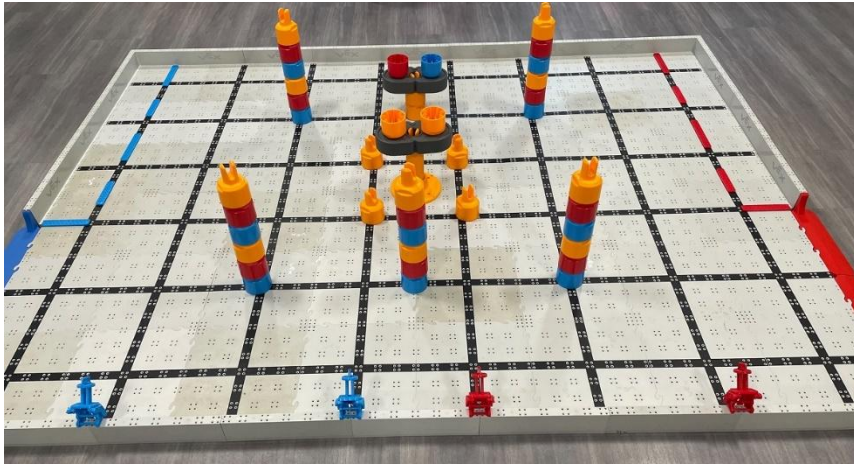


PEG PERFECT ONE-PAGER



Match Scoring

Time Bonus	Dis-assemble all towers	One point for every second remaining on the clock. MAX is 30 points
	All yellow pegs out of the field or scored	
	All robots Parked or out of the field.	
	All remotes on the ground.	
	At least one driver calls for time.	
Match	Task	Value
	Each Red Peg in a red Floor Goal	1 Point
	Each Blue Peg in a blue Floor Goal	1 Point
	Each Red Peg on a red Wall Goal	3 Points
	Each Blue Peg on a blue Wall Goal	3 Points
	Each Yellow Peg on the Center Goal	5 Points
	All Yellow Pegs removed from the field or scored.	25 Points
	All 4 Wall Goals have the proper color Peg scored on the goal.	DOUBLE ENTIRE SCORE
	Two robots out of the field. Two robots parked. Both Blocks out of the field.	DOUBLE ENTIRE SCORE

Your robot has been transported deep into a cavern used to store toxic waste. An earthquake has mixed up all the containers which need to be separated as the chemical reactions when mixed can be explosive and do permanent harm to the environment. They are stored in containers that resemble large pegs, designed to nest together for safe keeping. But now, they have been mixed together and need to be separated in case they get ruptured and the contents flow together creating an unspeakable disaster. The red and blue containers contain a mixture of alkali metals like potassium, rubidium and cesium. The yellow containers have been used to store water that has been removed from the air to keep the storage area dry. If the water should happen to mix with any of the metals in the red and blue containers, it would create poisonous gasses and tremendous heat which could cause an explosion.

Your mission and that of your alliance partners is to separate all the containers and put them safely back in their own space so they cannot mix together and create a toxic disaster. Place them perfectly back where they belong. Make them Peg Perfect