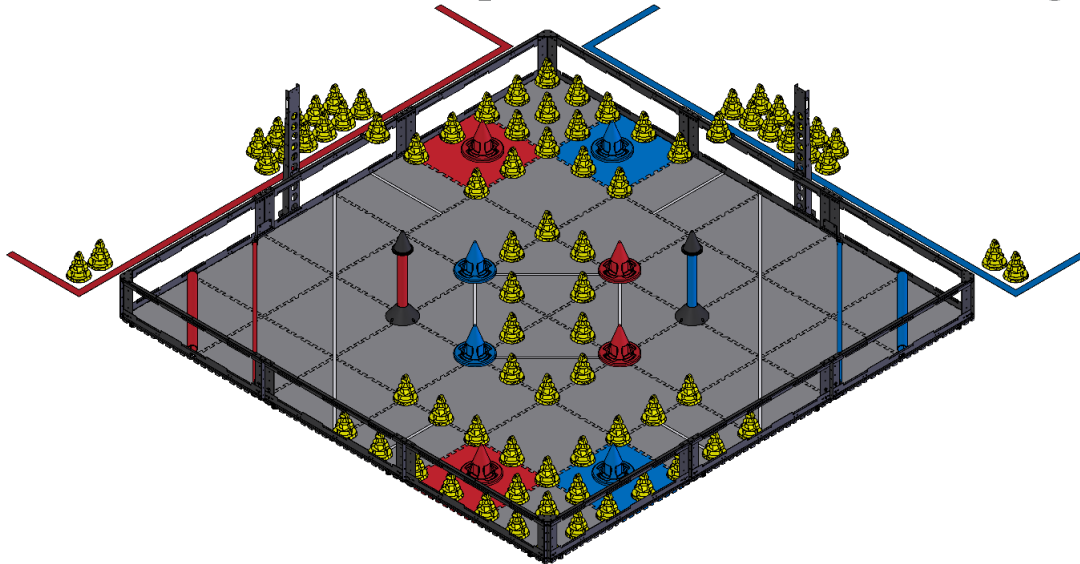




Game Description & Scoring



The Game

VEX Robotics Competition In the Zone 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 *Stacking Cones* on *Goals*, by *Scoring Mobile Goals* in *Goal Zones*, by having the *Highest Stacks*, and by *Parking Robots*.

The Details

There are eighty (80) *Cones*. 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 touching their *Starting Bar*. Each *Alliance* has ten (10) *Goals* to *Stack Cones* upon, while eight (8) of these *Goals* are *Mobile* and can be scored in *Goal Zones*. *Alliances* also earn points for having the *Highest Stack* in a *Zone* and for *Parking Robots* at the end of the *Match*. A bonus is awarded to the *Alliance* that has the most total points at the end of the *Autonomous Period*.

Scoring

A <i>Cone Stacked</i> on a <i>Goal</i>	2 points
A <i>Mobile Goal Scored</i> in the 5 <i>Point Zone</i>	5 points
A <i>Mobile Goal Scored</i> in the 10 <i>Point Zone</i>	10 points
A <i>Mobile Goal Scored</i> in the 20 <i>Point Zone</i>	20 points
Each type of <i>Highest Stack</i>	5 points
A <i>Robot</i> that is <i>Parked</i>	2 points
<i>Alliance</i> with the most points at the end of autonomous	10 points

