Driving – Winter Games Torch Relay

This is a timed relay event that involves three CEENBoTs and drivers. Eleven past Winter Games host cities will be located in the maze. CEENBoTs must drive over each of the host cities in the order they hosted the Olympics from 1980 to 2018. Each CEENBoT will have designated cities to get before "tagging" the next bot. Tagging is done by driving against a wall that is on a hinge. This will turn the wall and let the next bot out of its holding area. CEENBoTs 1 and 2 will each have 4 cites and CEENBoT 3 will have 3 cities and then light the torch at the end. The total time required to complete the course will be the team's score.

CEENBoT 1

- Lake Placid 1980
- Sarajevo 1984
- Calgary 1988
- Albertville 1992

CEENBoT 2

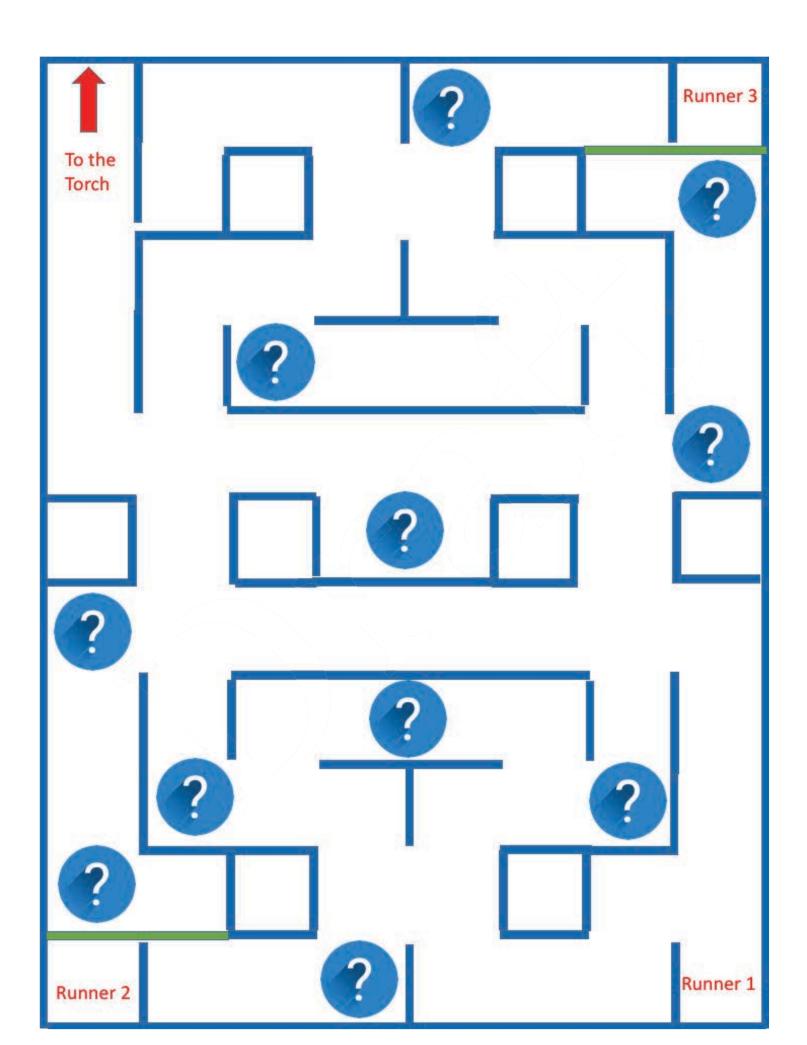
- Lillehammer 1994
- Nagano 1998
- Salt Lake City 2002
- Turin 2006

CEENBoT 3

- Vancouver 2010
- Sochi 2014
- Pyeongchang 2018
- Light the torch

Rules:

- CEENBoTs must pass over each city in order. They can pass over any other city on the way, but the only one that counts is the next one on their list. ie, if the next city on their list is Calgary and they drive over Albertville, Albertville does not count but there is nothing wrong with driving over it
- There is no penalty for driving over cities in the incorrect order; they just do not count.
- If a CEENBoT touches the gate to release the next CEENBoT BEFORE they have passed over all of their cities, they will be assessed a 10 second penalty and still have to go back and complete their cities
- If a CEENBoT becomes incapacitated during a match, a judge will remove it from the playing field and the next bot will be allowed to continue the match. For each city missed as a result of the damage bot a 20 second penalty will be assessed.
- The image below shows the locations where cities will be placed, but not specifically which city will be where. **Specific locations will not be revealed until the day of the event.**



Host city images to be used on the field of play.

