will review the progress of concepts at these reviews and may contact individual teams to assist with ensuring compliance with the rules and prompt.

## **Bag & Tag**

Rides will be fully complete and functional, passing Factory Acceptance Tests before the hand-in deadline for all reports one week before the final competition event. Rides may not receive additional work or modification after that date. To ensure that Rides are not modified during that week, all Rides must be placed in a Bag or Bags, sealed with a one-way ratcheting tie, Tagged with the Team and Date and Time of seal, as provided or as described by the REC Committee. A photo of the sealed Ride must be submitted alongside the hand-in documents to clearly show that the Ride has been sealed in the Bag. All components of the Ride must be sealed in the Bag including Electronics and Operator Interfaces.

Additional temporary materials and objects may be placed in the Bag to support safe transportation of the Ride. The Bag or Bags may occupy any shape or size.

If necessary for the safe transportation of the ride (For example disassembly of ride components to fit into a suitcase or other container) Teams may re-Bag their ride by providing clear photos or video and documentation of the reason for the re-Bag and the before and after states showing the re-sealed ride.

Officials at the Competition Event will review the sealed Ride for tampering before authorizing teams to unseal their ride.

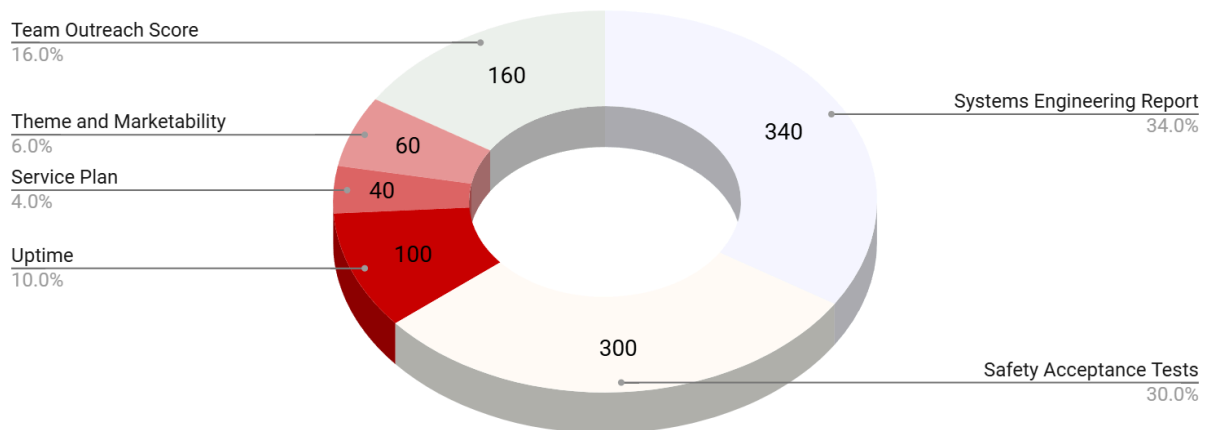
Teams are advised to expect potential damage during transportation and bring the appropriate spare materials and tools needed to perform needed repairs on the competition day.

## Physical Ride (200 pts.)

Teams will demonstrate their designs by manufacturing a functional attraction for wrapped candy Riders. The Ride shall perform the ride experience and theme of the attraction with the functional mechanical and control systems detailed in the Systems Engineering Report and the Factory Acceptance Testing.

***Note on rider scale: This is not a model ride. The riders of this attraction are candies as described in the Rule book. These riders are not stand-ins for human riders. These candy riders are the real riders of this real attraction. The accelerations and forces used to engineer the ride shall be based on the actual accelerations and forces experienced by the candy riders.***

The Ride will be given points during the competition day based on the following categories:



- **Uptime (100 pts.)**

This score takes into account the Ride's ability to continuously run throughout the Park's Operating Hours.

Points will be rewarded for the percentage of time during the operation period that a ride is running. Teams can earn back points lost through effective service execution and may earn additional points than the number lost for exceptional performance.

No physical contact with the ride itself should be needed while in operation. Any physical contact with the ride will trigger downtime and must be reported. Safety measures should be built into the control system, including an Emergency Stop to take immediate action in the occasion a crisis emerges.

If a ride receives catastrophic damage and becomes Standing But Not Operating at any point throughout the Operating Hours, it will not receive any additional points in this section for the remainder of the event. Teams should prepare for this and have spare parts on hand in the emergence of such an event.

