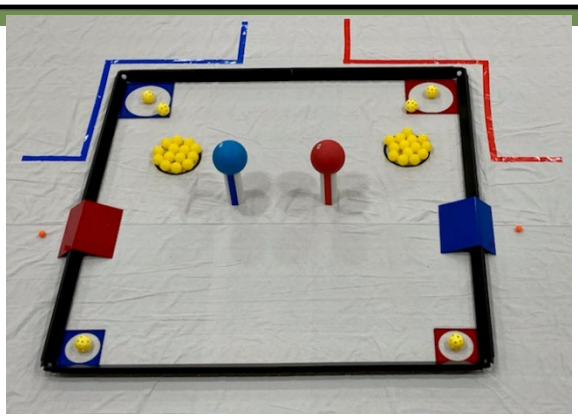
Diamond Dash – Versus
Game Description 2021-2022



The Game: **Diamond Dash - Versus**, a robotics competition for students in 7th through 12th grade is played on the field shown above which is approximately 8’ x 8’. Alliances, made up of two randomly paired teams, compete to score more points than their opponents. Matches are 90 seconds in length. The controller of the robot must be passed from one driver to the other between twenty-five and forty seconds from the start of the match.
The object of the competition is to attain a higher combined score than all the other teams. Points are scored by performing tasks with your robot, which can be no larger than 14” x 14” x 14” at the beginning of the match.
This includes the mandatory tasks of:

- No large balls in alliance goals
- Alliance tower touching an alliance goal
- Small ball in an alliance goal
  Both alliance robots exit the field via the alliance ramp

If all mandatory tasks are completed the teams can elect to set their remotes down and end the match. Any time remaining on the clock is then added to the bonus points earned up to that point.

Scoring:

Object	*Scoring Task*	*Points*
Alliance Tower	Alliance tower upright on an alliance goal	25 points
Very Large Ball	Very Large Ball atop an alliance tower which is on an alliance goal	25 points
Medium Balls	More Medium balls scored in your alliance small goal than your opponent has scored in their small goal	20 points
Medium Balls	More Medium balls scored in your alliance large goal than your opponent has scored in their large goal	15 points
Robots	All four robots exit the field via the ramps	25 points
Clock	Time remaining of the count down clock if all mandatory tasks are completed	1-35 points