

B

APPENDIX

The Robot Skills Challenge Overview

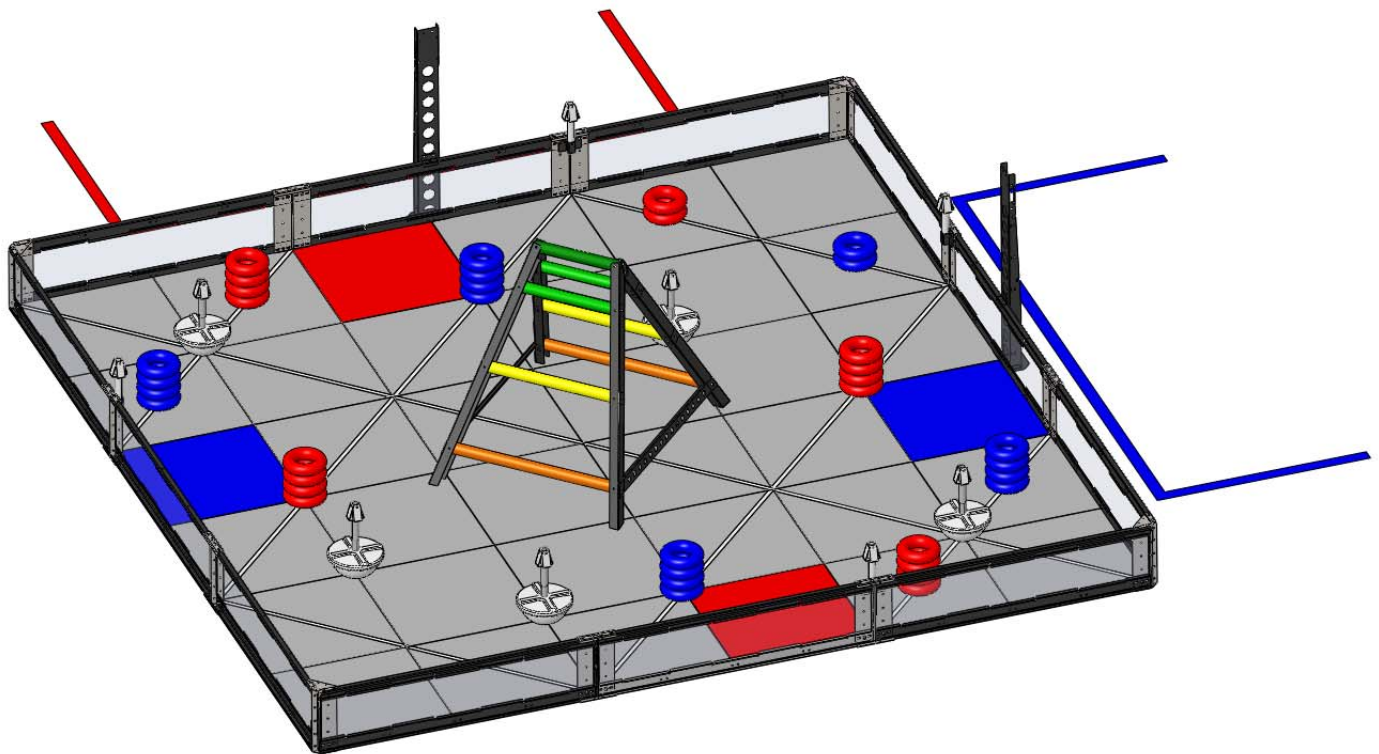


This section describes the Robot Skills Challenge of *VEX Round Up*.

Please note that the Robot Skills Challenge may not be offered at all tournaments. Please check with your local event organizer, or www.robotevents.com for more information.

Robot Skills Challenge Description

In this challenge teams will compete in 1:00 long matches in an effort to score as many points as possible. These matches will be entirely driver controlled. The playing field will be set up identically to that of a normal VEX Round Up tournament match.