- **Service Plan (40 pts.)**

Teams shall prepare a Service Plan including a Failure Modes Analysis to prepare for the likely failures that may occur and the necessary service procedures required to address them. The Service Plan should include Failure Modes, Inspection Criteria, and Service Procedures.

Teams will receive points for efficiently, quickly, and safely servicing their rides while striving for maximum Uptime.

- **Theme and Marketability (60 pts.)**

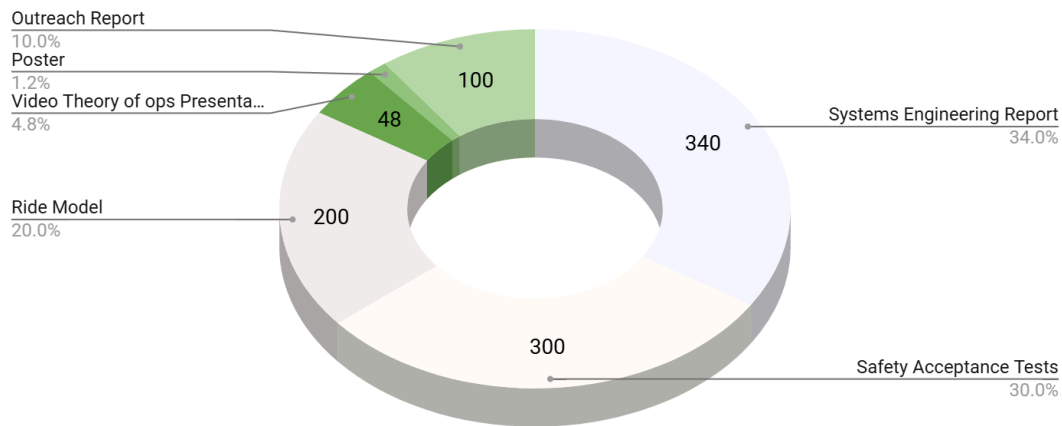
An effective ride theme portrays a story to guests and immerses them in an atypical environment. Teams will use theme elements such as colors, props, geometry, and any type of storytelling necessary to captivate guests and enrich the ride experience. Rides and theming should be realistic and true to scale with the rider.

An effective theme builds on the ride experience of the ride system and can be effectively marketed to potential guests. Teams shall demonstrate to judges how the theme is portrayed to riders experiencing the ride, and how it is marketed to attract new riders.

Ride experiences should satisfy the prompt request and be observingly fun and adventurous to an average guest by offering for example heights, spins, and/or exciting and new sensations to the rider. Rides may be any kind of experience and are allowed to be similar in form or function to existing attractions.

*Note: Recreating existing ride products is allowed, however it is the responsibility of the team to perform all of the engineering and design work associated with their final ride. An existing ride type properly engineered to this scale will feature appropriate differences in design as a result of a systems engineering process.*

## Team Outreach (160 pts.)



- **Video Theory of Operations Presentation (48 pts.)**

Teams shall create a video no longer than 5 minutes that summarizes the ride system in the style of the Theory of Operations. Videos will receive points for effective technical communication and creativity.

- **Poster (12 pts.)**

Teams will also create a 18" x 24" Poster, 300 dpi or less, giving an overview of their ride, process, safety features and any other details they would like to feature. These posters will be printed by the REC Committee and displayed at the competition event for a public audience alongside the ride itself.

- **Outreach Report (100 pts.)**

Every team has a responsibility to give back to their communities in the form of STEM communication and education. Teams will submit an outreach paper detailing events and programs where they have enriched their community with education of Ride Engineering concepts and STEAM (Science, Technology, Engineering, Arts, and Math) education. The paper should include information such as what events and programs the team has created/contributed to, who the event/program impacted, lasting effects of the event/program, etc. Only events that occurred within the period of time between the previous competition and this year's event are eligible to receive points. For ongoing events please include relevant context and history.

## **The Bid (-100 pts.)**

Each Team must present a Proposal Bid with their ride, evaluated and itemized at the value of all materials and manufacturing labor used to construct the Ride. Team bids will be compared and teams will be deducted points based on the value of their Bid relative to their competition. The Team with the highest value Bid will receive a deduction of 100 pts. The Team with the lowest value bid will receive no deduction. Remaining teams will receive deductions tiered linearly within that range based on their relative value rank. (e.g. If 5 teams are competing, deductions will be of 0 pts., 25 pts., 50 pts., 75 pts., and 100 pts.)

