The Game:

*VEX Robotics Competition Turning Point* is played on a 12’x12’ square field configured as seen above. Two (2) Alliances – one (1) “red” and one (1) “blue” – composed of two (2) teams each, compete in matches consisting of a fifteen (15) second Autonomous Period followed by one minute and forty-five seconds (1:45) of Driver Controlled Period.

The object of the game is to attain a higher score than the opposing Alliance by **High Scoring** or **Low Scoring Caps**, **Toggling Flags**, and by **Alliance Parking** or **Center Parking** Robots on the **Platforms**.

The Details:

There are eight (8) **Caps**, six (6) **Posts**, nine (9) **Flags**, twenty (20) **Balls**, two (2) **Alliance Platforms**, and one (1) **Center Platform**.

Caps can be **Low Scored on the field tiles**, or **High Scored on Posts**, for the Alliance whose color is facing up at the end of the match. Flags can be **Toggled** to red or blue, and are **Scored for the Alliance whose color is Toggled** at the end of the match. Low Flags can be Toggled by Robots, but High Flags can only be Toggled by Balls. Turning Point is intended to be a back and forth game, no scored object is safe!

**Alliance Platforms** can be used for **Alliance Parking** by Robots of the same color Alliance as the Platform. The Center Platform can be used by Robots from either Alliance for **Center Parking**. An additional bonus is awarded to the Alliance that has the most total points at the end of the Autonomous Period.

<table>
<thead>
<tr>
<th><strong>Toggled High Flag</strong></th>
<th>2 points</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Toggled Low Flag</strong></td>
<td>1 point</td>
</tr>
<tr>
<td><strong>High Scored Cap</strong></td>
<td>2 points</td>
</tr>
<tr>
<td><strong>Low Scored Cap</strong></td>
<td>1 point</td>
</tr>
<tr>
<td><strong>Robot that is Alliance Parked</strong></td>
<td>3 points</td>
</tr>
<tr>
<td><strong>A Robot that is Center Parked</strong></td>
<td>6 points</td>
</tr>
<tr>
<td><strong>Autonomous Bonus</strong></td>
<td>4 points</td>
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</tbody>
</table>
The VEX Robotics Competition, presented by the Robotics Education &
Competition Foundation, is the world’s largest & fastest-growing middle and
high school robotics competition. Each year, an engineering challenge is
presented in the form of a game. Students, with guidance from their teachers and
mentors, build innovative robots and compete year-round in a variety of matches.

How to get involved
1. Register as a VEX Robotics Competition
team at RobotEvents.com
   • $150 for the first team from a school
   • $100 for additional teams
   • Registration includes a welcome kit
     that contains practice game elements
     and materials to help you get started.
2. Competition information about this
   year’s challenge is available online at
   RoboticsEducation.org
3. Design & build your competition robot.
   Robot kits are available at vexedr.com
4. Register for an event and play the
game! A full list of events and registration
is located at RobotEvents.com

The VEX Robotics World Championship is recognized as the largest
robot competition by Guinness World Record. Once a year, 1,600 of
the top teams come together to celebrate their achievements in
STEM and compete with the best in the world.