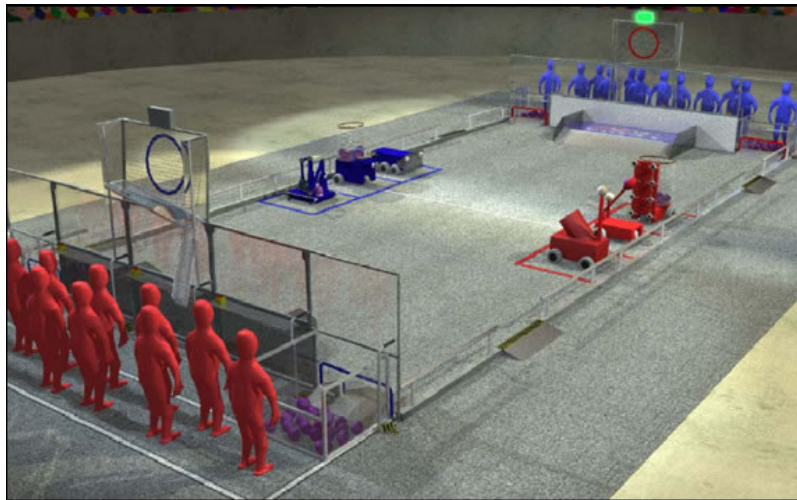


US FIRST Robotics Competition for 2006

"AIM HIGH"



"AIM HIGH Arena"

About the 2006 Game:

"AIM HIGH" presents teams with several new challenges. Teams compete in three versus three-team alliances within a four-round match. The arena includes three goals for each alliance: two corner goals and one center goal. The competition requires launching balls and pushing balls into goals. Three human players participate in each alliance, scoring additional points by throwing retrieved balls over a Plexiglas shield.

Each 2-minute, 10-second match features 4 periods. Period One is the autonomous round where teams are challenged to target the lighted center goal using a vision system. The winner of Period One goes on defense in Period Two and the opposing alliance becomes the offense. In Period Three, offensive and defensive alliances switch as the goals on the opposite end of the field are activated (indicated by a green light above the center goal). In the Fourth Period, both goals are activated and each alliance is free to score or defend in a free-for-all.

Robots start from mid-field positions. After the autonomous period in which robots control themselves, the robots are remotely controlled by their drivers. The winner of the autonomous period is the alliance that scores the most points.

This alliance earns 10 bonus points and will be on "defense" in the Second Period. During the Second and Third Periods, the defensive alliance must maintain a "BackBot" which remains on its' offensive side of the field and will not interfere with the offensive alliance.

In the Fourth Period, both alliances may score goals and/or play defense. In the final seconds of the match, robots will speed back to their respective end zones and up a ramp onto a platform. Robots will score points for their alliance for reaching their home platform before the end of the game: 5 points for one robot, 10 points for two robots and 25 points for 3 or more robots. Robots on an opposing alliances platform will be scored as points for their opponent.

Scoring:

Score Points

- Center Goal-3 points
- Side Goals- 1point
- Robots on Platforms 5, 10, or 25 points
- Highest score in Autonomous period gets 10 bonus points

All 4 Maine teams will be competing at the BAE Granite State Regions

When: March 2 – 4, 2006 (Practice Thurs, Qualifying Fri and Sat morning, Final Sat afternoon)

Where: [Verizon Wireless Arena](#), 555 Elm Street, Manchester, NH 03101-2703

For more information Contact Steve Martin at stephen.martin@fairchildsemicon, x8533