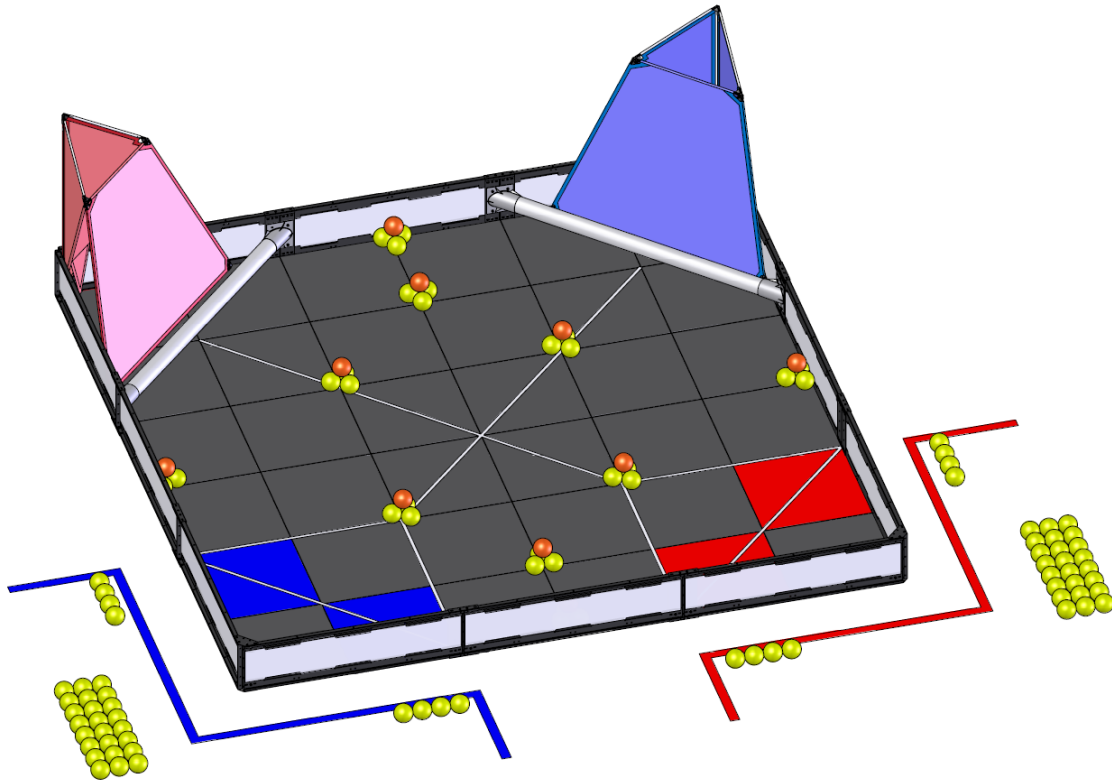


## Game Description & Scoring



### The Game:

*VEX Robotics Competition Nothing But Net* is played on a 12'x12' square field configured as seen above. Two alliances – one “red” and one “blue” – composed of two teams each, compete in matches consisting of a fifteen second autonomous period followed by one minute and forty-five seconds of driver-controlled play.

The object of the game is to attain a higher score than the opposing *Alliance* by *Scoring* your *Balls* and *Bonus Balls* in your *Low* and *High Goals*, and by *Elevating Robots* in your *Climbing Zone*.

### The Details:

There are ninety-four (94) *Balls* and ten (10) *Bonus Balls*, available as *Scoring Objects*. Some *Scoring Objects* begin in designated locations on the field, while others are available to be entered into the field during the *Match*.

Each *Robot* (smaller than 18”x18”x18”) begins a match on one of their *Alliance Starting Tiles*. Each *Alliance* has one *High Goal* and one *Low Goal* to *Score* into. *Alliances* also earn points for *Low* and *High Elevating* one of their *Robots* upon the other. A bonus is awarded to the *Alliance* that has the most total points at the end of the *Autonomous Period*.

### Scoring:

Each Ball Scored in a Low Goal	1 point
Each Bonus Ball Scored in a Low Goal	2 points
Each Ball Scored in a High Goal	5 point
Each Bonus Ball Scored in a High Goal	10 points
Each Robot that is Low Elevated	25 points
Each Robot that is High Elevated	50 points
Alliance with the most points at the end of autonomous	10 points