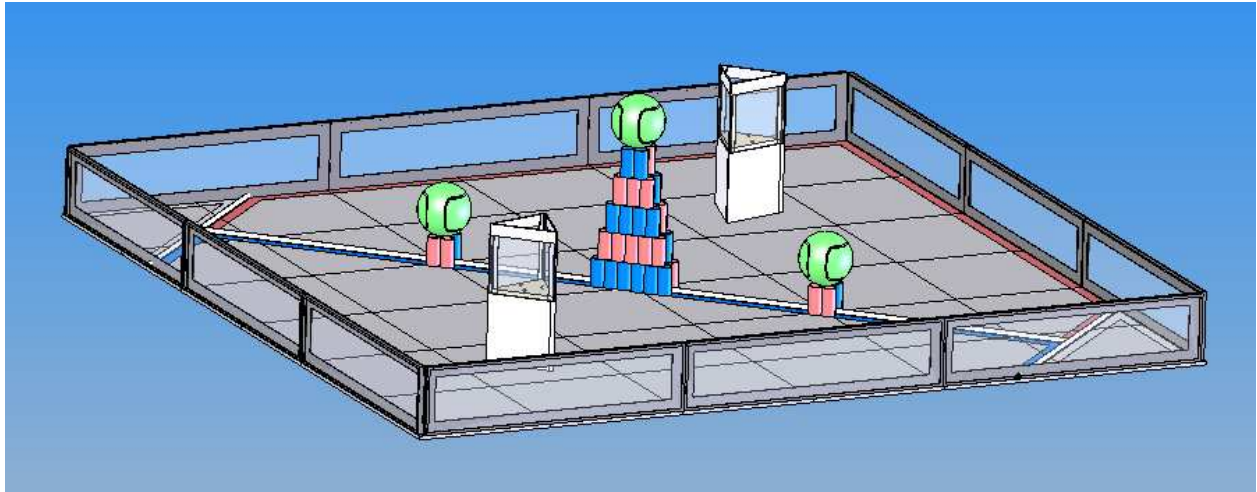


# Game Description & Scoring



## The Game:

*Can Chaos* is played on a 12'x12' square field configured as seen above. Two alliances – one “red” and one “blue” – composed of two teams each, compete in a match. Matches consist of a twenty-second autonomous period followed by two minutes of driver-controlled play.

The object of the game is to attain a higher score than your opponent alliance by placing PVC cans into goals. In addition, an alliance can earn additional points by the placement of the bonus balls.

A bonus is awarded to the alliance that has the most total points at the end of the Autonomous Period.

## The Details:

There are a total of fifty-six (54 PVC cans (27 red and 27 blue) available as scoring objects in *Can Chaos*. Fifty (48) of these PVC can will be found on the field, while three (3) will be available to each alliance prior to the match. Three bonus balls (9" diameter giant tennis balls) start in the middle of the field.

Each robot (no larger than 18"x18"x18" to start) begins a match touching a wall within their zone with alliance robots starting on different walls. The field is divided into two by a 1/2" PVC pipe lying diagonally across the field. Two triangular low goals, also defined by 1/2" PVC, occupy opposite corners in between the two zones. Two equilateral (12") triangular high goals (24" tall) occupy the center of each zone.

Alliances can earn additional points at the conclusion of autonomous and driver-controlled periods by having the bonus balls within their zone. Bonus balls located within a goal score no points.

## Scoring:

Autonomous Period Bonus	10 points
Can in Low Goal	1 point
Can in High Goal	3 points
Bonus Ball within Zone	7 points