

MATCH

TIME TASKS	points
At least 2 switches depressed Yellow (IQ) Ball in parking lot and all 4 robots in parking lot At least one ball in Each Goal (6 Goals)	Time is Points Max 45

BONUS TASKS	points
Ball in a GOAL (per)	5
One of each color in END GOAL L	25
One of each color in END GOAL R	25
Three of same color in WALL GOAL 1	20
Three of same color in WALL GOAL 2	20
Three of same color in WALL GOAL 3	20
Three of same color in WALL GOAL 4	20
Each Switch depressed	10
EXACTLY Two Switches depressed (Upper Horizontal)	40
EXACTLY Two Switches depressed (Lower Horizontal)	25
EXACTLY Two Switches depressed (Diagonal)	30

DOUBLE TASKS	points
All Four Robots exit to the Parking Lot	Double
All Four Robots exit to the Parking Lot AND 3 of the robots are touching the Yellow Ball	Double Double

PENALTIES	points
Any Robot that starts Early	Minus 10
Any Robot that Drives after the Match ends	Minus 20

SKILLS

TIME TASKS	points
At least 2 switches depressed Yellow (IQ) Ball in parking lot and robot in parking lot At least one ball in Each Goal (6 Goals)	Time is Points Max 20

BONUS TASKS	points
Ball in a GOAL (per)	5
One of each color in END GOAL L	25
One of each color in END GOAL R	25
Three of same color in WALL GOAL 1	20
Three of same color in WALL GOAL 2	20
Three of same color in WALL GOAL 3	20
Three of same color in WALL GOAL 4	20
Each Switch depressed	10
EXACTLY Two Switches depressed (Upper Horizontal)	40
EXACTLY Two Switches depressed (Lower Horizontal)	25
EXACTLY Two Switches depressed (Diagonal)	30

DOUBLE TASKS

points

Robot exits to the Parking Lot	Double
Robot exits to the Parking Lot AND is touching the Yellow Ball	Double Double

PENALTIES

points

Any Robot that starts Early	Minus 10
Any Robot that Drives after the Match ends	Minus 20

The Game is played with 25 Balls, all similar size to the VEX IQ Yellow ball (approximately 6 inches in diameter)
Field is set up as shown (for VEX IQ).. note the following exceptions:
The center 4 tiles are removed from the field, creating a Center Hole
The 4 tiles from the center are placed on the end of the field, two wall sections are removed next to the Loader and the square of tiles are attached to the field there.
Balls are set up as follows:
4 Green, 4 Red, 4 Orange and 4 Blue balls are placed in the Center Hole in 4 rows, as detailed in Manual. Green Row closest to Switches and then the other colors in order
1 Yellow Ball starts touching the front of the Switch mechanism, in the middle
1 Green, 1 Red, 1 Orange, 1 Blue and 4 Purple balls start off the field, next to the Loader
The Loader has a piece of railing that is meant to randomly send a ball to one side or another... This piece is removed.
Purple balls and one of each other color balls (eight balls in all) are introduced after the driver switch occurs for ALL teams. ONE of the 1st Drivers may place any or all of the eight balls in the Loader, one at a time.

Driver Switch between 65 and 50 seconds left on the clock

The END Goal (2) are on each side of the sorter bordered by the wall, the PVC and the Sorter
The Wall Goals (4), two on each side are bordered by the wall, the piece of VEX IQ part and the black line that parallels the wall (6 inches from the wall). As long as a part of the ball breaks the plane of the inner edge of the Goal definition, it is scored.

