

The Game

VEX Robotics Competition Over Under is played on a 12' x 12' square field configured as seen above. Two (2) Alliances – one (1) "red" and one (1) "blue" – composed of two (2) Teams each, compete in matches consisting of a fifteen (15) second Autonomous Period, followed by a one minute and forty-five second (1:45) Driver Controlled Period.

The object of the game is to attain a higher score than the opposing Alliance by Scoring **Triballs** in **Goals**, and by **Elevating** at the end of the Match.

The Details

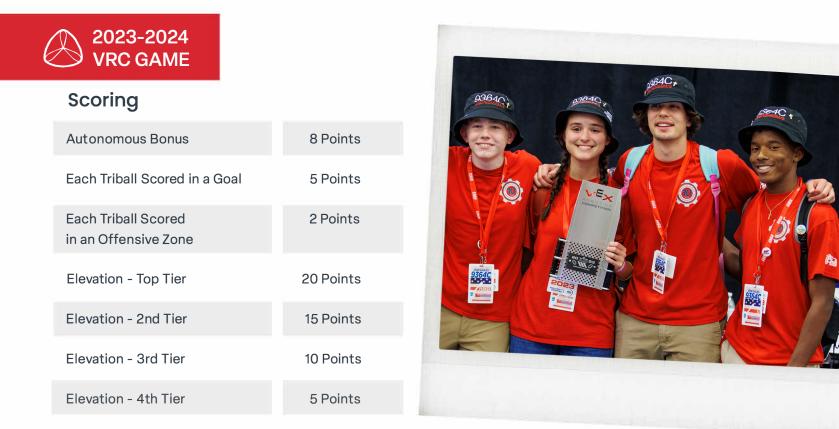
There are sixty (60) **Triballs** on a VRC Over Under Field.

There are two netted **Goals** on opposite sides of the field. A 2" PVC **Barrier** divides the field into a Red **Offensive Zone** and a Blue Offensive Zone.

Each Triball scored in a Goal is worth five (5) points, and each Triball which makes it into an Offensive Zone is worth two (2) points. The VRC Over Under field also includes two sets of Alliance-specific pipes on either side of the Barrier. These are called **Elevation Bars**, and are used at the end of the Match for **Elevating** Robots.

At the end of the Match, each Robot's height off the ground will be measured to determine their **Elevation Tier**. Elevation Points will then be awarded based on each Robot's Tier relative to all other Robots. For example, getting to Tier E could be worth as many as twenty (20) points OR as few as five (5). Elevation Tiers begin at the floor, and they end above the Elevation Bar!

The Alliance that scores more points in the Autonomous period is awarded with eight (8) bonus points, added to the final score at the end of the match. Each Alliance also has the opportunity to earn an **Autonomous Win Point** by completing three assigned tasks. This **Win Point** can be earned by both Alliances, regardless of who wins the Autonomous Bonus.



The Robotics Education & Competition Foundation sparks interest in science, technology, engineering and math (STEM) by engaging students in hands-on, sustainable, and affordable curriculum-based robotics programs.

Online Game Resources

REC Library Learn more about being a mentor advocate for VRC teams (coaches.vex.com) VEX PD+ PD+ is an online, streaming learning platform designed to enable every educator to be successful teaching and integrating STEM with VEX (pd.vex.com)
PD+ is an online, streaming learning platform designed to enable every educator to be successful teaching and integrating STEM
VEX Educators Conference Learn from the VEX Experts and connect with other educators as you explore best practices in STEM education (conference.vex.com)

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