

BRIDGES AT BRIDGEWATER

Object

- Work as a 2-Robot Alliance to score as many Rings as possible on Goals. (Shown as brown zones on your side of the Back Field.) Also, strategize to earn as many Bonus Points as possible. (See Blue Text.)
- **Large Bot Scoring:**
 - **Score Rings** on your Alliance's Ring It Up! 3-Tier Goal. Traditional Scoring.
 - **Obtain Rings** from: (a) in your Home Area Dispenser, (b) your Dispenser in the Opponent's Back Field or (c) the Single-Level Rack loaded by Alliance Partner.
- **Small Bot Scoring:**
 - **Score Rings** or Pass Rings to your Partner via your Alliance's Low Goal. Each Alliance Ring on the Low Goal at Game's End earns 10 Points.
 - **Obtain Rings** from (a) Fwd Field Dispenser or (b) hand-loaded by human player at the Small Bot Home Zone during final 30 seconds of Game. (Small Bot Rings have noticeable different color marking.)

Set Up

- **Large Bot** placed within its Home Zone (2 Floor Tile Area outlined in Alliance Color)
- **Small Bot** placed within its Home Zone / Hand-Load Zone (1 Floor Tile at Front Wall)
- **Large Bot Dispensers** loaded with 6 Alliance Color Rings on each Arm.
- **Small Bot Dispenser** loaded with 1 Ring (or optionally 2 Rings) per Arm. Note: Small Bot Dispenser can be manually re-loaded if completely empty AND Small Bot is in Back Field.
- **Bridges** are in pre-loaded position (i.e., the bridge-end at the arrow is raised)
- **IR Beacon** is randomly placed on both 3-Tier Goals once all Robots are set.

Traditional "Ring It Up!" Scoring on 3-Tier Goal

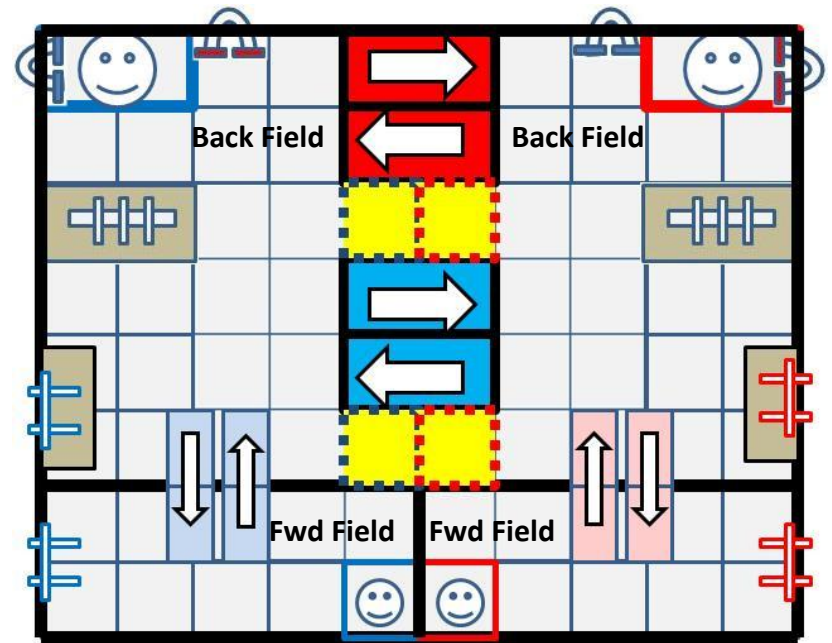
- 5 Pts for Lower Tier Peg, 10 Pts for a Middle Tier Peg, and 15 Pts for an Upper Tier Peg
- **30 Point Bonus for a Tic-Tac-Toe String**

Small Bot Scoring on Low Goal

- 10 Points for each Ring on the Low Goal at Game's End
- (Note – The Alliance Partner Large Bot can de-score these rings to use on the 3-Tier Goal if a shortage of rings or time, re-score on Upper Peg or to complete a Bonus String.)

Yellow Floor Goals

- For robots unable to hang Rings on pegs, Rings can be placed / plowed into the yellow Floor Goals, bordered by the Alliance Color. Once in, Opponents can not de-score them.
- **10 Points for every Pair of Small Bot Rings in the Floor Goal**



Autonomous Mode

- **50 Point Bonus for Large Bot that hangs Ring on any Peg in the column with randomly placed IR Beacon.**

Dispenser Clearing Bonuses

- **Large Bot: 50 Points if both of the Alliance Color PVC Dispensers are emptied.**
- **Small Bot: 30 Points if Forward Dispenser is empty PLUS 5 Points for each Ring brought over the Forward Bridge.**

End Game – Balancing & Scurrying

- **20% Bonus for each Bot balancing on their Alliance Color Bridge at end of the Game.** Robots cannot traverse their Opponent's Bridge during final 30 seconds but CAN do so up until that time. Any bot can cross any large Bridge before End Game.
- **Scurrying:** IF the Small Bot Dispenser is empty, Small Bots can be hand-loaded with Rings in their Home Zone to (a) rush Small Bot Rings to the Backfield for 10 Points per Pair not otherwise scored, or (b) score Rings on their Low Goal or (c) pass Rings to their Large Bot partner.

Penalties:

- **Major: Intentionally de-Scoring an Opponent's Ring**
- **Major: Intentional contact with Opponent's Small Bot or (Bridge at End Game)**
- **Minor: Pinning or Blocking an Opponent's Bot from moving for 5 Seconds.**