

# **Asian Robotics League VEX Championship 2008**

## **Details of Awarding**

Date: 21<sup>st</sup>-23<sup>rd</sup> November 2008

Venue: Rulang Primary School

6, Jurong West St 52 SINGAPORE (649295)

Contact no.: 6565 7771

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Coach: Poon Koon Kau

Students: 2A Lin Hang Yu, 2A Siu King Fung, 2A Lam Ka Lok

Participants: 4 countries/city ( China, Singapore, Korea and Hong Kong )with 84 schools in total

## **Awards Achieved:**

### **A. Think Award (1 winner out of 84 schools )**

Requirement: The “Think” award will be presented to a team that has successfully utilized autonomous programming modes during competition. Quality, consistency and success of autonomous programs as well as the ability of the students to explain the programming process will help to determine a winner of this award. This award may be judged by the referees, programming inspectors and/or members of the judge panel.

Our Strategy: Our robot, built with guardrail, is relatively small and light, which travels at high speed. For the first 20 autonomous seconds, our robot is programmed to go straight to hit the robots of the opponent alliance team so as to prevent them from picking “cubes”. At the same time, the other robot of our alliance, picks “cubes” and drop them inside the “goal” to score points.

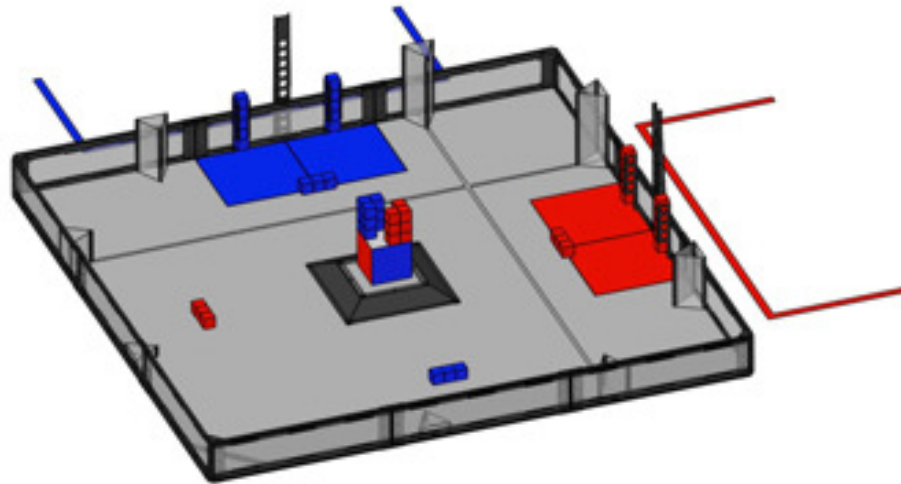
### **B. Bronze Award**

The organizing committee will award teams in which they cannot play in the finals but have shown \*excellent performance during the preliminaries.

\*Remarks: We have won 3 preliminary matches of 5. The two matches we lost were due to the technical faults of our alliance robots, one of them overturned while the other failed to move at the start.

Reference:

## Game Description & Scoring



### **The Game:**

*Elevation* 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 each match which consists 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 cubes into goals, and by “owning” goals by having the highest cube in a given goal. Points can also be earned by “parking” on the platform or by “controlling” the bonus cube.

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-eight (58) 3” cubes available as scoring objects in the game. Thirty (30) of these cubes will be found on the field, twenty (20) in autoloaders located at the edges of the field, while four (4) will be available to each alliance prior to the match. There is one large 10.5” bonus cube, which starts the match on top of the platform.

Each robot (no larger than 18”x18”x18” to start) begins a match touching one of the colored alliance station tiles for their alliance. There are eight (8) triangular shaped goals ranging in height from 3” to 21” off the ground. In addition there is one low goal located in a corner of the field. At the center of the field is a 28” square platform. It features a 30” ramp, and an 18” surface.

### **Scoring:**

Cube Scored in a Goal	1 point
Ownership of a Goal	5 points
Control of the Bonus Cube	5 points
Robot Parked on the Platform	5 points
Autonomous Period Bonus	5 points