

Name of Challenge: "Hooked"

Rules:

Robot must fit within 18" by 18" by 18" measurements (inches).

No infiltration of another alliance's protected tiles. (penalty: disability <taken out of round>)

No destructive extensions on robot INTENDED for damaging other robots. (penalty: disability <taken out of round>)

All parts must be VEX-made.

There will be no intentional or vicious attacking of an opposing team's robot. (penalty: disability <taken out of round>)

A tetrahedron preload is not required, though you may have one.

The Field:

It is 12 ft by 12 ft.

There are four alliance tiles, one in each of the four corners of the field.

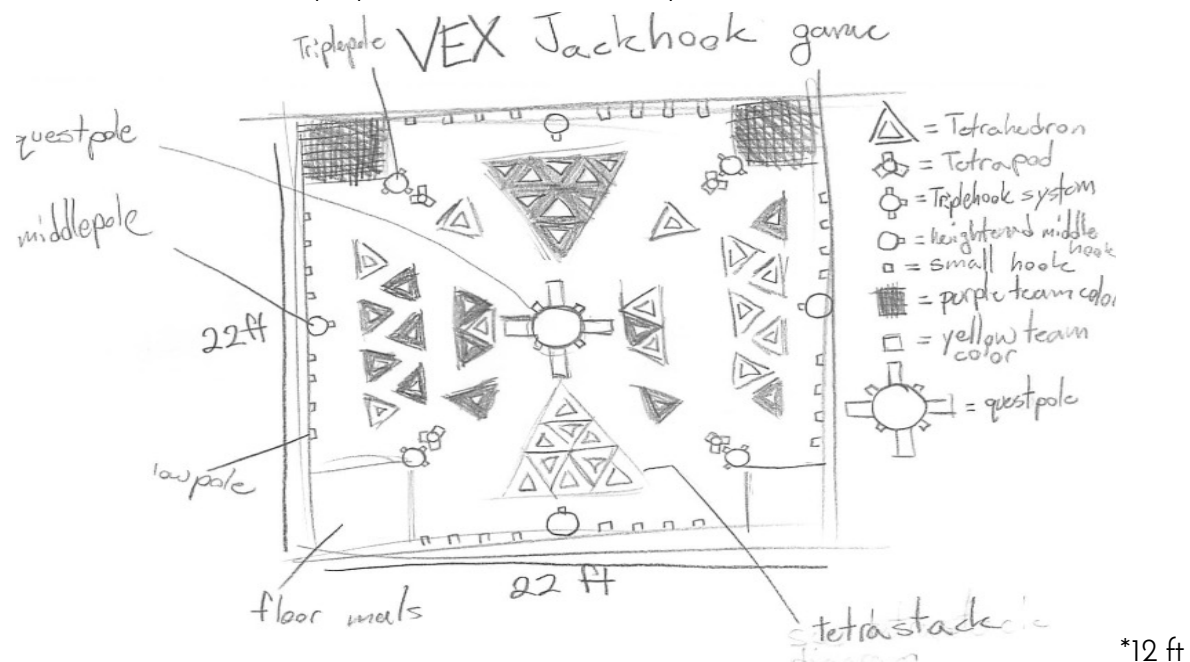
Two alliance tiles are purple alliance, and two alliance tiles are orange alliance.

There are eight low hooks on each side of the field border, separated by a large middle side border raised system.

There are four triple hook systems placed at the corner of each alliance tile that is facing towards the middle of the field.

There is one quadruple hook system placed in the absolute middle of the field/arena. There will be six incrementally raised poles jutting from the center pole. Two poles facing opposite directions from each-other for each increment of height.

There will be 24 purple tetrahedrons and 24 yellow tetrahedrons.



Scoring System:

Floor points are determined if the tetrahedron is touching a protected tile. The tetrahedron does not have to fully be on the mat, but you cannot stack them stop one another for more floor points.

The eight hooks on each side of the arena can be hooked for two points each. You may remove another alliance's tetrahedron from the hook with no penalty.

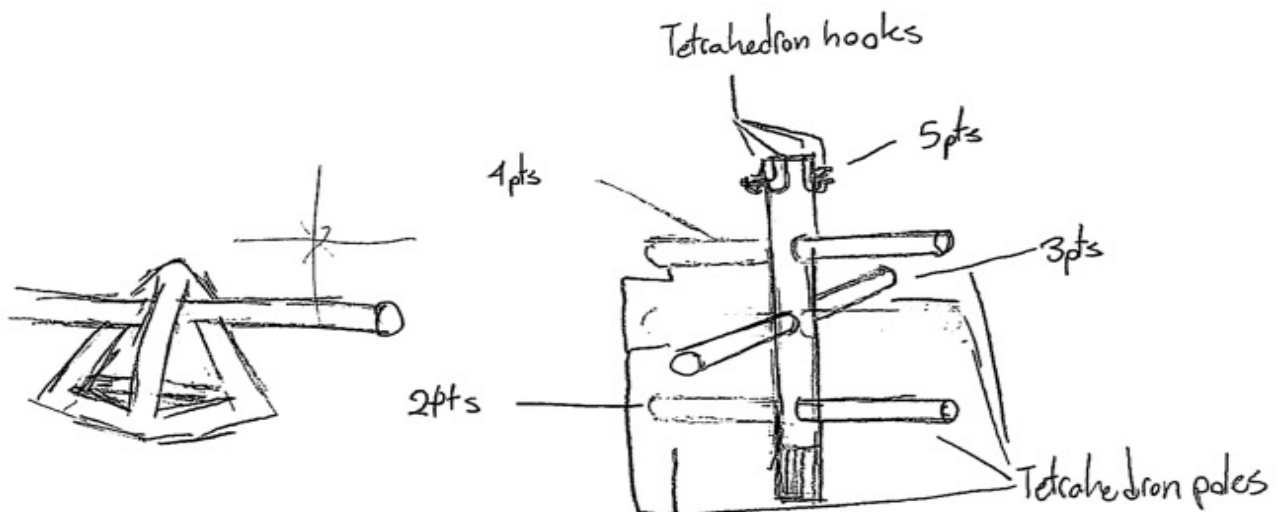
The raised middle side hooks (x4) are raised one foot above the walls of the borders and, when hooked, score three points each. You may remove another alliance's tetrahedron without penalty.

The raised triple hook in the corner of the protected tile facing the center is as high as a half-complete skyrise system. Each hooked hook accounts for four points. You may NOT remove these tetrahedrons from the hooks without penalty. If one alliance does, they are deducted two points from their total score.

The raised QUADruple hook in the middle of the arena is raised as high as a complete skyrise system. Each tetrahedron scored upon those hooks count as five points. They may be removed with no penalty.

The six poles jutting out from the main pole of the raised middle quadruple section are raised incrementally, each one higher than the last. There are two poles for incremental height, each facing opposite directions. Each tetrahedron scored on these depends on the height. The first level poles will score two points, the second level poles will score three points, and the third level poles will score four points. Each pole can hold two tetrahedrons, and the outermost tetrahedron will score one point for dominance.

Questpole diagram



Bonus Items:

The tetrapods will be used to block other robots. There are four of them, one for each team. They can be moved by anyone, and will be made of rubber for more traction and becoming a more effective barrier. They are located directly in front of each triple hanger. They can be placed on another alliance's floor mat to block their floor goals, but the robot must NOT touch the protected floor mat while placing the tetrapod.

