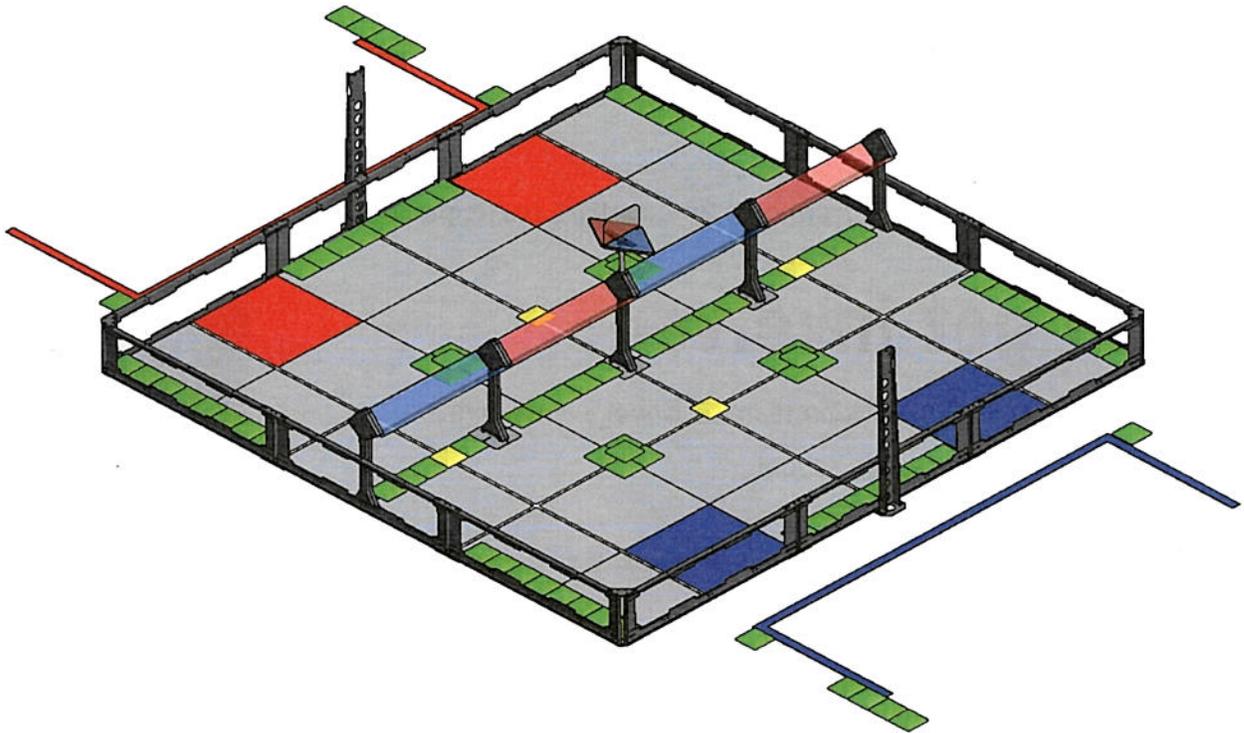


Game Description & Scoring



The Game:

VEX Sack Attack is played on a 12'x12' square field configured as seen above. Two alliances – one “red” and one “blue” – composed of two teams each, compete in matches consisting of a fifteen second autonomous period followed by one minute and forty-five seconds of driver-controlled play.

The object of the game is to attain a higher score than the opposing *Alliance* by *Scoring Sacks* and *Bonus Sacks* in your colored *Floor Goals*, *Troughs* and *High Goal*, and by having the most *Robots* of your color *Parked* at the end of the *Match*.

The Details:

There are a total of ninety-eight (98) *Sacks* and four (4) *Bonus Sacks* available as *Scoring Objects* in the game. Most *Scoring Objects* begin in designated locations on the field, while some are available to be loaded prior or during the *Match*.

Each *Robot* (smaller than 18" x 18" x 18" to start) begins a match on one of their *Alliance Starting Tiles*. There are ten (10) scoring areas, five (5) of each color, of varying heights which teams can *Score Sacks* or *Bonus Sacks* in. *Alliances* earn a bonus for having the most *Robots* of their own color touching their *Alliance Starting Tiles* at the end of the *Match*. A bonus is awarded to the *Alliance* that has the most total points at the end of the *Autonomous Period*.

Scoring:

Each Sack Scored in a Floor Goal	1 point
Each Sack Scored in a Trough	5 points
Each Sack Scored in a High Goal	10 point
Each Bonus Sack Scored in a Floor Goal	6 points
Each Bonus Sack Scored in a Trough	10 points
Each Bonus Sack Scored in a High Goal	15 points
Alliance with the most Robots Parked at the end of the match	10 points
Alliance with the most points at the end of autonomous	10 points

What is the VEX Robotics Competition?

The VEX Robotics Competition, managed by the Robotics Education & Competition Foundation is an international middle, high school and college robotics competition that pits students against their peers.

In addition to learning about science, technology, engineering and math (STEM), participants gain valuable teamwork and problem-solving experience. Teams compete year-round at local events with the season culminating in April at the VEX Robotics World Championship.

In 2011-2012, more than 4,800 teams from over 20 countries participated in 350 events worldwide.

How do I get involved?

1) Register as a VEX Robotics Competition team at RobotEvents.com:

- \$75 for the first team from a school
- \$25 for additional teams

Registration includes a welcome kit that contains practice game elements and materials to help you get started.

2) Learn the game. Complete information about this year's challenge is available online at RobotEvents.com

3) Design and build your robot. Various robot bundles are available at www.vexrobotics.com for as low as \$549.99.

4) Register for an event and play the game! A full list of events and registration is located at RobotEvents.com.

- Tournament winners and certain award recipients automatically qualify for the VEX Robotics World Championship!

Where can I get more information?

- Visit RobotEvents.com or e-mail info@RobotEvents.com for VEX Robotics Competition team registration and event questions
- Call VEX Robotics at 903-453-0802 or visit www.vexrobotics.com for questions about robot kits and the VEX Robotics Design System
- Check out the VEX Community Forums at www.vexforum.com for helpful information from other VEX users

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