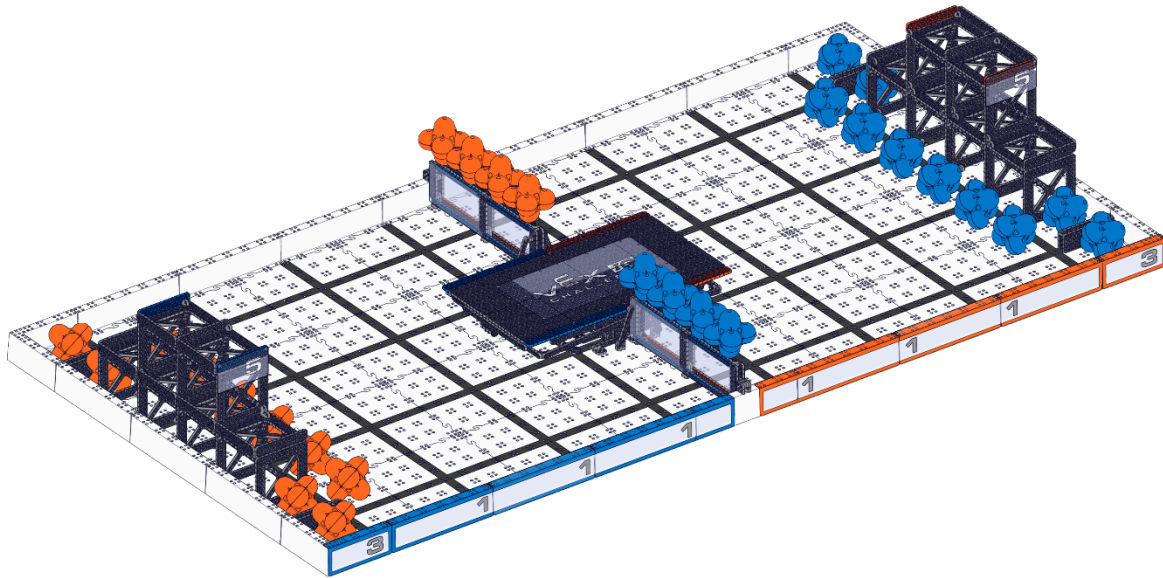




Game Description & Scoring



The Game

VEX IQ Challenge Crossover is played on a 4'x8' rectangular field configured as seen above. Two robots compete in the *Teamwork Challenge* as an alliance in 60 second long teamwork matches, working collaboratively to score points. Teams also compete in two additional challenges; The *Robot Skills Challenge* where one robot takes the field to score as many points as possible under driver control; The *Programming Skills Challenge* where one robot scores as many points as possible autonomously, without any driver inputs.

The object of the game is to attain the highest score by *Scoring Hexballs* in their colored *Scoring Zone* and *Goals*, and by *Parking* and *Balancing Robots* on the *Bridge*.

The Details

There are a total of twenty-eight (28) *Hexballs* available as scoring objects in the game. There are two (2) *Scoring Zones*, sixteen (16) *Low Goals*, twelve (12) *Elevated Goals*, and one (1) *Bridge* on the field.

Scoring

Each <i>Hexball Scored</i> in the <i>Scoring Zone</i>	1 point
Each <i>Hexball Scored</i> in the <i>Low Goal</i>	3 points
Each <i>Hexball Scored</i> in the <i>Elevated Goal</i>	5 points
Having One <i>Robot Parked</i> on the <i>Bridge</i>	5 points
Having Two <i>Robots Parked</i> on the <i>Bridge</i>	15 points
Having All <i>Robots Parked</i> on a <i>Balanced Bridge</i>	25 points