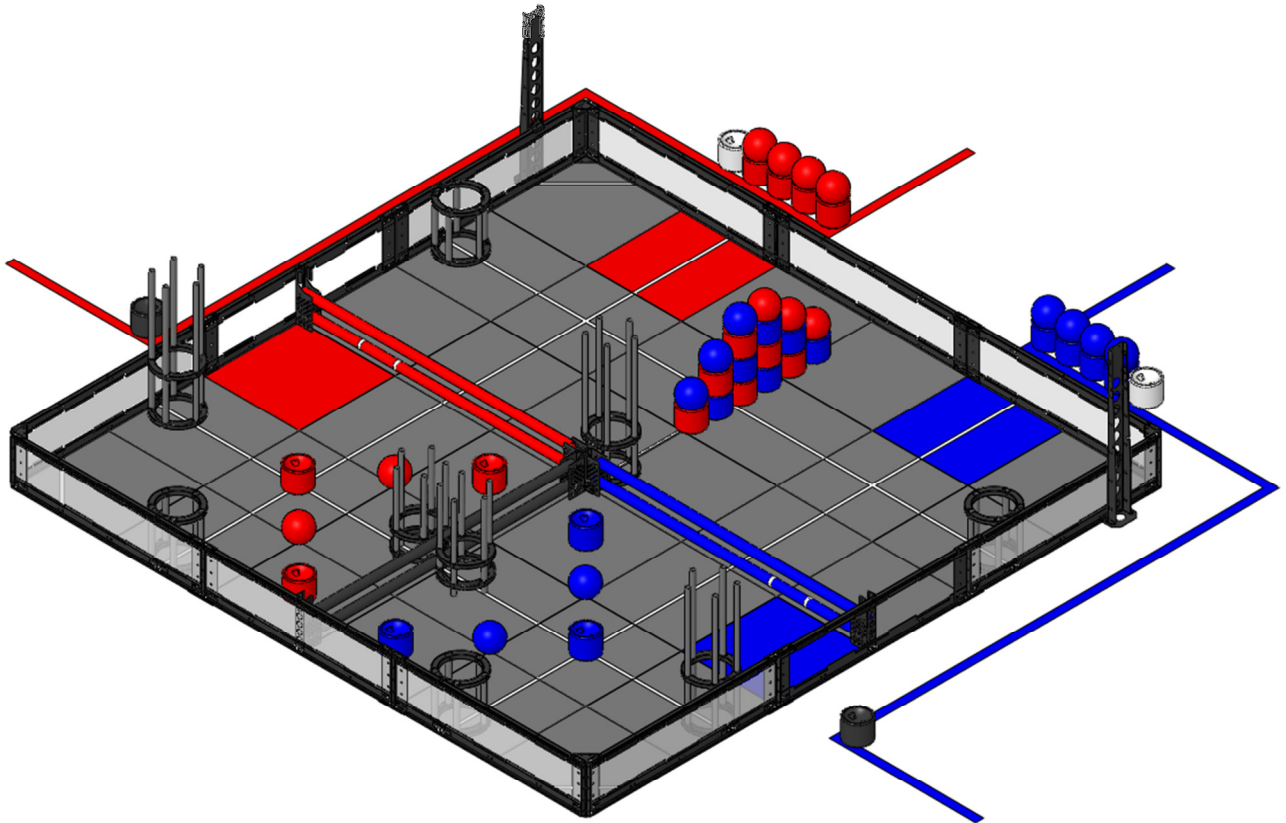


## Game Description & Scoring



### The Game:

*VEX Gateway* 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 twenty-second autonomous period followed by two minutes of driver-controlled play.

The object of the game is to attain a higher score than your opponent *Alliance* by *Scoring Barrels* and *Balls* in *Goals*, earning *Bonus Points* and *Doubling* or *Negating Goals*.

### The Details:

There are a total of twenty-six (26) *Barrels*, eighteen (18) *Balls*, two (2) *Doubler Barrels* and two (2) *Negation Barrels* available as *Scoring Objects* in the game. Most *Scoring Objects* begin in designated locations on the field, while some are available to be loaded prior or during the match.

Each *Robot* (smaller than 18”x18”x18” to start) begins a match on one of their *Alliance Starting Tiles*. There are thirteen *Goals*, of varying heights which teams can *Score Balls* or *Barrels* in. *Alliances* earn *Bonus Points* for having the lowest *Ball* or *Barrel* in a *Circular Goal*. *Doubler* or *Negation Barrels* which are scored alter the point values in a *Circular Goal*. The field is divided into sections by two 6' long *PVC Gates* that teams can lift during the *Match*.

### Scoring:

Each Barrel Scored	1 point
Each Ball Scored	1 point
Each Bonus Point Scored	1 point
Doubler Barrel Scored in a Circular Goal	Doubles all points in the Goal
Negation Barrel Scored in a Circular Goal	Cancel all points in the Goal