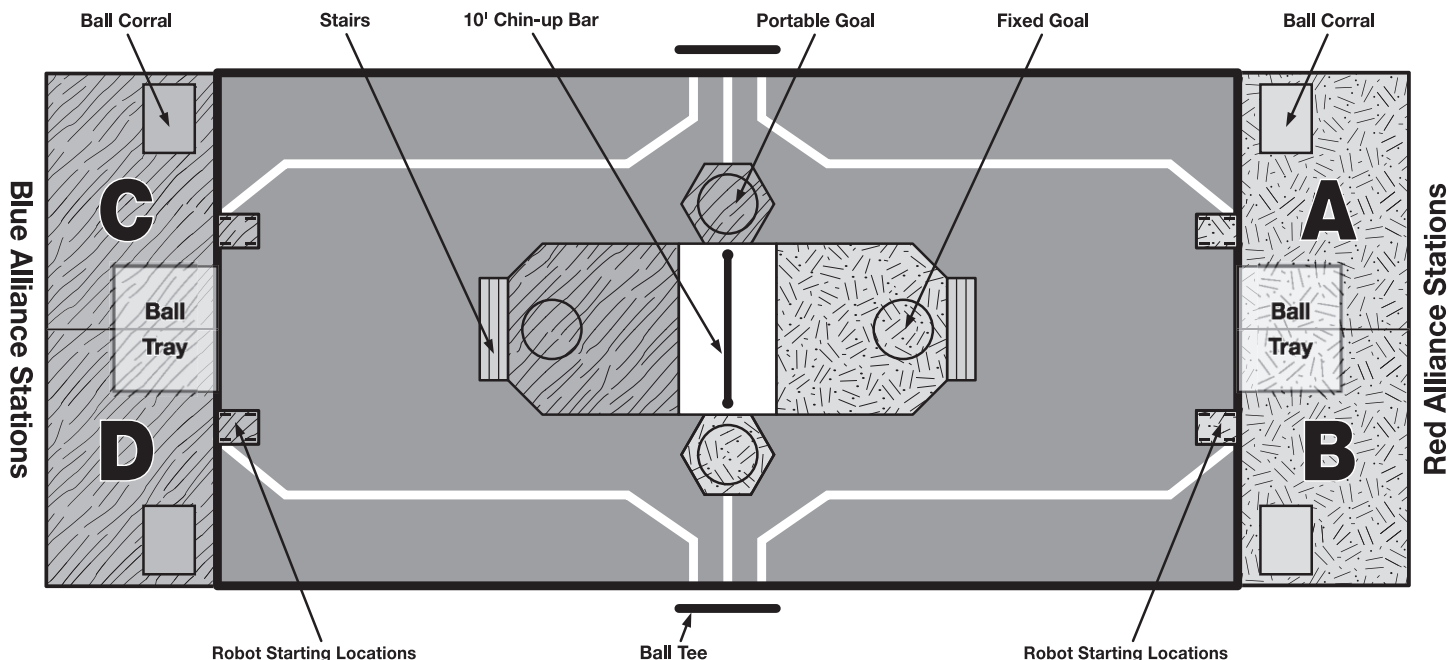


# THE GAME

## Description and Scoring



The game for the 2004 season requires robots to collect and pass 13" balls to the human player to then shoot them into fixed and moveable goals. There are three 30" balls on the playing field that can be placed on top of any goal by a robot, which will double the point value in the goal. Additionally, robots may attempt to "hang" from a 10' bar.

The ball point value in goals and the number of robots hanging from the 10' bar determines each team's score for the round.

Each 2-minute match will feature two-team alliances playing from opposite ends of the 24' wide by 48' long playing field. Each team has drivers and human players. In the center of the field is a structure with a 10' high horizontal bar rising from a 12" high center platform. On either side of the 12" center platform is a large 6" high lower deck. Each end of the lower deck has a fixed goal. A moveable goal is positioned at both sides of the center platform.

At the beginning of each match, robots operate for 15 seconds in autonomous mode (no driver control) and attempt to release stored balls onto the field. At the end of the 15 seconds, the drivers take control of the robots for the remaining period and attempt to deliver balls to their human players for them to shoot into fixed and moveable goals and also attempt to hang from the 10' bar.

### SCORING:

#### ROBOTS

When the buzzer sounds, any robot that is hanging from the 10' bar scores 50 points.

#### BALLS

The final score is obtained by adding up the value of the balls (in the fixed and moveable goals) and doubling the value if a large ball caps a goal. The team with the highest score, balls plus robots hanging, is the winner of the match.

