

1. THE GAME

1.1 Game Description

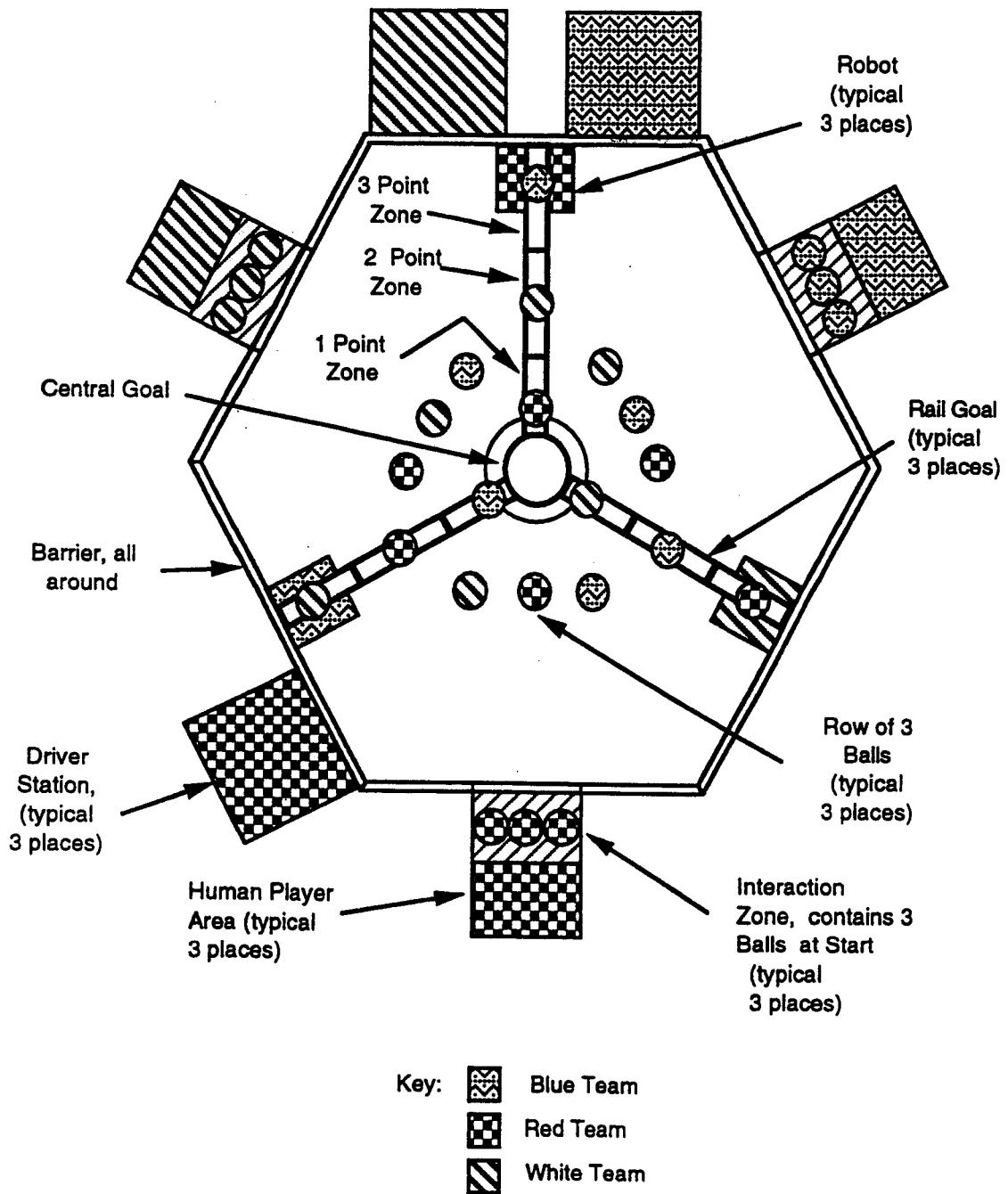
Teams must design and build robots to collect, transport and lift balls. In addition to a robot, each team will be allowed to use a human player to interact with the balls. The robots will compete within a hexagon-shaped playing field with an 8 foot tall, hexagon-shaped central goal, with three rail goals extending outward from the center goal. The players will be located at stations just outside the playing field. Driver Stations, Human Player/Interaction Zones, goal positions, and starting locations of the balls, robots and players are shown in Figures 1.1 and 1.2. These drawings are not to scale and are not intended for use in constructing team practice fields.

Each team will have 9 balls which can be placed on the rail goals or in the central goal to score points. The balls will be color coded to identify team ownership. Points will be awarded to teams at the conclusion of each two minute match according to the number of balls and their positions.

