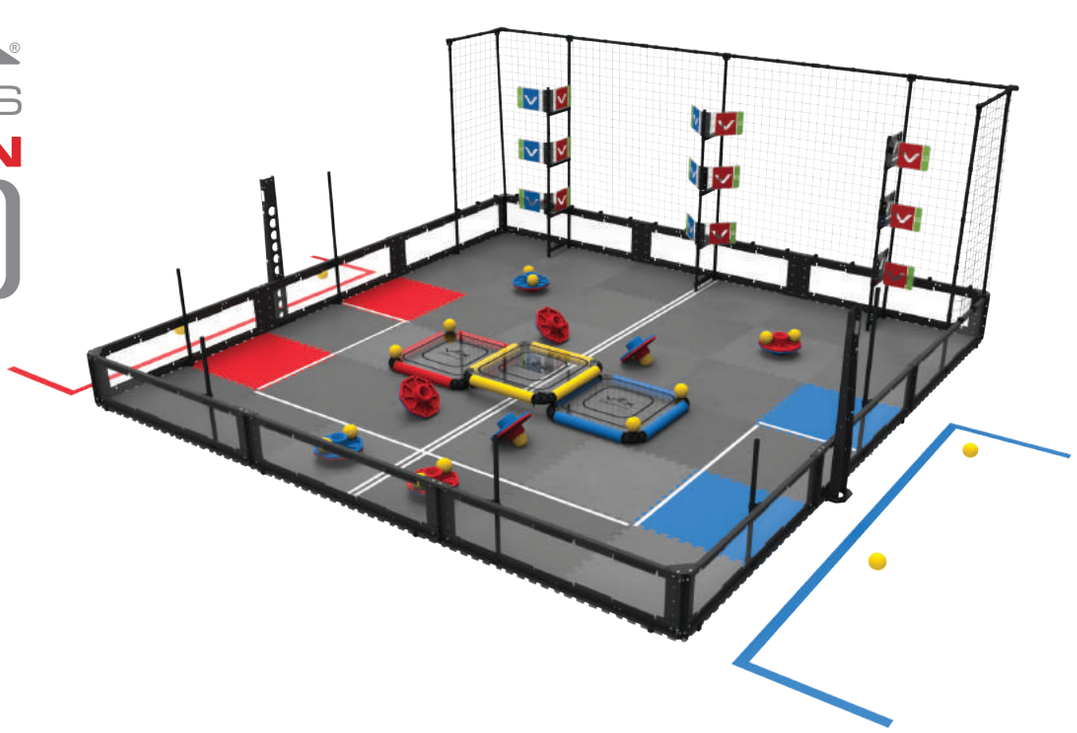
VEX ROBOTICS
COMPETITION
TURNING POINT



The Game:

VEX Robotics Competition Turning Point is played on a 12'x12' square field configured as seen above. Two (2) Alliances – one (1) "red" and one (1) "blue" – composed of two (2) teams each, compete in matches consisting of a fifteen (15) second Autonomous Period followed by one minute and forty-five seconds (1:45) of Driver Controlled Period.

The object of the game is to attain a higher score than the opposing Alliance by ***High Scoring*** or ***Low Scoring Caps***, ***Toggling Flags***, and by ***Alliance Parking*** or ***Center Parking*** Robots on the ***Platforms***.

Toggled High Flag	2 points
Toggled Low Flag	1 point
High Scored Cap	2 points
Low Scored Cap	1 point
Robot that is *Alliance Parked*	3 points
A *Robot* that is *Center Parked*	6 points
Autonomous Bonus	4 points

The Details:

There are eight (8) ***Caps***, six (6) ***Posts***, nine (9) ***Flags***, twenty (20) ***Balls***, two (2) ***Alliance Platforms***, and one (1) ***Center Platform***.

Caps can be ***Low Scored on the field tiles***, or ***High Scored on Posts***, for the Alliance whose color is facing up at the end of the match. Flags can be ***Toggled*** to red or blue, and are ***Scored for the Alliance whose color is Toggled*** at the end of the match. Low Flags can be Toggled by Robots, but High Flags can only be Toggled by Balls. Turning Point is intended to be a back and forth game, no scored object is safe!

Alliance Platforms can be used for ***Alliance Parking*** by Robots of the same color Alliance as the Platform. The Center Platform can be used by Robots from either Alliance for ***Center Parking***. An additional bonus is awarded to the Alliance that has the most total points at the end of the Autonomous Period.

VEX ROBOTICS COMPETITION

The VEX Robotics Competition, presented by the Robotics Education & Competition Foundation, is the world's largest & fastest-growing middle and high school robotics competition. Each year, an engineering challenge is presented in the form of a game. Students, with guidance from their teachers and mentors, build innovative robots and compete year-round in a variety of matches.

How to get involved

1. Register as a VEX Robotics Competition team at **RobotEvents.com**
- **$150** for the first team from a school
- **$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 **vexedr.com**

4. Register for an event and play the game! A full list of events and registration is located at **RobotEvents.com**

1 MILLION STUDENTS
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 Record. Once a year, 1,600 of the top teams come together to celebrate their achievements in STEM and compete with the best in the world.

REC Foundation