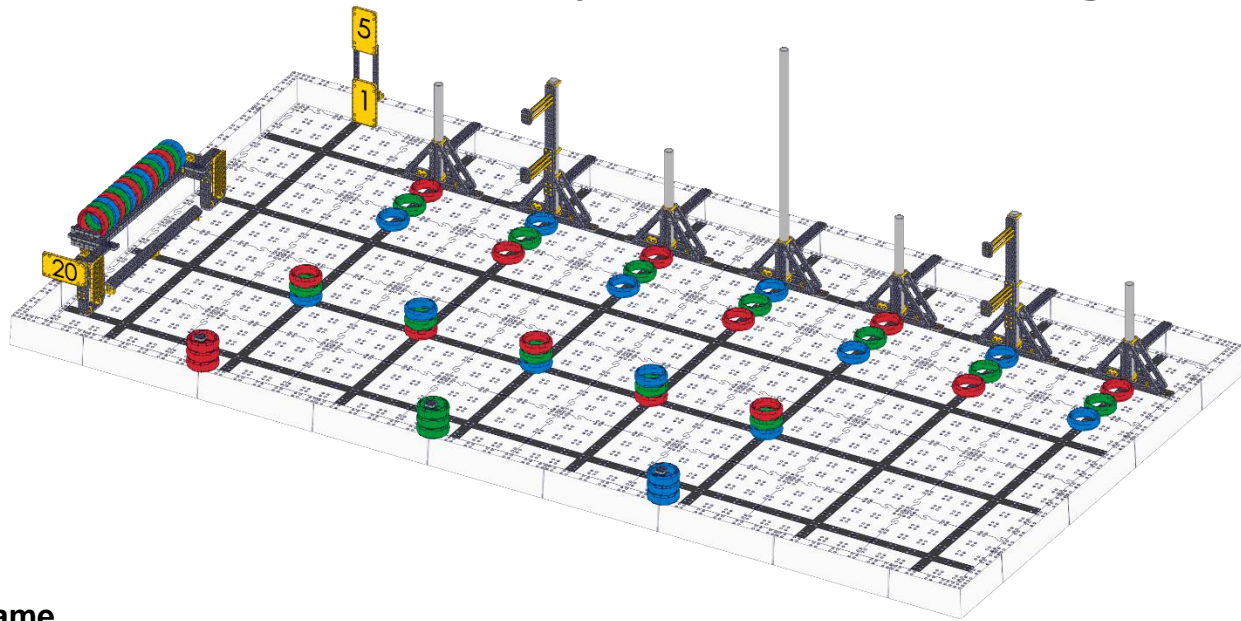




VEX IQ CHALLENGE RINGMASTER



Game Description & Scoring



The Game

VEX IQ Challenge Ringmaster 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 the *Robot Skills Challenge* where one robot takes the field to score as many points as possible. These matches consist of *Driving Skills Matches*, which will be entirely driver controlled, and *Programming Skills Matches*, which will be autonomous with limited human interaction.

The object of the game is to attain the highest score by *Scoring Rings* on in the *Floor Goal* and on *Posts*, by having a *Uniform Post*, by *Emptying Starting Pegs*, and by *Releasing the Bonus Tray*.

The Details

There are a total of sixty (60) *Rings* available as scoring objects in the game. There is one (1) *Floor Goal*, four (4) *Low Posts*, two (2) *Horizontal Posts*, one (1) *High Post*, three (3) *Starting Pegs*, and one (1) *Bonus Tray* on the field.

Scoring

Each <i>Ring Scored</i> in the <i>Floor Goal</i>	1 point
Each <i>Ring Scored</i> on a <i>Post</i>	5 points
<i>Rings Scored</i> on a <i>Uniform Post</i>	Double point value
Each <i>Emptied Starting Peg</i>	5 points
Having the <i>Bonus Tray Released</i>	20 points