All materials included in the final assembly of the ride must be included in the bid at the value at which they were purchased. If this is unknown, a primary source price listing (from manufacturer or retailer) may be used as reference.

Manufacturing time performed by the team must be added to the Bid at a rate of \$20.00 per hour. This only means time spent permanently altering parts or creating new parts. Assembly of created parts does not need to be included in the Bid. Engineering and Design Labor is not included in the Bid.

3D Printed parts are discouraged and will have a manufacturing cost of \$1.00 per gram.

*Note: 3D printing adds an extremely high cost to the Bid Value (\$1.00/g compared to approx \$0.02/g for PLA filament), this is a deliberate action by the REC Planning Committee. 3D Printing can offer an unfair advantage to teams with access to 3D printing machines. Hobby 3D printing can create poor habits in regards to the desired learning outcomes of the REC in terms of use of Engineering Drawings for Manufacturing, Manufacturing Quality Assurance, and Designing for sourced Commercial-Off-The-Shelf (COTS) parts. 3D printing is allowed and teams are encouraged to use it for small highly functional or aesthetic components, but seek alternative manufacturing methods for the majority of their ride.*

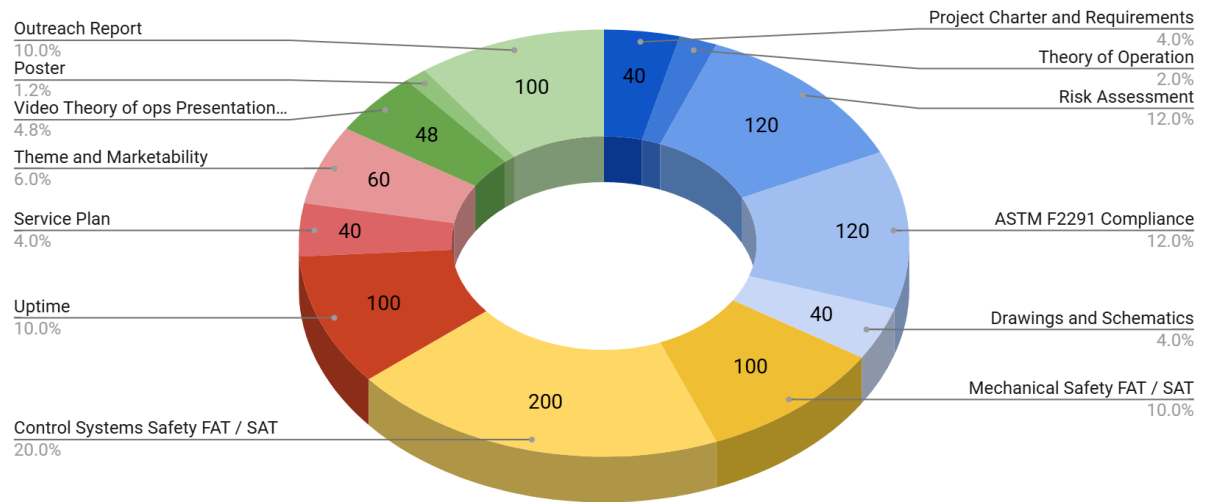
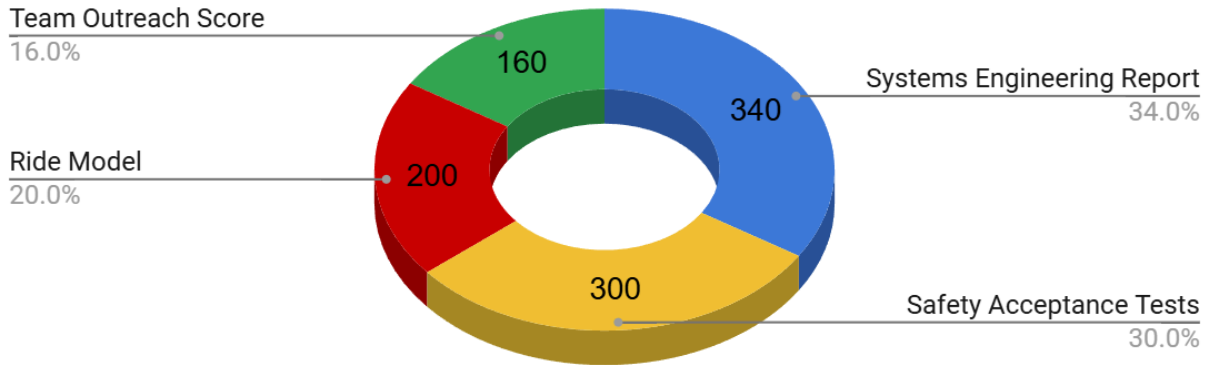
Spare parts used in servicing the ride during competition are not included in the Bid.

