

# Hold-Out

## Challenge Description

VEX Hold-Out 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 twenty-second autonomous period followed by two minutes of driver-controlled play.

The object of the game is to attain a higher score than your opponent's alliance by keeping your Flag Markers on their side of the field, by holding them on ramps or platforms for extra points, or by "locking up" your Flag Markers inside the towers.

A bonus is awarded to the alliance that has the most total points at the end of the Autonomous Period.

## Game Details

There are a total of twenty-four (24) Alliance-Colored Flag Markers, two (2) Silver Flag Markers and two (2) Gold Flag Markers available as scoring objects in the game.

The field is divided down the center by a black line. This line separates the two sides of the field, and divides it into "friendly" and "enemy" territory. Each robot (no larger than 18"x18"x18" to start) begins a match on their side of the field touching the wall furthest from the center wall. There are eight ramps which enable robots to reach platforms and towers. There are six 10" high platforms which can be used to collect extra points, or to reach towers. There are two 14" high towers which robots can place Flag Markers into, thereby gaining bonus points. There is a center platform which serves as a bonus point zone.

At the start of the match, Alliance-Colored Flag Markers are around the field. Each alliance will have two (2) additional colored Flag Markers available for pre-loading at the start of the match. Each alliance will also have one silver Flag Marker which must be introduced in the last 60 seconds of play. Each Alliance will also have a gold Flag Marker which must be introduced in the last 30 seconds of play.

## Scoring

| <b>VEX Hold-Out Action</b>   | <b>Points</b> |
|--|---------------|
| Each Alliance-Colored Flag Marker on other side of field             | 1 point       |
| Each Alliance-Colored Flag Marker on ramp on other side of field     | 2 points      |
| Each Alliance-Colored Flag Marker on platform on other side of field | 3 points      |
| Each Alliance-Colored Flag Marker on center platform in score zone   | 5 points      |
| Each Alliance-Colored Flag Marker in tower on other side of field    | 7 points      |
| Each Silver Flag-Marker on other side of field (anywhere)            | 10 points     |
| Each Gold Flag-Marker on other side of field (anywhere)              | 15 points     |
| Autonomous Period Bonus  | 15 points     |