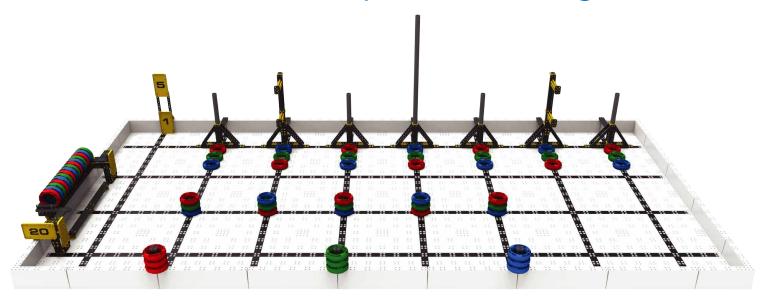




Game Description & Scoring



The Game:

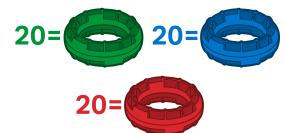
VEX IQ Challenge Ringmaster is played on a 4'x8' rectangular field. Two robots compete in the **Teamwork Challenge** as an alliance in 60-second long teamwork matches, working collaboratively to score points.

Teams also compete in two additional challenges; The *Robot Skills Challenge*, where one robot takes the field to score as many points as possible under driver control; and the *Programming Skills Challenge*, where one robot scores as many points as possible autonomously, without any driver inputs.

The object of the game is to attain the highest score by Scoring Colored Rings on the Floor Goal and on Posts, by having Uniform Posts, by Emptying Starting Pegs, and by Releasing the Bonus Tray.

The Details:

There are a total of sixty (60) *Rings* available as scoring objects in the game. There are seven (7) *Posts* to score on, one (1) *Floor Goal*, three (3) *Starting Pegs*, and one (1) *Bonus Tray* on the field.



Scoring:

Each Ring Scored in the Floor Goal	1 point
Each Ring Scored on a Post	5 points
Each Ring Scored on a Uniform Post	10 points
Each Emptied Starting Peg	5 points
Releasing the Bonus Tray	20 points

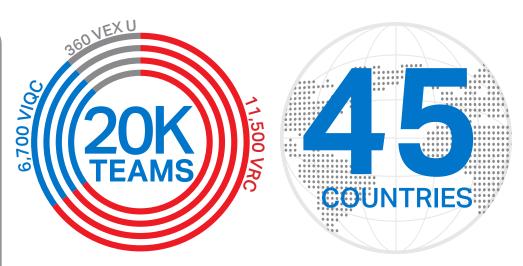




The VEX IQ Challenge, presented by the Robotics Education & Competition Foundation, provides students ages 8 through 14 with exciting, open-ended robotics challenges that enhance STEM CHALLENGE skills through teamwork, critical thinking and hands-on learning.

How to get involved

- 1. Register as a VEX IQ Challenge team at RobotEvents.com
- Registration includes a welcome kit that contains practice game elements and materials to help you get started.
- 2. Competition information about this year's challenge is available online at RoboticsEducation.org
- 3. Design & build your competition robot. Robot kits are available at **vexig.com**
- **4.** Register for an event and play the game! A full list of events and registration is located at RobotEvents.com



MILLION STUDENTS REACHED WORLDWIDE THROUGH ALL VEX ROBOTICS PROGRAMS, **CLASSROOMS, AND COMPETITIONS**