Bid documents are encouraged to be itemized lists with unit prices that sum to the final value.

Team bids determined to be likely inaccurate will be penalized in the rankings appropriately to the perceived inaccuracy by the judges.

Bids in previous years have ranged from \$150 to over \$7,000.

## Scoring Overview





**Summary of Deliverables**

<b>Name</b>	<b>Section</b>	<b>Score</b>	<b>Filename</b>	<b>Due Date</b>
Initial Project Charter	REC Review	-	Teamname 2025 Initial PC	3 weeks after registration
Proof of Preliminary Design Review on Initial Risk Assessment and Concept	REC Review	-	Teamname 2025 PDR	February 8, 2025
Proof of Final Design Review	REC Review	-	Teamname 2025 FDR	March 1, 2025
Project Charter	Systems Engineering Report	40	Teamname 2025 PC	April 6, 2025
Theory of Operation	Systems Engineering Report	20	Teamname 2025 TOPs	April 6, 2025
Risk Assessment	Systems Engineering Report	120	Teamname 2025 RA	April 6, 2025
ASTM F2291 Compliance Analysis	Systems Engineering Report	120	Teamname 2025 ASTM	April 6, 2025
Drawings and Schematics	Systems Engineering Report	40	Teamname 2025 Drawings	April 6, 2025
Mechanical Safety Factory Acceptance Tests	FAT	100	Teamname 2025 Mech FAT	April 6, 2025
Controls Systems Safety Factory Acceptance Tests	FAT	200	Teamname 2025 CS FAT	April 6, 2025
Bag & Tag Proof	REC Review	-	Teamname 2025 Bag Tag	April 6, 2025

Ride Engineering Competition

Outreach Report	Team Score	100	Teamname 2025 Outreach	April 6, 2025
Poster	Marketability	12	Teamname 2025 Poster	April 9, 2025
Video Theory of Operations Presentation	Team Score	48	Teamname 2025 Video TOPs	April 9, 2025
Functional Ride at Event	Ride Model	-	-	April 12, 2025
Bid	Ride Model	(0, -100)	Teamname 2025 Bid	April 12, 2025
Service Plan	Ride Model	40	Teamname 2025 Service Plan	April 12, 2025

Submit Deliverables by Midnight on the due date on the REC  
Website: <https://www.rideengineeringcompetition.org/>

Failure to submit Deliverables by the deadline may result in point  
deductions.

**Presentations and Events**

Name	Section	Score
Site Acceptance Tests	Ride Model	300
Exposition of Theming and Marketability	Ride Model	60

<b>Full Scoring Rubric</b>			
<b>Item</b>	<b>Points Available</b>	<b>Additional Points for Excellence</b>	<b>Total</b>
<b>Systems Engineering Report</b>	<b>255</b>	<b>+85</b>	<b>340</b>
<b>Project Charter</b>	<b>30</b>	<b>+10</b>	<b>40</b>
<p><b>Problem Statement</b></p> <p>In one sentence, what is the ultimate goal of this project?</p>	3		
<p><b>State-of-Art Research</b></p> <p>What similar products exist? How are they similar to this project? How will this project be different? What can we learn from what currently exists?</p>	4	+2	
<p><b>Stakeholders</b></p> <p>Who are the parties involved with the project, both internally and externally? What must be communicated between these parties and how and when does this communication occur.</p>	2		
<p><b>Initial Resources</b></p> <p>Teams shall identify what resources are currently possessed by the team and what resources need to be obtained before completion of the project. This includes personnel, information, workspaces, tools, materials, funding, etc.</p>	3		

Ride Engineering Competition

	<p><b>Scope of Work</b></p> <p>Teams shall identify what work is being performed and what party is responsible for that work. This shall include identification of Deliverables, and estimated schedule of work (e.g. Via a GANTT chart)</p>	8	+3	
	<p><b>Design Criteria</b></p> <p>Teams shall identify important criteria that must be met to satisfy the Problem Statement. These criteria shall be directly measurable with estimated values included.</p>	10	+5	
	<b>Theory or Operation</b>	<b>15</b>	<b>+5</b>	<b>20</b>
	<p><b>Ride Overview</b></p> <p>Teams shall describe the desired rider experience and the systems that make up the ride.</p>	5	+2	
	<p><b>Subsystem introduction</b></p> <p>Teams shall give a description of each subsystem in the ride and its functions.</p>	10	+3	
	<b>Risk Assessment</b>	<b>90</b>	<b>+30</b>	<b>120</b>
	<p><b>Thorough identification of Potential Hazards by all components to all people</b></p> <p>Are all reasonably foreseeable hazards identified? Are all aspects of the ride properly analyzed?</p>	40	+15	

