

# Welcome to the VEX competition: ocean rescue!

**NOTICE:** *General gaming rules from former VEX games also applies for this game!*

In this game, we will have three missions:

## **Mission one:**

To rescue urchins surrounded by wastes to our base.

## **Mission two:**

Take out the food wastes: “donuts” from the wastes bin of your color and put them onto the pillars of your color.

## **Mission three:**

There are four sets of wastes in the field, collect them and put them in the waste bin of your color.

During the game, each alliance has a special “hat” to cover either your pillars or your opponent’s pillars.

## **Scoring:**

<b>Item</b>	<b>Green urchin</b>	<b>Purple urchin</b>	<b>Donuts on low pillar</b>	<b>Donuts on high pillar</b>	<b>Waste</b>	<b>Hat covering pillar</b>	<b>Autonomous winner</b>
<b>Score</b>	1 Pt	5 Pt	3 Pt	5 Pt	2 Pt	10 Pt	5 Pt

Autonomous period: 15 seconds.

Driver control period: 105 seconds.

<G1>At the beginning of the match, robot size should be smaller than 18 by 18 by 18 inches.

<G2>During the game, urchin must be returned to the goal of the base to get scored, any part of urchin is inside the volume of the goal, or supported by other urchin which is already scoring, is considered to be in the goal.

<G3>The four foam tiles, including two color tiles at the corner of alliance station is considered to be secure area. You can not enter your opponent's secure area at any time.

<G4>You can not take any scoring objects out of your opponent's waste bin at any time. But you can put waste into your opponent's waste bin, that will be counted as scored on your opponent.

<G5>If you put donuts of your color onto your opponent's pillar, or put your opponent's donuts onto your pillar, that counts zero point.

<G6>You can take off opponent's donuts off from their pillar as long as there is not a "hat" covering that pillar. You can use your "hat" to protect your pillar.

<G7>Waste is considered to be scored if, some of the part is inside the volume of the waste bin, or supported by other scoring wastes. If waste is supported solely by the fence of the waste bin or by the field perimeter, it is not counted as a score. You do not need to take every donuts outside the bin.

<G8>The "hat" could be introduce at anytime of the game, no matter autonomous or driver control period, it could also be pre-loaded before the game start. A legal loading should be robot touching your color tile but not touching any gray foam tiles.

<G9>You can not take donuts or waste to the base goal. You also can not throw or push donuts or waste to your opponent's secure area.