Note: The Robot Skills Challenge, the Programming Skills Challenge and normal VEX Round Up tournament matches use the same field setup! (Please see "The Game" section of the manual for further information on field setup)

Robot Skills Challenge Definitions

Please note that all definitions from “The Game” section of the manual apply to the Robot Skills Challenge, unless otherwise specified.

Robot Skills Match – A *Robot Skills Match* consists of a 1:00 *driver controlled period*. There is no *autonomous period*.

Robot Skills Owned - A *goalpost* is said to be *owned* by a *robot* if there is a *tube* of any color *scored* on said *goalpost*.

Robot Skills Challenge Rules

Please note that all rules from “The Game” section of the manual apply to the Robot Skills Challenge, unless otherwise specified.

<RSC1> At the beginning of each *robot skills match*, the *robot* must be placed such that it is touching any one of the colored *alliance starting tiles* and not touching any *tube* other than those permitted by <RSC2>.

<RSC2> Prior to the start of each *robot skills match*, each team will have two (2) *tubes* available to preload into their robot. A *tube* is considered to be legally preloaded if it is touching the *robot* and not touching any *field element* or *tube* that is already on the field.

<RSC3> Robots can *score* any tube, regardless of color.

Robot Skills Challenge Scoring

All scoring is the same as in a regular VEX Round Up match.

- A *tube* that is *scored* upon a *goalpost* is worth two (2) points.
- A *goalpost* that is *robot skills owned* is worth five (5) points.
- A *robot* that is *low hanging* from the *ladder* is worth ten (10) points.
- A *robot* that is *high hanging* from the *ladder* is worth twenty (20) points.

Robot Skills Challenge Format

- The Robot Skills Challenge is an optional event. Teams who do not compete will not be penalized in either the main tournament, or the Programming Skills Challenge.
- Teams will play *robot skills matches* on a “first come, first serve” basis.
- Teams will be guaranteed a minimum number of *robot skills matches*, to be determined by the event organizers
- Teams may also be limited to a maximum number of *robot skills matches*, to be determined by the event organizers

Robot Skills Challenge Rankings

- For each *robot skills match* teams are awarded a score based on the above scoring rules.
- Teams will be ranked based on their highest *robot skills match* score, with the team with the highest score being declared the Robot Skills Challenge Winner.
- In the case where two teams are tied for the highest score, the tie will be broken by looking at both teams' next highest *robot skills match* score.
- If the tie cannot be broken (i.e. both teams have the exact same scores for each *robot skills match*), the next tie-breakers will be based on the following criteria in each team's highest scoring *robot skills match*. The tie-breakers are as follows (in order):
 - Did the robot *high hang*
 - Did the robot *low hang*
 - Number of *goalposts robot skills owned*
 - Number of *tubes scored upon goalposts*
- If the tie still isn't broken, events may choose to allow teams to have one more deciding match or both teams will be declared the winner.

Robot Skills Challenge Heads-Up Match

The following method will be used to determine the Robot Skills Challenge Winner at certain events, including the 2011 VEX Robotics World Championship.

- The top two teams from the Robot Skills Challenge Rankings will advance to a final heads-up match.
- Each team will perform one (1) *robot skills match*, with the 2nd place team performing first or with both teams performing simultaneously on separate fields.
- This *robot skills match* will be a final opportunity for both teams to beat the high score posted in earlier rounds, if neither team beats or matches the previous high score, the holder of the previous high score will be declared the Robot Skills Challenge Winner.
- If one or both teams beat the previous high score, the team with the highest score in the "Heads-Up Match" will be declared the Robot Skills Challenge Winner
- In the case of a tie for highest overall score, the tie will be broken by looking at the second highest score for both teams. (This process of looking at the next highest score will continue until the tie is broken, or all matches have been exhausted)
- If the tie cannot be broken, two winners may be declared, or a new match may be played.