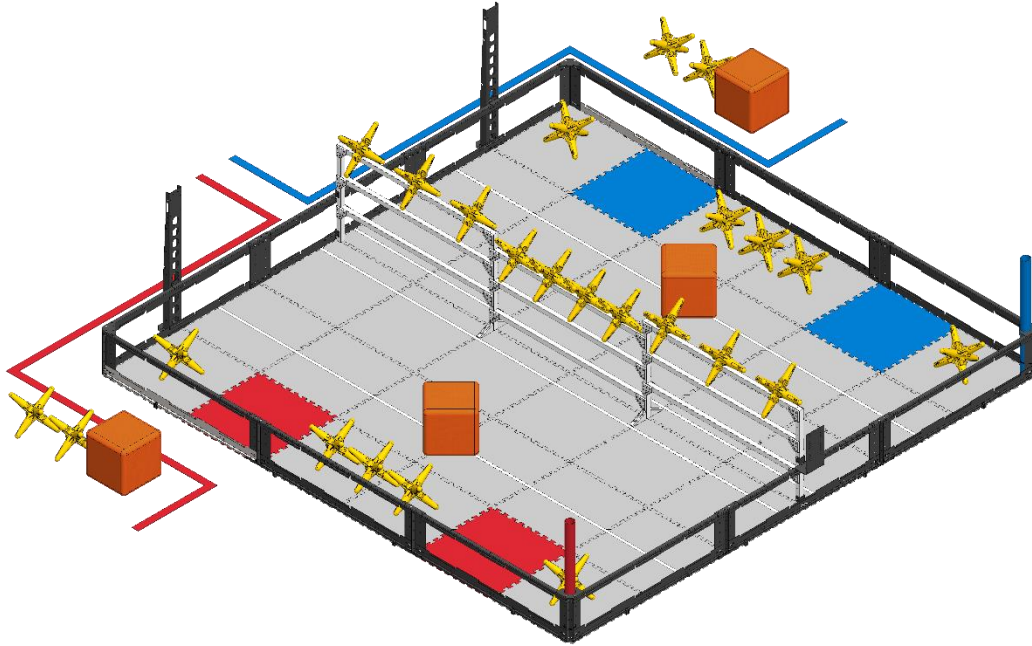


Game Description & Scoring



The Game

VEX Robotics Competition Starstruck is played on a 12'x12' square field configured as seen above. Two alliances – one “red” and one “blue” – composed of two teams each, compete in matches consisting of a fifteen second autonomous period followed by one minute and forty-five seconds of driver-controlled play.

The object of the game is to attain a higher score than the opposing Alliance by Scoring your Stars and Cubes in your Zones and by Hanging Robots on your Hanging Bar.

The Details

There are twenty-four (24) Stars and four (4) Cubes, available in Match. Some begin in designated locations on the field, while others are available to be entered into the field during the Match.

Each Robot (smaller than 18”x18”x18”) begins a match on one of their Alliance Starting Tiles. Each Alliance has two Zones across the Fence to Score into. Alliances also earn points for having one Robot Hanging at the end of the Match from their Hanging Bar. A bonus is awarded to the Alliance that has the most total points at the end of the Autonomous Period.

Scoring

Each Star Scored in the Near Zone	1 point
Each Star Scored in the Far Zone	2 points
Each Cube Scored in a Near Zone	2 points
Each Cube Scored in a Far Zone	4 points
A Robot that is Low Hanging	4 points
A Robot that is High Hanging	12 points
Alliance with the most points at the end of autonomous	4 points