	<p><b>Valuation of risk based on multiple risk factors and high-risk threshold</b></p> <p>What criteria are used to determine level of risk? Are values appropriate to the corresponding hazard? Are high-risk situations accurately identified?</p>	15	+5	
	<p><b>Actions taken for high-risk outcomes</b></p> <p>What actions are taken to reduce or eliminate the risk? How effective are these actions? Are new hazards introduced by this action assessed?</p>	35	+10	
	<b>ASTM F24 Compliance Analysis</b>	<b>90</b>	<b>+30</b>	<b>120</b>
	<p><b>Identification of Applicable Standards</b></p> <p>What passages apply to the ride system? Which passages do not apply and why do they not apply?</p>	10	+5	
	<p><b>Identification of Points of Compliance</b></p> <p>What measurable criteria must be met to ensure compliance? Teams will give persuasive rationale for their interpretation of the standard language.</p>	20	+5	
	<p><b>Verification of Compliance</b></p> <p>Show that each point of compliance is met through analysis, testing, or calculation. Ensure points of compliance are in alignment with team definitions.</p>	60	+20	

Ride Engineering Competition

<b>Schematics and Drawings</b>		<b>30</b>	<b>+10</b>	<b>40</b>
<b>Complete Engineering Drawing Package</b>  Engineering Drawings of all components to a consistent drawing standard (ASME Y14.100 recommended). Drawings shall include all relevant information needed to manufacture and assemble the ride mechanism.		20		
<b>Schematics of all Controls and Electrical systems</b>  Schematics shall document the connections between components and specify electrical characteristics of each connection (Voltage, Protocol, etc)		10		
<b>Additional Technical Support Documents</b>  Additional Documents that further illustrate the system such as animations, manuals, exploded views, etc.		0	+10	
			<b>Sub - Total</b>	<b>340</b>

Item	Points Available	Additional Points for Excellence	Total
<b>Safety Acceptance Testing</b>	<b>225</b>	<b>+75</b>	<b>300</b>
<b>Mechanical Safety Factory Acceptance Tests</b>	<b>75</b>	<b>+25</b>	<b>100</b>
<p><b>Design Description</b></p> <p>Teams shall describe the Safety-Related Devices so that a technical audience can clearly understand the architecture of the system and all of the components and their interactions included in that system.</p>	15		
<p><b>Rationale / Research</b></p> <p>Teams shall provide information on similar applications to demonstrate that the chosen system is applicable and ideal for the problem space.</p>	15	+5	
<p><b>Testing Plan</b></p> <p>Each Test shall be defined in terms of the system or function being tested, the conditions of the test, the parameter of a successful result, and the means of recording the result.</p>	20	+10	
<p><b>Verification</b></p> <p>Teams shall conduct the Tests described in the previous section and show the results of the tests. Full points may still be awarded for well defined tests that do not return a successful result.</p>	25	+10	

Ride Engineering Competition

<b>Control System Safety Factory Acceptance Tests</b>		<b>150</b>	<b>+50</b>	<b>200</b>
<b>Design Description</b> Teams shall describe the Safety-Related Devices so that a technical audience can clearly understand the architecture of the system and all of the components and their interactions included in that system.		30		
<b>Rationale / Research</b> Teams shall provide information on similar applications to demonstrate that the chosen system is applicable and ideal for the problem space.		30	+10	
<b>Testing Plan</b> Each Test shall be defined in terms of the system or function being tested, the conditions of the test, the parameter of a successful result, and the means of recording the result.		40	+20	
<b>Verification</b> Teams shall conduct the Tests described in the previous section and show the results of the tests. Full points may still be awarded for well defined tests that do not return a successful result.		50	+20	
			<b>Sub - Total</b>	<b>300</b>



