

Driving Arena (*Hungry, Hungry CEENBoTs*)

DESCRIPTION: Using 3 robots per team, participants will work to capture random moving hippo food (wiffle golf balls) released inside a circular arena, then move each captured hippo food to one of 3 holding areas specified for their team. There will be 55 wiffle golf balls (45 white, 10 yellow) released at the start of play. Each hippo food captured and moved to the holding area will be awarded a specified number of points (below).

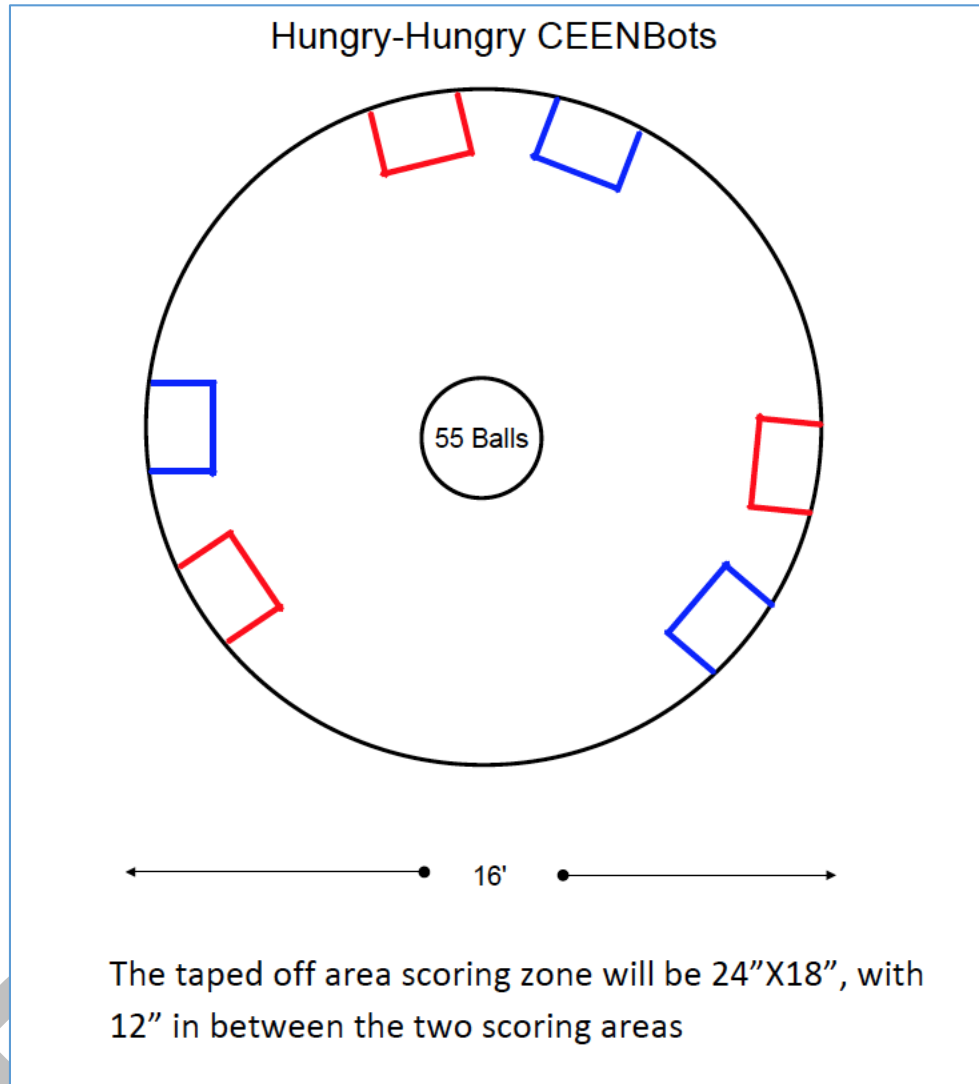
Teams can modify the CEENBoTs to be able to capture the hippo food individually or work together to capture and then transport the hippo food to the team's scoring zone. The modified CEENBoT must fit within a specified footprint of 18'x18'x18' at the beginning of the game.

Rules

1. Participants will have 4 minutes to capture as much hippo food as possible.
2. Each team will start in their specified starting zone.
3. A team will receive 1 point for each white hippo food and 2 points for each yellow hippo food that is brought back to the Team scoring zone and retrieved into the scoring bucket.
4. Only current hippo drivers will be allowed to move food from their scoring zone to the scoring bucket.
5. Aggressive defensive play is not allowed and can result in immediate disqualification at the discretion of the judges. Intentional ramming into another bot is considered aggressive defensive play.
6. In case of a tie - a 30 extra time period will be played to determine the winner.

Field Conditions (see next page):

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Please note: Robots cannot have in use any modification that can damage equipment, other robots, and/or the playing field.

Judges rules are final and not subject to review.