



Ping Pong Palooza

Presented by LiveWire Robotics
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Field Setup:

- The field will contain between 0 and 5 objects to break up the open space, at the discretion of the head referee
- Twenty balls will be loaded directly into the human player loading station with 1 minute remaining in the match

Overview:

Two alliances of two robots each compete in a two and a half minute match. Game pieces are ping-pong balls that may be scored over the arena wall or held inside the robot at the end of the match for points.

General Rules:

- Human players may interact with the robot while in base, and may not interact outside of Base.
- Robots begin each match in Base
- Robots must fit into the vertical confines of one square at the start of the match
- Robots may not intentionally harm one another
- Robots may traverse upon or interact with any field element except the opposing alliance's base
- During the match, there are no restrictions on how many balls a robot may possess

Start of the Match:

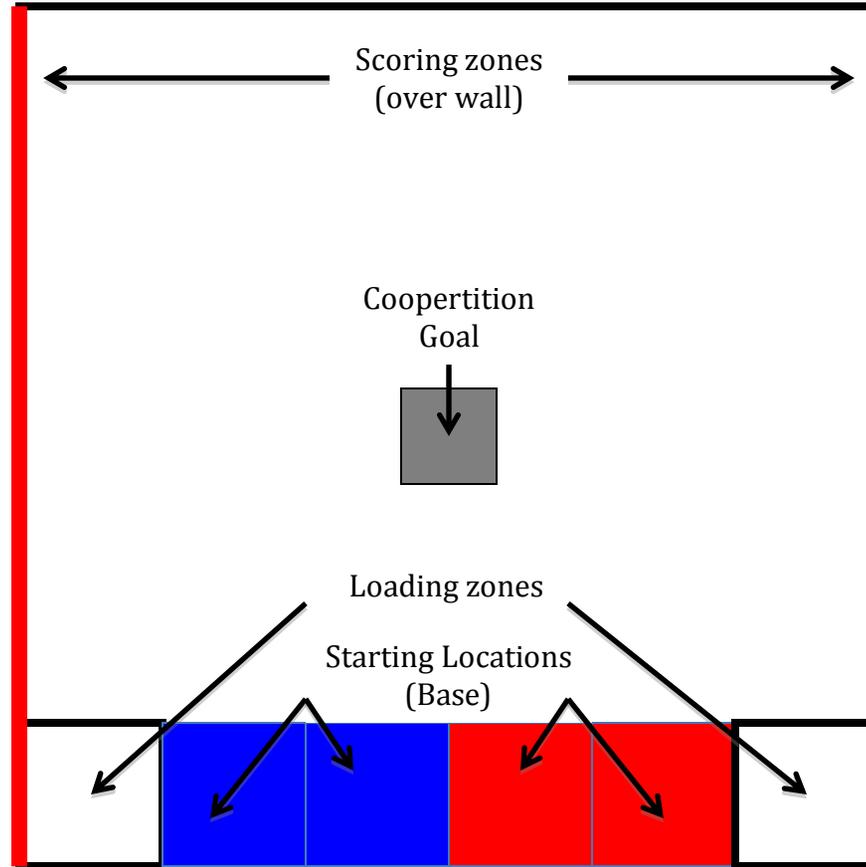
- Robots must be fully contained within a red or blue square
- Robots may possess up to 6 balls each, in any combination of autonomous or regular balls
- 50 balls will be randomly placed on the field

Autonomous:

- The autonomous period is the first 15 seconds of the match
- Each alliance has access to 10 specially colored balls that are worth double points if scored during autonomous
- Autonomous balls are scored as normal balls outside the autonomous period
- scored any ball

Seeding:

- 0 points for loss
- 1 point for tie
- 2 points for win
- 2 bonus points for Coopertition



Robot to Robot Contact:

- Defense is encouraged, but contact for offensive purposes is prohibited
- Contact with another robot's frame is always allowed
- Deliberate or strategic contact with another robot's manipulator will result in a 3 point penalty

Human Players:

- Human players may only touch the robot while it is in base
- A human player may load balls from his or her alliance loading zone into a robot in base
- If loading in this manner, he or she may only touch one ball at a time
- Human players may not touch any robot in the loading zone or any ball that is touching a robot, at risk of a 1 point penalty

Scoring:

- All scores are assessed at the end of the match.
- Balls over the wall are worth 3 points each.
- Balls possessed by a robot completely outside of base are worth 1 point each.
- Balls in the Coopertition Goal are worth 0 points.

Coopertition:

Coopertition will be achieved if 5 balls are scored in the Coopertition goal