



The game for the 2005 season will present teams with several new challenges:

- ▶ 3 vs. 3 competition
- ▶ New game objects and goals, a Tetrahedron (Tetra)
- ▶ Vision camera and associated electronics
Played on a 27' wide by 52' long playing field with the 9 goals configured in 3 x 3 matrix, similar to tic-tac-toe, the robots will attempt to place the red and blue game tetras in or on one or more of the nine goals to score points and "claim ownership" of the goals.

Each 2 minute and 15 second match will feature a three-team alliance at opposite ends of the playing field with their robots in designated starting posi-

tions in front of them. The first 15 seconds of each match will be autonomous (no driver control) where the robots can knock down hanging tetras, use their starting tetras or locate "vision" tetras (specially marked tetras that can be seen by the "vision" system) to score points and "claim" goals.

Once the 'autonomous period' is over the robots will be under driver control for the remaining 2 minutes of the match. Drivers from each alliance will be able to acquire additional game pieces from four locations, two will be attended and two that will be unattended, to continue to score points and 'claim' goals. Before the end of the match, all alliance

robots will speed back to their end zones to increase their final scores.

SCORING

GOALS— Goal ownership is declared by:

- ▶ the physically higher tetra color on top of a goal. If no tetras are on top, THEN
- ▶ the physically higher tetra color in the base stack. If there are no stacks, THEN
- ▶ the alliance with more tetras in base.

A diagonal OR row of 'claimed' goals = **10 points**.

TETRAS—In a goal = **1 point**

On a goal = **3 points**

ROBOTS— All alliance robots back in end zone at conclusion of match = **10 points**.