



# Skills

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# Section 5 – Skills

## 5.1 – Overview

CREATE Junior Skills is the opportunity for a team to take the field alone and to score as many points as possible in 60 seconds. Skills test a team's robot and driving ability in a lone challenge.

## 5.2 – Rules

R1 – All skills matches will be 60 seconds in length.

R2 – Drivers must switch between 25-35 seconds into the match.

R3 – The field will be set up exactly like it would be for a regular match. All 12 space debris balls may be introduced by a single skills team.

R4 – Drivers start with their remotes on the ground and do not reach down to pick them up until the referee says GO!

R5 – Drivers stop as soon as the referee says stop.

R6 – Scoring is the same as a regular match, except for bonus scores involving more than one robot.

R7 – Skills rankings will be determined by the highest single score a team has achieved. If two or more teams have the same highest score, their next highest score will be used to break the tie, and so on. If teams are still tied after comparing all their scores it will be up to the event partner to either have the teams continue to do skills, alternating turns, until the tie is broken, or award multiple skills champions. NOTE: If team A has done skills twice and team B has done skills only once, and they have the same high score, team A will win the tie breaker as team B's second score will be zero.

## 5.3 – Event Rules

E1 – Skills are an optional portion of CREATE Jr. and may not be offered at all events.

E2 – If Skills are offered, the number of tries will be up to the Event Partner, but CREATE recommends no less than 2 tries per team.

E3 – Skills are optional. Teams are not required to participate, nor required to take all their allotted turns.

E4 – Scheduling of Skills will be up to the Event Partner. Some may offer fields set up specifically for Skills and might be scheduled while matches are going on. Some may do all Skills prior to matches starting. Be sure to review the schedule at the beginning of the day.

E5 – It is up to each team to ensure they get all their turns in. Don't wait until the last minute that Skills is scheduled. You may miss your chance.

E6 – Trophies are optional for this challenge. However, CREATE recommends that any tournament with more than 18 teams awards a Skills Champion Trophy.