





GAME

Played on a 4'x 8' rectangular field. Two Robots compete as an Alliance in 60-second long *Teamwork*Challenge matches, working collaboratively to score points.

Teams also compete in two additional challenges; the *Driving Skills Challenge*, where one robot scores as many points as possible under driver control; and the *Programming Skills Challenge*, where one robot scores as many points as possible autonomously, without any driver inputs.

The object of the game is to attain as many points possible by scoring Balls in or on Cubes, and scoring Cubes into Corner Goals or Platforms.





DETAILS

There are a total of thirty-five (35) *Balls* and seven (7) *Cubes* available. Balls can be scored in, or on top of, any Cube. Cubes can be scored into the *Corner Goal* or *Platform* that matches the Cube's color.

SCORING

Balls Scored inside of a Cube	1 point
Balls Scored on top of a Cube	2 point
Cube Scored in a Corner Goal	10 point
Cube Scored on a Platform	20 point





The VEX IQ Challenge, presented by the Robotics Education & Competition Foundation, provides students ages 8 through 14 with exciting, open-ended robotics engineering and research challenges that engage students and enhance their science, technology, engineering and mathematics (STEM) skills through hands-on learning.

How to get involved

- **1.** Register as a VEX IQ Challenge team at **RobotEvents.com**
- \$150 for the first team
- \$100 for additional teams
- Registration includes a welcome kit that contains practice game elements and materials to help you get started.
- 2. Competition information about this year's challenge is available online at RoboticsEducation.org
- **3.** Design & build your competition robot. Robot kits are available at **vexiq.com**
- **4.** Register for an event and play the game! A full list of events and team registration is located at **RobotEvents.com**





REACHED WORLDWIDE THROUGH ALL VEX ROBOTICS PROGRAMS, CLASSROOMS, AND COMPETITIONS

The VEX Robotics World Championship is recognized as the largest robot competition by Guinness World Records. Once a year, 1,650 of the top teams come together to celebrate their achievements in STEM and compete with the best in the world.

