

## **2012 TRR Skills Challenge:**

The goal of the 2012 TRR Skills Challenge is to make 4 baskets in the bottom hoop from a distance, then balance your robot on your bridge. Each basket made will be worth 1 point. Balancing your bridge per the FRC competition manual will be worth 4 points. The challenge lasts 90 seconds. Two robots simultaneously play the skills challenge, one as the blue robot and one as the red robot, as though they were members of the respective alliances.

At the beginning of the challenge, the robot must be placed on the court touching the appropriate key. Each team will be given 4 balls. When the match starts, all four balls must be touching the team's robot or the bumpers of the team's robot. Two of the four balls must also be touching the surface of the court and/or the key.

The entirety of the challenge is teleoperated. Teams score baskets only in their bottom hoop. The other three hoops on each side of the court will be covered with a sturdy material. A basket counts when the ball is shot into the bottom hoop by the robot, when the robot is not within the vertical projection of the rectangle formed by the fender, key, and the two strips of tape on the court immediately in front of the team's hoop. (See the figure in Section 2.1 of the 2012 FRC Competition Manual for an illustration of this rectangle.) If any part of the robot is within the vertical projection of that rectangle, the basket does not count.

Balls will not be returned to the court under any circumstances during a team's attempt at the challenge.

A bridge is balanced when it is balanced per the FRC game manual definition. Once the bridge stops moving in the balanced state, the team has completed the skills challenge.

Robots are only permitted to operate within their end of the court, on their bridge, and in their alley. A robot may only operate in their alley if they are attempting to balance their bridge. Robots operating in their alley must not interfere with the operation of the other robot attempting the skills challenge. Robots are not allowed to touch a bridge other than the one they are supposed to balance on.

The challenge ends when both teams have balanced their bridge or 90 seconds has elapsed, whichever comes first.

Teams will be ranked by points scored. Teams with equal numbers of points scored are then ranked by time of completion, with shorter times meaning higher rankings.

Teams who violate any of the above rules will be disqualified. If a team experience interference, they will have the opportunity to re-do their Skills Challenge.