



“AIM HIGH” is played by two (2) three-team alliances on a 54' x 26' field with robots that cannot exceed 60H" x 60W" x 60L" or weigh more than 120 lbs (less battery and removable bumpers). Each match is 2 minutes and 10 seconds in duration consisting of 4 periods—the autonomous period is 10 seconds long, the remaining three are 40 seconds each.

Each alliance has three goals in which to score: two corner goals where both robots and human players may throw or push balls, each worth 1 point, and one center goal where only robots may throw balls, each worth 3 points.

In the autonomous period, robots acting in autonomous mode may score points. At the end of this 10-second

period, the alliance with the highest score receives 10 bonus points and goes on defense for the next period. When on defense, an alliance cannot score any points.

At the end of the second period, the alliances switch the offensive and defensive roles for the third period. During final period both alliances may score points. Before the final buzzer sounds, robots will rush to their end zone and climb the ramp to the platform under

the center goal. When the buzzer sounds, points will be given for each robot on the platform—five points for one robot, ten points for two or twenty-five points for three or more robots on the platform.

During the period an alliance is on defense, one robot (known as the “Back-Bot”) must remain on the opposite end of the field and not interfere with the alliance on offense. This robot may gather balls or set up for shots in the next period.

POINTS

| | Corner Goal | Center Goal | Platform |
|---------------------|------------------|-------------------|---|
| Human Player | 1 point per ball | Not allowed | Not applicable |
| Robots | 1 point per ball | 3 points per ball | 5 points 1 robot 10 points 2 robots 25 points 3+ robots |