## Midway Maze

DESCRIPTION: This game uses the PacBot course from 2016 which has been modified to reflect a Carnival Midway theme. The object of the game is to drive CEENBoT around the course and collect points by driving over pictures representing different elements of a carnival midway. The game will consist of two 90 second rounds, where the field resets each round. There may be up to 2 drivers per team, but only 1 person drives at a time in each 90 second round. Drivers may switch at the end of the 90 second round. To start the game, the CEENBoT will be placed in the "lower right" corner of the course facing "north".

The course will be 12 feet by 16 feet. Painted plywood sheets will make up the flooring with 1 "x4" boards making up the walls. Lanes (spaces between boards) will be approximately $171 / 4$ " wide.
Standard CEENBoTs will be provided for use, or participants may provide their own if desired.

## Scoring:

Points are awarded for driving over midway elements. Each element has its own specified point value and can only be scored once per session. Bonus points are awarded for getting two or three items within a set. The Pig can only be scored by having your CEENBoT on it at the end of the session.

| Element | Value | Bonus for having set |
| :---: | :---: | :---: |
| Corn Cob (south) | 5 | 5 |
| Corn Cob (north) | 5 |  |
| Turkey Leg (south) | 7 | 5 |
| Turkey Leg (north) | 7 |  |
| Pizza (south) | 8 | 5 |
| Pizza (north) | 8 |  |
| Funnel Cake (south) | 10 | 5 |
| Funnel Cake (north) | 10 |  |
| Snow Cone (south) | 11 | 5 |
| Snow Cone (north) | 11 |  |
| Dipping Dots (south) | 12 | 5 |
| Dipping Dots (north) | 12 |  |
| Corn Dog (west) | 8 | 5 |
| Corn Dog (east) | 8 |  |
| Panda Bear | 10 | 10 |
| Teddy Bear | 10 |  |
| Polar Bear | 10 |  |
| Pig (Only scored if CEENBot on Pig when session ends) | 20 | ----------- |

- Total score will be the sum of the two rounds.


## Notes

- Only judges are allowed to walk within the CEENBoT course.
- If your CeenBoT gets hung up in the course the driver may request to have a judge bring it back to the start position. A 10-point penalty will be assessed each time this is done.

12 Feet


## Specs

-Full field size $=12^{\prime} \times 16^{\prime} \bullet$ Lanes need to be at least $16^{\prime \prime}$ wide $\bullet 8$ lanes up/down. $144^{\prime \prime} \div 8^{\prime \prime}=18^{\prime \prime}$ wide per lane using 1 x 4 ( $3 / 4$ " wide) dividers lanes will still be over 16 " wide $\bullet 11$ lanes side to side. $192^{\prime \prime} \div 11^{\prime \prime}=17.45^{\prime \prime}$ using $1 \times 4$ ( $3 / 4^{\prime \prime}$ wide) dividers lanes will still be over $16^{\prime \prime}$ wide -All boards used will be 1 "x4". Outside border will be attached to OUTSIDE of plywood. Chalk lines drawn every 18 " up/down. Side to side chalk every 18 " starting from top and bottom. The center lane (home location in middle) will only be $12^{\prime \prime}$ instead of 18 ".
$\bullet$ Parts list •Six 4 'x8' $3 / 4^{\prime \prime}$ plywood•20 eight foot $1^{\prime \prime} \times 4$ "s needed, should purchase 22 for buffer.

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.

