



Rules of Engagement

BattleCry@WPI 7 will generally be played according to the rules for the 2006 FIRST Robotics Competition game, "Aim High". In each of the matches on Friday evening and Saturday morning (the Initial Skirmishes), teams will be randomly grouped into red and blue alliances. The alliances will each try to score as many qualifying points as possible during each 130-second, 3-on-3 match.

During the match, robots will alternate between playing defense and attempting to score balls into one of three goals that match their alliance's color. Balls scored into the high Center Goal are worth three points each, while balls scored into one of the two low Corner Goals are worth one point each. There is a bonus Toggle Goal suspended over the middle of the field, which an alliance can toggle to their side by hitting it with a ball. Ten points are awarded at the end of the match to the team who has the goal toggled to their side.

During the first 10-second period of each match, robots on both alliances must operate autonomously (without human interaction) to score as many points as possible. The alliance that wins autonomous mode gets a 10 point bonus and plays on defense during the Second Period.

During the second 40-second period, the human drivers take control of the robots. The alliance playing offense (which is indicated by a lit Vision Target above their colored Center Goal) tries to score in their three colored goals, while the alliance playing defense uses two of their robots to try and prevent the other alliance from scoring (the third robot is designated the Backbot, and must remain behind the Mid-Field Line).

During the third 40-second period, play continues as during the second period, except the alliances switch offensive and defensive roles.

During the final 40-second period, both Vision Targets are lit, and both alliances can play either offense or defense (there is no Backbot). At the end of this period, alliances can attempt to get one, two, or three robots onto their alliance's Home Platform for 5, 10, and 25 points respectively.

At the end of the Initial Skirmishes, the top 16 seeded teams (based upon their ranking scores) each choose one alliance partner from the remaining 32 teams to play in the Final Battles. After the 16 teams have chosen a partner, a third alliance partner is assigned randomly from the 16 remaining teams.

The Final Battles will begin with eighth-finals rounds, in which pairs of alliances play two-match rounds, and the alliance with the highest total score after the two matches continues on to the quarter finals. The quarterfinals, semifinals, and finals rounds will be played best two-out-of-three to determine the BattleCry@WPI 7 Victor.

Awards and Decorations

Campaign Medals

To each team that participates (special recognition to our multi-year Veterans)

Noncombatant Service

Judges' award for outstanding team spirit displayed during the final battles by a team not making it to the quarterfinals

Engineering Excellence

Judges' award for the best overall robot design in terms of quality, creativity, and control

Purple Heart

Judges' award to the team that is most grievously injured yet remains engaged through valiant campaign effort

Medal of Honor

Judges' award to the team that does "the most with the least"

General Staff (3)

Judges' special recognition awards, criteria to be announced

Awesome Offense

People's choice award to the team with the most scoring potential/performance. (Please turn in enclosed ballot to the Information/Registration table prior to the beginning of the Final Battles)

Dominating Defense

People's choice award to the team with the best score-neutralizing or score-denial potential/performance. (Please turn in enclosed ballot to the Information/Registration table prior to the beginning of the Final Battles)

Best BattleCry

Emcee's award for the best spirit shown by a team during battle

Top Gun

Award to the number one seed during the Initial Skirmishes

Special Operations

Award to the team that wins the mini-robot contest on Friday

Air Superiority

Award to the team that wins the human player contest on Saturday

Runners-up

Award to each team on the alliance defeated in the final round

Victors

Award to each team on the alliance that wins the tournament

The BattleCry STAR

Special Team Appreciation and Recognition award given to an adult team mentor as nominated by her/his student teammates and selected by previous BattleCry STAR recipients