

TRAPEZOID TRIALS

Presented by LiveWire Robotics
www.LiveWireRobotics.com

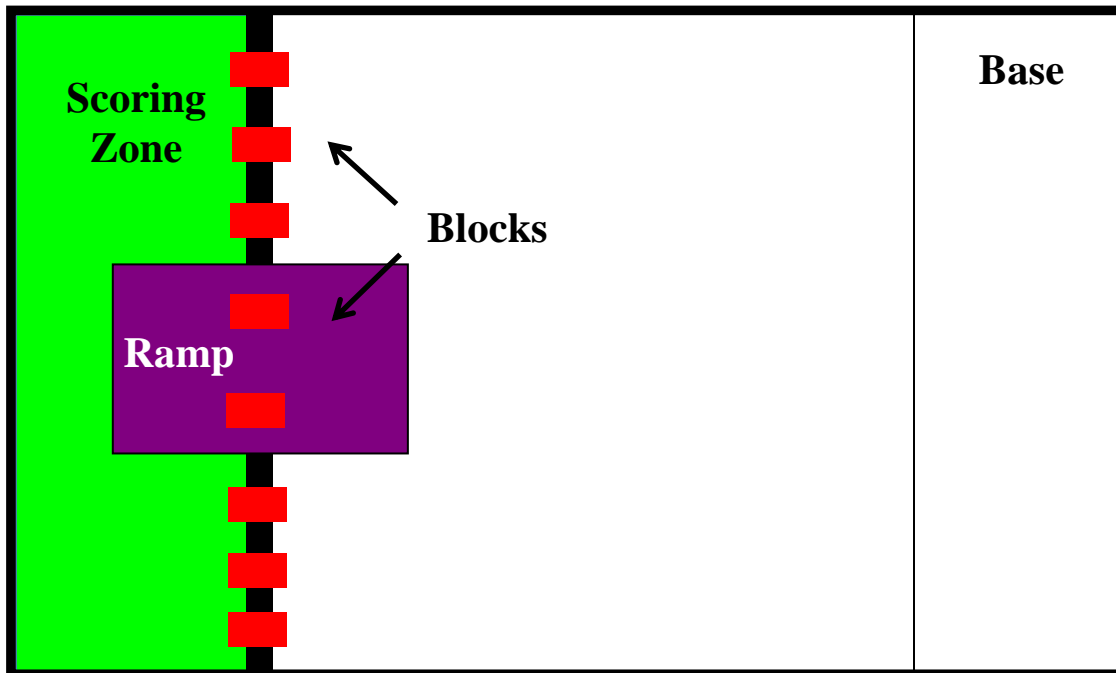


Overview:

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 blocks and ping pong balls. Each match is two and a half minutes long

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 up to three game pieces at a time
- You may only touch robots in Base
- If you touch the robot outside Base, it must immediately return to Base
 - If more than three balls are scored, one ball will be removed as a penalty
- Balls will begin in Base. You may place balls in or on the robot while it's completely in base
- You may not touch balls or blocks outside of Base
- The robot must be completely outside base to score
- You may not bring blocks inside base



The Field:

- The wall in front of the scoring zone is approximately 3 inches tall, the same height as the outer wall.
- The ramp goes up and over the wall.
- Blocks are placed on top of the wall and ramp
- Between 10 and 15 blocks will be available each match, to be determined by the referee

Scoring:

- 2 point will be awarded for each ball in the scoring zone at the end of the match
- 5 points will be awarded for each block in the scoring zone at the end of the match
- 25 points will be awarded for each robot in the scoring zone at the end of the match ("in" is defined as touching the floor of the scoring zone and not touching the floor outside the scoring zone)

Tie-Breaking:

- Most robot-in-scoring-zone points
- Most block points