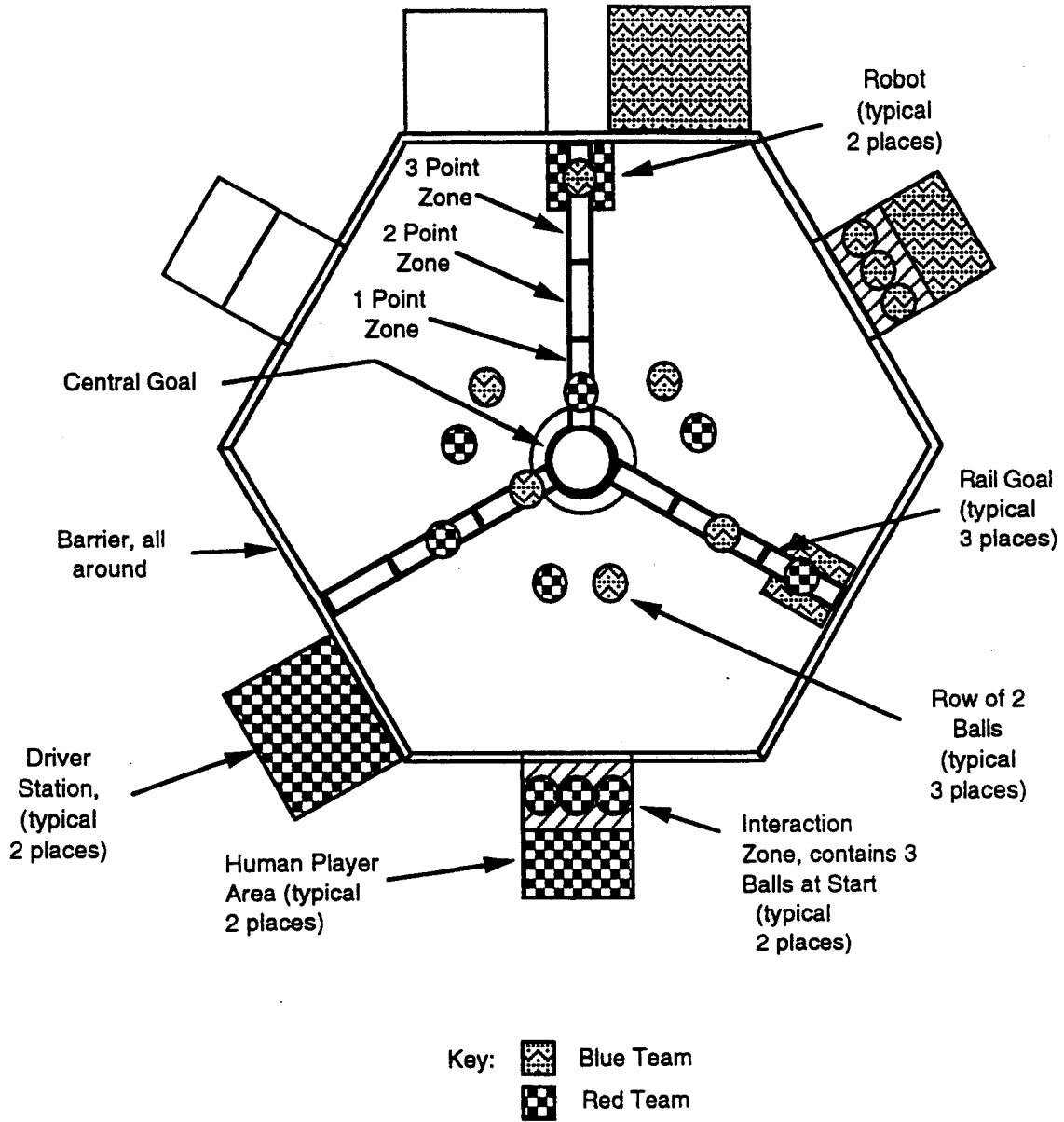
Each ball placed in a rail goal will be worth points but they will not count unless at least 1 ball has been placed into the central goal. The balls placed in the central goal will not score points in themselves but will serve to double points made by balls placed in the rail goals. The position of a ball placed on the rail goals will determine how many points it is worth. Placement of a ball on the outer third of the rail goal will be worth 3 points, on the inner third 2 points, and on the inner third 1 point. If a team places balls solely in the central goal and none on the rail goals, no points will be awarded. Since it is probable teams may have tied score points at the end of a match, tie breakers will decide the team placement for the match. The tie break rules are listed in the SC rules section of this manual.

A complete set of rules for the game is contained in Appendix A.

We strongly encourage you to develop and wear team uniforms, including identifying hats and T-shirts that display company and high school team names and/or logos. This will help the audience, announcers, judges and spectators identify you and your robot. The FIRST logo is not permitted for use on team shirts or any other merchandise. Teams have taken pieces of the logo for inclusion in their own unique team logos but it is not allowable in its pure form. If your team would like to "personalize" in this manner it must be approved by FIRST.



Playing Field - Top View
Seeding/Double Elimination Rounds
Figure 1.1



Playing Field - Top View
Seeding/Double Elimination Rounds
Figure 1.2

