



Duplo Duck Divide

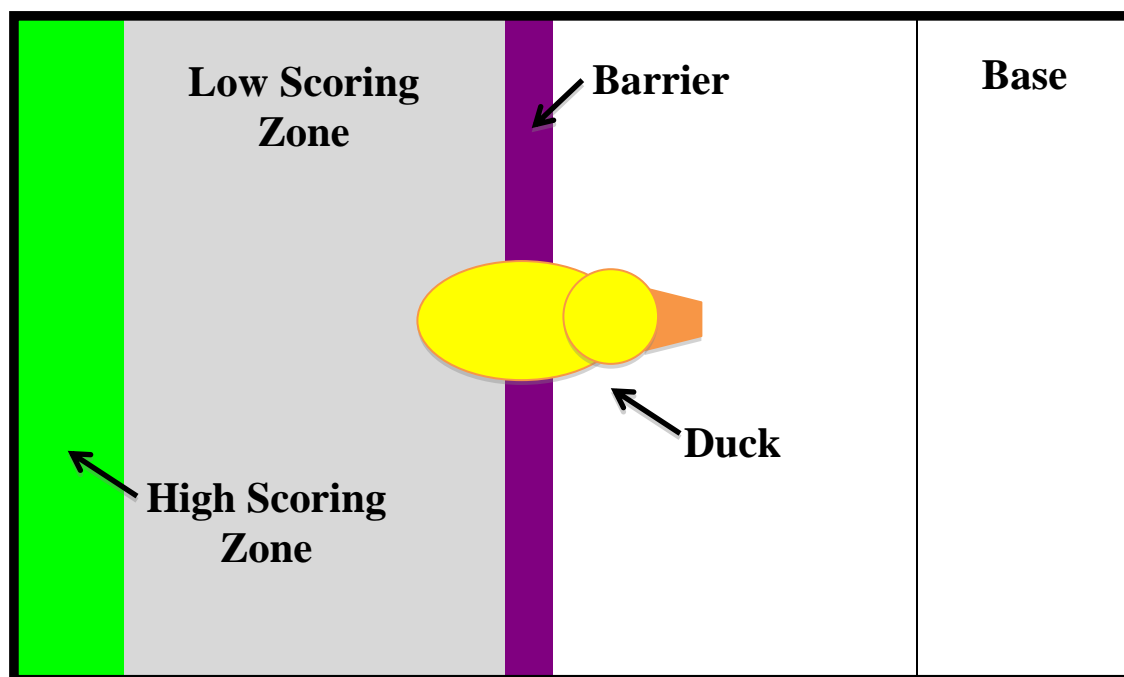
Presented by LiveWire Robotics

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Overview:

Two teams work together to score as many points as possible. Points are awarded for each game piece in the scoring zones, with bonus points awarded for each robot in the scoring zone at the end of the match. Game pieces are Duplo bricks. Each match is two and a half minutes long.



Scoring:

- One point is awarded for each block in the low scoring zone
- Five points are awarded for each block in the high scoring zone
- 25 bonus points are awarded for each robot in the low scoring zone at the end of the match
- 50 bonus points are awarded for each robot in the high scoring zone at the end of the match
- 15 bonus points are awarded if the duck is not touching the barrier at the end of the match

General Rules:

- Only two team members may be at the game table each match
- Either of the two team members may touch either team's robot if any part of it is in Base
- Robots may only possess one game piece at a time
- You may only touch robots in Base
- If you touch the robot outside Base, it must immediately return to Base
 - Blocks it possesses will not return to base
 - If more than three blocks are scored, one block will be removed from low scoring zone
- Blocks will begin in Base. You may place a block in or on the robot while it's completely in base
- You may not touch game pieces outside of Base
- The robot must be completely outside base to score

The Field:

- The barrier is a double sided ramp approx. 1-2 inches tall
- The barrier between the high and low scoring zones is a wall approx. 3-4 inches tall
- Both extend across the length of the field
- An approximately 10 x 10 x 10 inch rubber duck will be balanced on the center of the barrier

End Game:

- Low scoring zone bonus points will be awarded if a robot is touching the field in the low scoring zone and not touching the field on the other side of the barrier
- High scoring zone bonus points will be awarded if a robot is touching the floor inside the high scoring zone and more than half the robot is inside the confines of the high scoring zone.
- Duck bonus points will be awarded if the duck is not touching the barrier at the end of the match

Tie-Breaking:

- Most robot points
- Most duck points
- Most high scoring zone points