

Ping Pong Puzzle

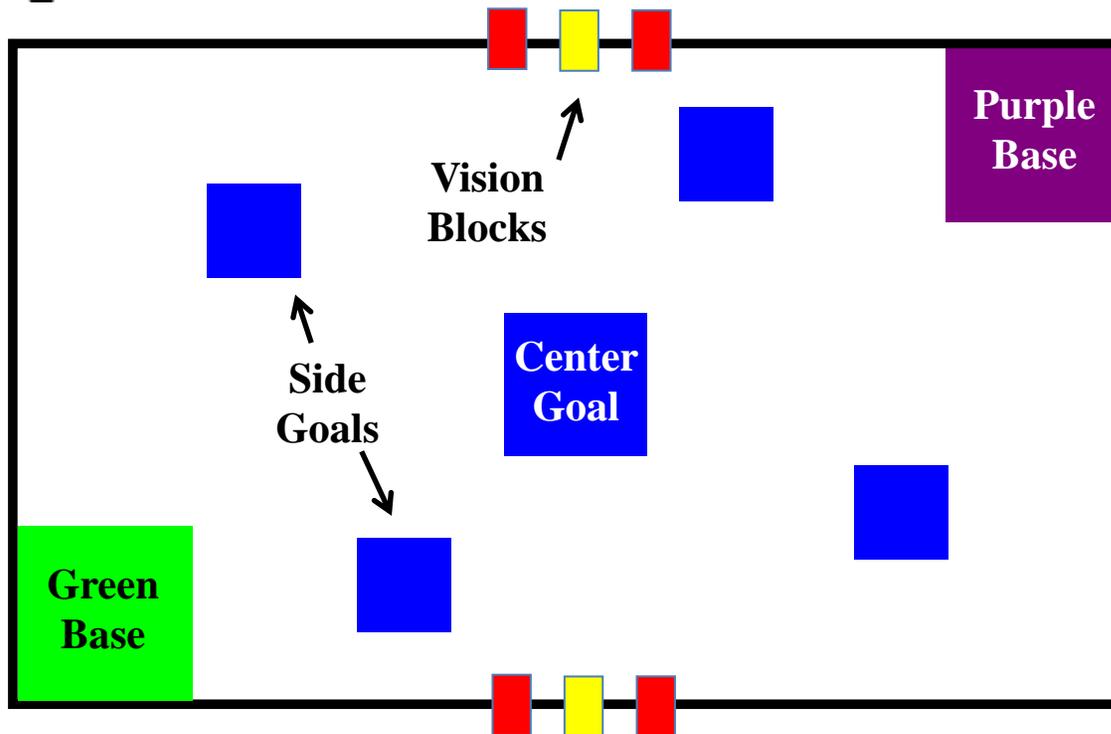
Presented by LiveWire Robotics

www.LiveWireRobotics.com



Overview:

Two teams compete against each other to win by the match by scoring as many points as possible. Points are awarded for each game piece in the scoring zones, with bonus points awarded for having the most game pieces in a scoring zone. Game pieces are ping pong balls. Each match is two and a half minutes long



Scoring:

At the end of the match:

- 2 points are awarded for each ball in a goal
- 25 points are awarded for the yellow vision block not on the wall
- 25 points are subtracted for one or both red vision blocks not on the wall
- 10 points are awarded if a sensor was used to score any number of points
- For each goal:
 - 10 points are awarded to the team with the most balls in the goal

General Rules:

- Only two team members may be at the game table each match
- Either of the two team members may touch their robot if any part of it is in Base
- Robots may only possess up to three 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 and one scored ball will be removed from the goal nearest the robot when it was touched if more than three balls are scored
- Balls will begin in Base. You may place balls only in or on the robot while it's completely in base
- You may not touch balls outside of Base
- The robot must be completely outside base to score
- Robot to robot interaction is expected, but malicious or intentional disruption of an opponent robot is grounds for penalty or disqualification, as determined by the referee

The Field:

- The center goal is in the middle of the field and is fixed to the table
- The side goals are placed around the field in a radially symmetrical pattern and are movable
- All goals are surrounded by walls
- Vision blocks are placed on the outside wall of the field

Vision Blocks:

- Three blocks will be placed on the outer wall of the field, two red and one yellow
- The position of the yellow block will be randomly determined before the start of the match

Tie-Breaking:

- Vision block score
- Center goal score