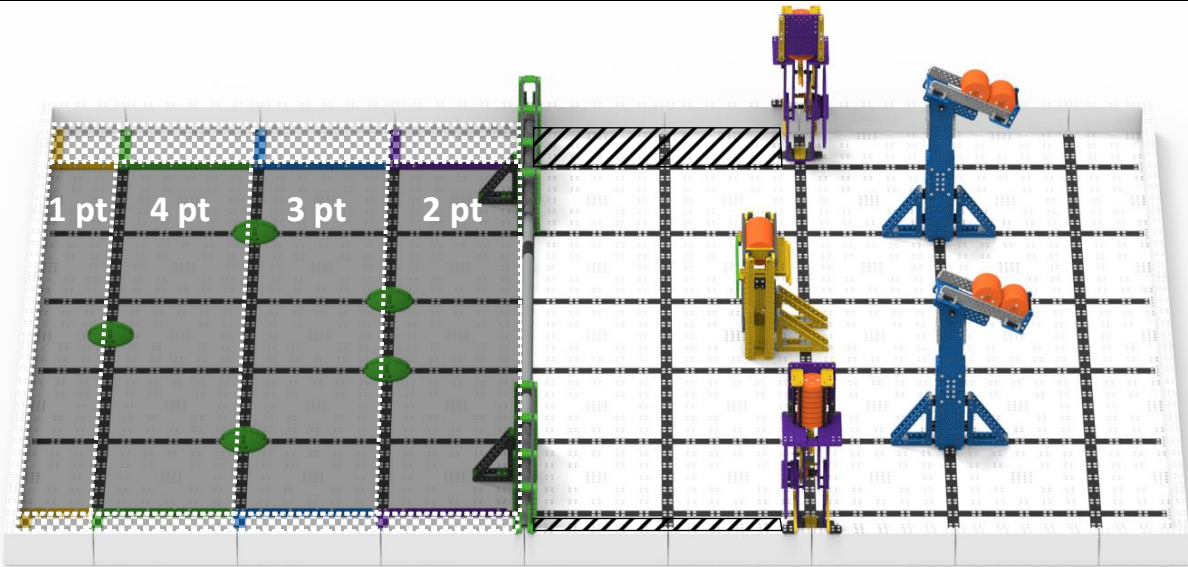


# VEX IQ Competition Slapshot



VEX IQ Challenge Slapshot is played on a 6' x 8' rectangular field, set up like the image above. Two robots join as an alliance in 60-second-long teamwork matches, working together to score points.

## Scoring

- Each disk removed from a dispenser is 1 point <SC5>
- Each disk in the scoring zone (shaded in image) score the number for that zone <SC2>
  - If a disk is in 2 zones, it scores for the farthest one
- If a robot is touching the contact area (checkered in image), all disks in the zone next-door are worth one additional point. If a single robot touches 2 or more zones, it scores no points. <SC4>

## Game

- **Robots work on alliances of two robots to score points.** Both robots are on the same team and get the same score at the end of the match <T4>
- **Matches are 60 seconds long,** and there must be two drivers. The 1<sup>st</sup> driver must drive for 25-35 seconds, and then hand the controller to the 2<sup>nd</sup> driver. After 60 seconds, stop driving. <G6>
- Disks *must* be scored by putting them under the bar in the middle (1.1 in. off the ground) <G16>
- If your robot is “in trouble,” you can set down your controller, take the disks out of the robot, but it back at the start, and begin driving again. The disks are not put back into the game. <G12>
- Robots are never allowed to touch disks in the scored zones <G15>
- Robots can’t reach over the middle fence/bar unless they’re touching the “slashed” zone <G14>
- Disks are hard orange plastic, and are 2.5 in. in diameter by 0.5 in. thick

## Robot

- **Robots must start the match smaller than 11" x 19" x 15" tall**
  - After the match starts, must stay in the 11" x 19", but can be as tall as they want <G13>
  - If you’re touching the “slashed” zone, you can expand as much as you want <G14>
- The robot must be made only out of VEX IQ pieces <R7> <R13>
  - If you want to add non-VEX IQ decorations, that is okay <R8>
- **Robots must have 1 brain, 1 battery, and up to 6 motors** (include ones not hooked up) <R9-11>

## Tournament

### Matches

- **At a tournament, there will be a lot of teams** (20-40 usually, up to 60 at a big one)
- **You will be randomly selected to play matches on alliances with other teams** <T8-9>
  - You will get a match schedule on the day of the tournament
  - expect about 6-8 matches per tournament
- The scores from all of *your* matches will be added together to find your “ranking” <T10>
- **The teams with the highest “ranking” will move onto the finals** <T14>
- **The teams that score the most points in finals will win the tournament!** <T14>

### No-show and DQ (Disqualification)

- If you don't show up for one of your matches, or if you break one of the rules in a way that affects the outcome of the match, you will get a DQ and a score of zero for that match <T11, 12>
  - You get zero, even if points are scored. The other robot still gets points for the match.
  - However, if you come to the match without robot and don't play, you still get points

### Other options

**There are three kinds of matches available at most tournaments.** All matches are 60 seconds.

- **Teamwork/regular** (required) – Teams work in alliances of two to score points <T4>
- **Robot Skills** (optional) – Teams score as many points as they can on their own <RSC1>
  - The rules are the same as teamwork matches, but there is only one robot on the field
- **Programming skills** (optional) – Teams score points without drivers, only code <RSC5, 6>
  - Robots must be controlled only by code
  - Sensors can be used to start the code (as buttons) or to sense things (like discs)
  - Teams can “restart” their robots as often as they want in programming matches by picking it up, removing its discs, and placing it back in a starting position.

### Starting Positions

**For all matches, you must start your robot touching the back wall, and not touching a dispenser <G5>**

