TRI-TOWER TURMOIL

Presented by LiveWire Robotics

www.LiveWireRobotics.com

The Middle Goal

30 Points
20 Points
10 Points

Overview:

Two alliances of two robots each play against each other to score the most points in each two and a half minute match. Robots try to score Duplo blocks in the goals. Whichever alliance has the most blocks in each back goal and each level of the middle goal receives the entire allotment of points for that goal. Robots are given a special block to place in autonomous – points for each alliance are added, and this assigns the value of each alliance's back goal. In the end game, robots may balance on their alliance bridge for bonus points, or cooperate with the opposing alliance and help them balance the Coopertition™ bridge for bonus seeding points.
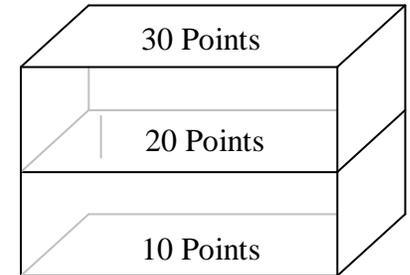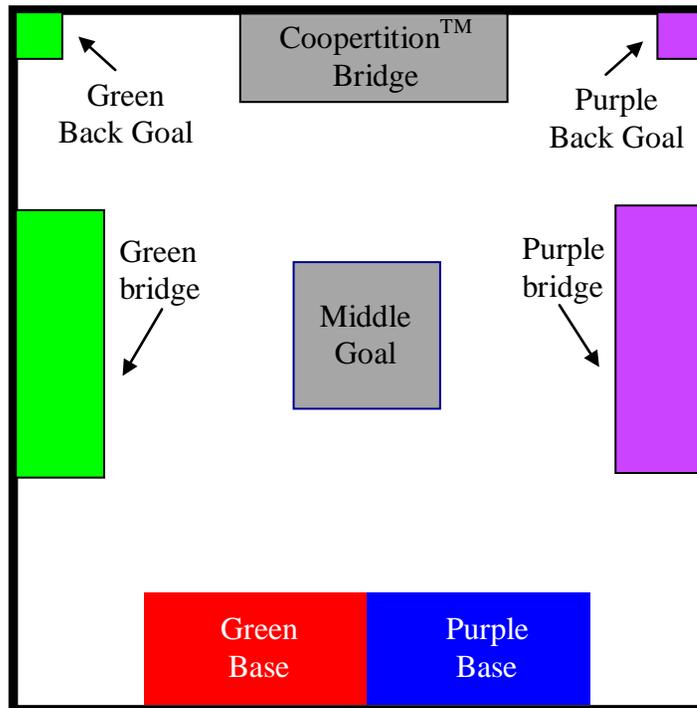
General Rules:

-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 and be shorter than the Middle Goal at the beginning of each match
-Robots may only possess one block at a time
-Robots may not intentionally harm one another
-Robots may not touch the opposing alliance's bridge

Autonomous:

-Each alliance has the opportunity to score two designated blocks in the Middle Goal during the autonomous period
-The points corresponding to the levels where each block is placed for each alliance are added together at the end of the autonomous period
         -This sets the value of each alliance's Back Goal
-If no autonomous blocks are scored, each Back Goal is worth zero
-For example, if the green alliance places two blocks in the middle level of the Middle Goal in autonomous, the green Back Goal is worth 40 points in this match only

Game Field Diagram:

Green Back Goal

Coopertition™ Bridge

Purple Back Goal

Green bridge

Middle Goal

Purple bridge

Green Base

Purple Base

Bridges and Coopertition™:

-Points are only awarded for bridges if they are balanced at the end of the match
-Coopertition™ points are only awarded if at least one green and one purple robot is balanced on the Coopertition™ bridge at the end of the match

Scoring:

-Each level of the Middle Goal is worth the points given above
-Each Back Goal is allotted points determined in autonomous, as described in the Autonomous section
-At the end of the match, whichever alliance has the most blocks in each goal receives the full allotted points for that goal
-Each robot balanced on the green or purple bridge at the end of the match is worth 20 points for the green or purple alliance, respectively
-Each robot balanced on the Coopertition™ bridge is worth zero points
-Autonomous blocks have no impact after the autonomous period

Seeding Points:

Win: 2	Coopertition™ with two robots: 2 per alliance
Loss: 0	
Tie: 1	Coopertition™ with three robots: 4 per alliance