"Ringing it" is played on a 12x12 square field. Two (2) Alliances - one (1) "red" and one (1) "blue" - composed of two (2) Teams each, compete in matches consisting of a fifteen (15) second Autonomous Period, followed by a one minute and forty-five second (1:45) Driver Controlled Period. The object of the game is to attain a higher score than the opposing Alliance by Scoring Rings on poles, moving rings on to your side, and parking in your zone at the end of the match. There are forty seven (47) rings and six (6) poles on a VRC Ringing It field. Each Alliance has three (3) Alliance Poles. Each Alliance also has two (2) parking spots located in their Home Zone. As the Match draws to a close, Robots will start heading back towards their Alliance Parking Spots. Alliances can earn additional points for each Robot and Ring that ends the Match on an Alliance Parking Spot. The Alliance that scores more points in the Autonomous period is awarded with six (6) bonus points, added to the final score at the end of the match. Each Alliance also has the opportunity to earn an additional Win Point by scoring at least one Ring on each of their Alliance's Poles, and "Clearing" their Autonomous Win Point Line. This Bonus can be earned by both Alliances, regardless of who wins the Autonomous Bonus.

Each Ring Scored on the high Alliance Pole	40 Points
Each Ring Scored on a short Alliance Pole	30 Points
Each Ringl Scored in an Alliance Side	5 Points
Each Robot that is Parked on the Alliance Zone	20 Points
Each Ring that is On an Alliance zone	10 Points
One Ring scored on / in each Alliance Pole and a Cleared AWP Line in Autonomous	1 Win Point

One Robot per Team. Only one (1) Robot will be allowed to compete per Team in the VEX Robotics Competition. Though it is expected that Teams will make changes to their Robot at the competition, a Team is limited to only one (1) Robot. As such, a VEX Robot, for the purposes of the VEX Robotics Competition, has the following subsystems: • Subsystem 1: Mobile robotic base including wheels, tracks, legs, or any other mechanism that allows the Robot to navigate the majority of the flat playing field surface. For a stationary Robot, the robotic base without wheels would be considered Subsystem 1. • Subsystem 2: Power and control system that includes a legal VEX battery, a legal VEX control system, and associated motors for the mobile robotic base. • Subsystem 3: Additional mechanisms (and associated motors) that allow manipulation of Scoring Objects or navigation of field obstacles. Given the above definitions, a minimum Robot for use in any VEX Robotics Competition event (including Skills Challenges) must consist of 1 and 2 above. Thus, if you are swapping out an entire subsystem of either item 1 or 2, you have now created a second Robot and are no longer legal. a. Teams may not compete with one Robot while a second is being modified or assembled. b. Teams may not have an assembled second Robot to be used to repair or swap parts to the first Robot. c. Teams may not switch back and forth between multiple Robots during a competition. This includes using different Robots for Skills Challenge, Qualification and / or Elimination Matches. d. Multiple Teams may not use the same Robot. Once a Robot has competed under a given Team number at an event, it is "their" Robot - no other Teams may compete with it for the duration of the competition season. The intent of / and are to ensure an unambiguous level playing field for all Teams. Teams are welcome (and encouraged) to improve or modify their Robots between events, or to collaborate with other Teams to develop the best possible game solution. However, a Team who brings and / or competes with two separate Robots at the same tournament has diminished the efforts of a Team who spent extra design time making sure that their one Robot can accomplish all of the game's tasks. A multi-Team organization that shares a single Robot has diminished the efforts of a multi-Team organization who puts in the time, effort, and resources to undergo separate individual design processes and develop their own Robots. To help determine if a Robot is a "separate Robot" or not, use the Subsystem definitions found in . Above that, use common sense as referenced in . If you can place two Robots on a table next to each other, and they look like two separate legal / complete Robots (i.e. each have the 3 Subsystems defined by), then they are two Robots. Trying to decide if changing a screw, a wheel, or a microcontroller constitutes a separate Robot is missing the intent and spirit of this rule. Robots must be a representation of the skill level of the team. The Robot must be designed, built and programmed by members of the Team.