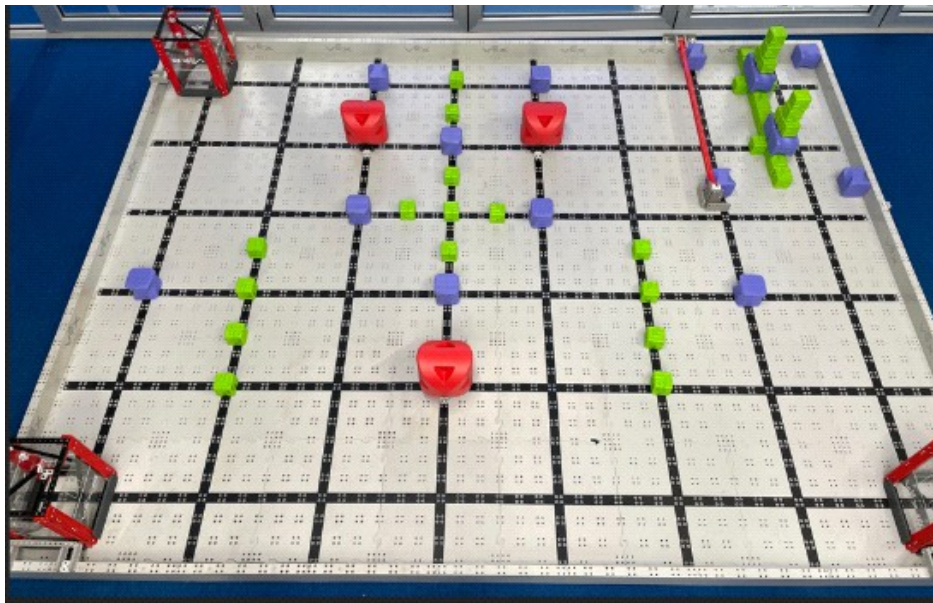


The Game: Block Buster.....

a robotics competition for students in 6th grade and younger is played on the field shown below which is approximately 6' x 8'. Alliances, made up of four randomly paired teams, collaborate to score as many points as possible. Matches are 90 seconds in length. The controller of the robot must be passed from one driver to the other during the match. The object of the competition is to attain a higher combined score than all the other teams. Points are scored by performing tasks with your robot, which can be no larger than 14" x 14" x 14" at the beginning of the match. Scoring is broken down by Mandatory tasks and BONUSD Tasks. If all mandatory tasks are completed the teams can elect to set their remotes down and end the match. Any time remaining on the clock is then added to the bonus points earned up to that point. See below for more detailed scoring



TIME BONUS

ALL Game Objects are in a Goal (the field is clear)
Goals are the 3 box goals, the Supply Zone and the two wall goals. Time remaining is points. 45 pts Max.

TASK POINTS

20 pts	Clear all GREEN Cubes from the Supply Zone
5 pts (per)	RED Object out of the Field
20 pts (per)	RED Object in a corner Goal
10 pts (per)	GREEN Object in a corner Goal
12 pts (per)	Purple Object in a corner Goal
40 pts	ALL Green (not in a corner Goal or Supply Zone) in ONE Wall Goal
30 pts	ALL Purple (not in a corner Goal or Supply Zone) in ONE Wall Goal

DOUBLER

Three robots touching any of the posts where the Red Objects start

DOUBLE-DOUBLER

One Robot is on top of another (completely supported by the other)

PENALTIES

Minus 5	Starting Early
Minus 5	Driving Late
