

## **Driving Arena (*Meteor Madness*)**

DESCRIPTION: Using 3 robots per team, participants will work together or individually to catch and control Meteors and Comets. Participants will also try to capture and transport a very rare and valuable element Called “Ceentonium”.

Random Meteors and Comets (White and Orange whiffle golf balls) and (Yellow) Ceentonium rubber golf balls, are released in the center of a circular arena. There will be 50 whiffle golf balls (40 white, 10 orange and 3 yellow foam golf balls).

Robots will capture as many meteors and comets as they can by taking them into one of three designated scoring areas. Ceentonium balls can also be captured and transported to the designated scoring areas.

Teams can modify the CEENBoTs to be able to capture Meteors, Comets, and Ceentonium balls. All targets must be inside the scoring zone in order to be counted.

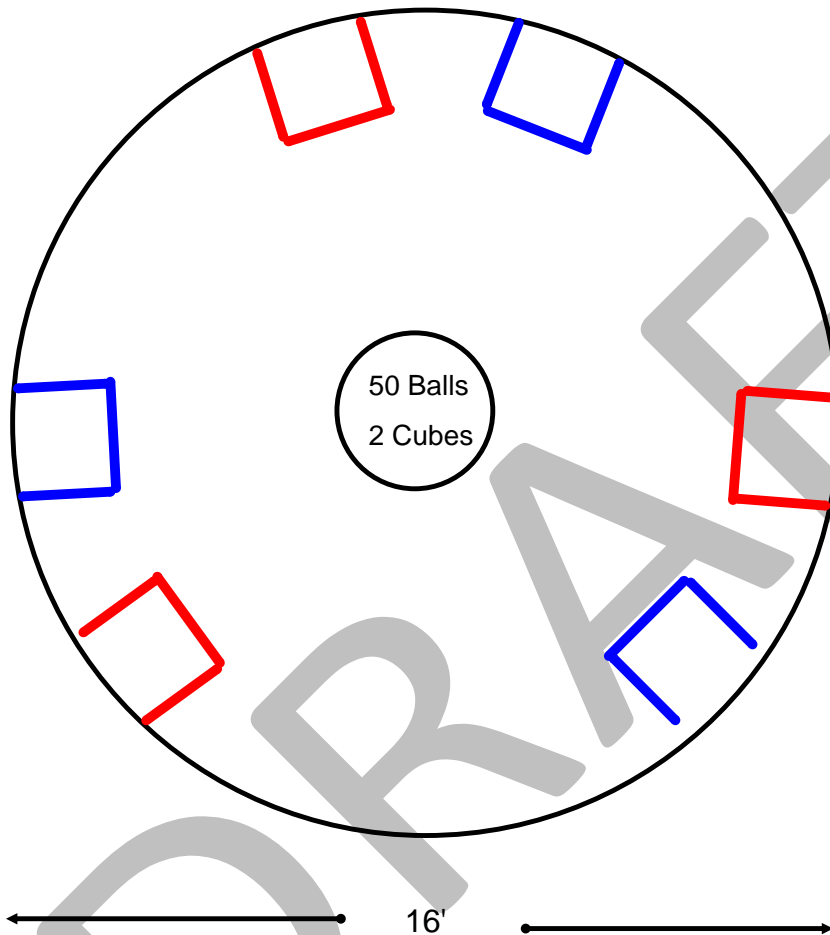
The modified CEENBoT must fit within a specified footprint of 18’x18’x18’ at the beginning of the game. CEENBots can “expand” once the targets have been released.

### **Rules**

1. Participants will capture as many Meteors, Comets, and Ceentonium Cubes as possible, until there are no more in the arena.
2. Each team will start in their specified starting zone. Scoring zones will be 24” X 18” with 24” between individual zones.
3. A team will receive 1 point for each white Meteor and 2 points for each orange Comet. Once in the scoring zone Meteors and Comets are immediately moved into the scoring bucket.
4. Additional points will be awarded for capturing and transporting the 3 Ceentonium Balls (Yellow) inside the scoring zone. The value for the Ceentonium balls is based on the number of balls captured multiplied by the value facing up on that teams die. The dice will be Red and Blue, indicating the team designation. At the start of the game each die will have the number 1 facing up. If teams change their die number to a higher value that number will be multiplied by the number of Yellow Ceentonium balls captured.
5. Teams cannot change the value of the opposing teams die.
6. Only current CEENBot drivers will be allowed to move targets from their scoring zone into the scoring bucket.
7. 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.
8. In case of a tie - a 30 second extra time period will be played to determine the winner.

**Field Conditions:**

## Meteor Madness



The taped off area scoring zones will be 24"X18", with 12" between the two scoring areas

***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.*