Ride Engineering Competition

Item	Points Available	Additional Points for Excellence	Total
<b>Functional Ride</b>	<b>175</b>	<b>+25</b>	<b>200</b>
<b>Uptime</b>	100	0	100
<b>Uptime</b> Percentage of the Operational period that the Ride is functioning without intervention.	100	0	
<b>Incident Penalty</b> Major incidents will yield additional penalties based on the severity of the incident on riders. (Minimum score is 0/100)	Max -20 per rider for ejection		
<b>Service Plan</b>	30	+10+	40
<b>Failure Modes Analysis</b> Teams shall document the effects of each foreseeable component failure in the ride system.	15	+5	
<b>Inspection Criteria</b> Teams shall document key indications that failures have occurred or are likely to occur.	5	+2	
<b>Service Procedures</b> Teams shall detail the tasks needed to safely and effectively react to failure modes and return the ride to safe operation.	10	+3	

Ride Engineering Competition

	<p><b>Service Execution</b></p> <p>Teams will receive points for efficiently, quickly, and safely servicing their rides while striving for maximum Uptime.</p>		<p>+ Amount determined by judges</p>	
<b>Theme and Marketing</b>		<b>45</b>	<b>+15</b>	<b>60</b>
	<p><b>Implementation</b></p> <p>Is the theme apparent from up close and at a distance? Is the theme communicated visually without explanation?</p>	10	+3	
	<p><b>Story</b></p> <p>Teams shall demonstrate how the theme is communicated to riders experiencing the ride.</p>	15	+6	
	<p><b>Marketing</b></p> <p>Teams shall demonstrate how the ride and theme can be communicated to potential new riders.</p>	10	+3	
	<p><b>Innovation</b></p> <p>Teams shall communicate the qualities of their ride concept that demonstrate new advances in ride design, both for local guests and the industry as a whole.</p>	10	+3	

Ride Engineering Competition

	<b>Bidding</b>	-100	0	-100
	<p><b>Bid ranking</b></p> <p>Each Team must present with their ride a Proposal Bid evaluated at the value of all materials and manufacturing labor used to construct the Ride. Team bids will be compared and teams will be deducted points based on the value of their Bid relative to their competition. The Team with the highest value Bid will receive a deduction of 100 pts. The Team with the lowest value bid will receive no deduction. Remaining teams will receive deductions tiered linearly within that range based on their relative value rank.</p>	-100		
			<b>Sub - Total</b>	<b>200</b>

Ride Engineering Competition

Item	Points Available	Additional Points for Excellence	Total
<b>Team Outreach Points</b>	<b>120</b>	<b>+40</b>	<b>160</b>
<b>Video Theory of Operations Presentation</b>	<b>33</b>	<b>+15</b>	<b>48</b>
<p><b>Technical Communication</b></p> <p>Teams shall create a video no longer than 5 minutes that summarizes the ride system in the style of the Theory of Operations. The video shall clearly introduce the system to a technical but uninformed audience.</p>	22	+10	
<p><b>Creativity</b></p> <p>Teams shall find effective ways to communicate their technical content within the format of a short video.</p>	11	+5	
<b>Poster</b>	<b>12</b>	<b>0</b>	<b>12</b>
<p><b>Informational Poster</b></p> <p>18" x 24" Poster, 300 dpi or less, giving an overview of their ride, process, safety features and any other details they would like to feature. Presenting any poster rewards all points (all or nothing)</p>	12		
<b>Outreach</b>	<b>75</b>	<b>+25</b>	<b>100</b>
<p><b>Outreach Report</b></p> <p>Teams shall create a report outlining outreach events in which team members participated including details of the lesson plan and how it was communicated, demographics of the audience reached and number of people reached. Events that promote</p>	75	+25	

Ride Engineering Competition

		STEAM education (Science, Technology, Engineering, Art, and Math) and careers in the Attractions industry are encouraged. Teams that demonstrate a strong presence and positive impact on their community will earn additional points.			
				<b>Sub - Total</b>	<b>160</b>

<b>Summary</b>			<b>Points Available</b>	<b>Additional Points for Excellence</b>	<b>Total</b>
<b>Systems Engineering Report</b>			<b>255</b>	<b>+85</b>	<b>340</b>
<b>Safety Acceptance Tests</b>			<b>225</b>	<b>+75</b>	<b>300</b>
<b>Functional Ride</b>			<b>175</b>	<b>+25</b>	<b>200</b>
<b>Team Outreach</b>			<b>120</b>	<b>+40</b>	<b>160</b>
			<b>775</b>	<b>+225</b>	
				<b>Total</b>	<b>1000</b>