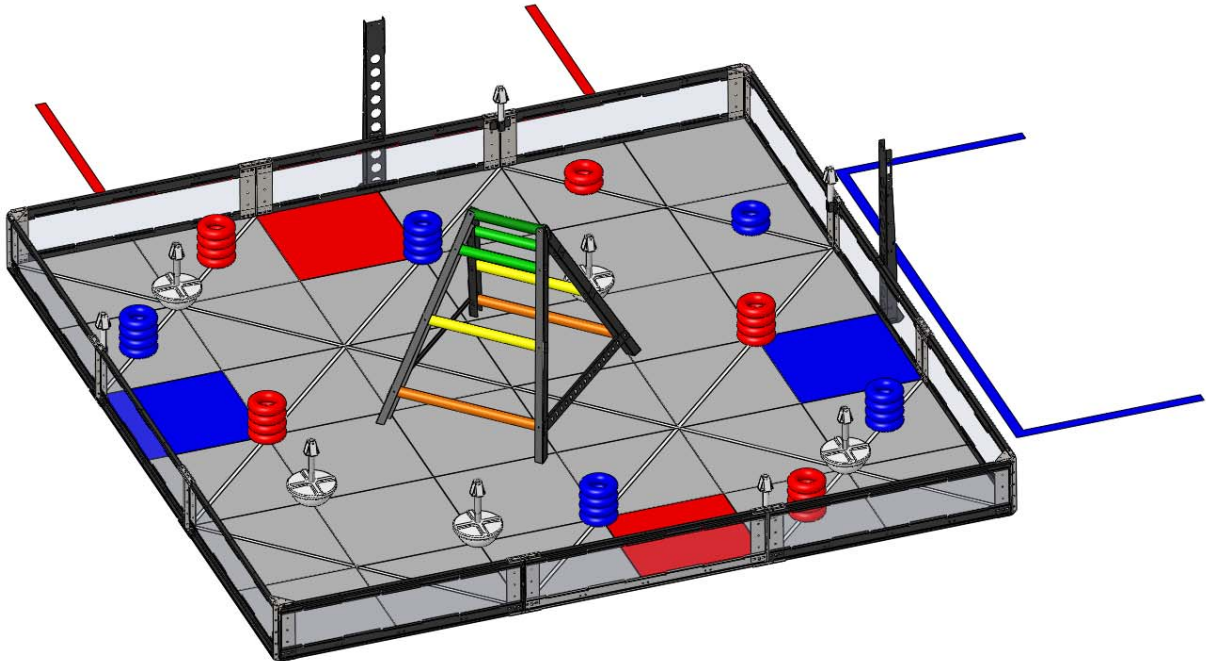


## Game Description & Scoring



### The Game:

*VEX Round Up* 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 tubes* upon *goalposts*, *owning goalposts* and by *low hanging* or *high hanging* from the *ladder*. A bonus is awarded to the alliance that has the most total points at the end of the Autonomous Period.

### The Details:

There are a total of forty (40) – twenty (20) red and twenty (20) blue – *tubes* available as scoring objects in the game. Thirty-six (36) of the *tubes* will start at designated locations on the field;

while two (2) will be available to each *alliance* prior to the *match*.

Each robot (smaller than 18”x18”x18” to start) begins a match on one of their colored alliance tiles. There are nine *goalposts*, five of which are attached to *movable weighted bases*, which teams can score *tubes* on. Alliances earn extra points for *owning a goalpost* by scoring more *tubes* on the *goalpost* than their opponents. At the center of the field is a 36” high structure known as the *ladder* that teams can climb or hang off of for additional points. Robots earn different point values for being at least 6” (*low hanging*) or 18” (*high hanging*) off the ground.

### Scoring:

Each Tube Scored	2 point
Each Goalpost Owned	5 points
Each Robot Low Hanging	10 points
Each Robot High Hanging	20 points
Autonomous Period Bonus	10 points