Grade 7-8 Skills Ontario Robotics Scoring 2017

Please take your time filling out this form. Ask the Tech Chair if you have any questions or concerns. Teams score points as a combined Alliance. Teams also collect touch penalties as an alliance. One form per alliance, per match.

* Required

Match ID *

Each match ID number will be zz__ and then the number. It will be posted on the timer screen for your reference. Consult your clipboard or check with the Tech Chair.

Your answer

Team 1 ID *

Double check the team ID before submitting this form.

Choose

Team 2 ID *

Double check the team ID before submitting this form.

Choose

Alliance *

- Red Alliance
- Blue Alliance

25 Second Autonomous Period *

Robots must complete this task based on their programming. NOTE: Teams can ONLY score these points during the autonomous period. If the blocks are in the proper zone by the end of the match, they DO NOT score additional points.

- ○ No blocks are in the scoring area.
- ○ 1 Block in the shallow storage (10pts)
- ○ 2 Blocks in the shallow storage (25 pts)
- ○ 3 Blocks in the shallow storage (60 pts)
- ○ Other:

During Match: Touch Penalties *

Teams can not touch their robot outside of their Safe Zone (taped areas). Teams may need to collect their robots if they fall over. Each touch penalty is -5 for a max of 10 touch penalties.

	0	1	2	3	4	5	6	7	8	9	10	
No Touches	○	○	○	○	○	○	○	○	○	○	○	10 Touches (Max)

During Match: Pin Penalties *

Teams can not drive and pin other robots against a wall or an obstacle. They could simply be an obstacle to go around, but advise teams to allow robots to pass. Give them 5 seconds before adding a pin penalty. Each pin penalty is -10 for a max of 10 pin penalties.

	0	1	2	3	4	5	6	7	8	9	10	
No Pin penalties	○	○	○	○	○	○	○	○	○	○	○	10 Pin penalties

End of Match Scoring: Small Red or Blue Blocks - Lower Storage *

Teams may only score blocks of their alliance colour. 5 points for each block in the lower area. Each storage area may only have one type (shape and colour) of a block. If there is more than one type of block, then only score the highest possible score by block type.

	0	1	2	3	4	5	6	
No Blocks in								6 Blocks in

No Blocks in lower area.	○	○	○	○	○	○	○	6 Blocks in lower area.

End of Match Scoring: Small Red or Blue Blocks - Upper Storage *

Teams may only score blocks of their alliance colour. 10 points for each block in the lower area. Each storage area may only have one type (shape and colour) of a block. If there is more than one type of block, then only score the highest possible score by block type.

	0	1	2	3	4	5	6	
No Blocks in upper area	○	○	○	○	○	○	○	Blocks in upper area

End of Match Scoring: Green Prisms - Lower Storage *

10 points for each prism in a the lower area. Each storage area may only have one type (shape and colour) of a block. If there is more than one type of block, then only score the highest possible score by block type.

	0	1	2	3	4	
No cylinders in lower area	○	○	○	○	○	4 cylinders in lower area

End of Match Scoring: Green Prisms - Upper Storage *

20 points for each prism in a the lower area. Each storage area may only have one type (shape and colour) of a block. If there is more than one type of block, then only score the highest possible score by block type.

	0	1	2	3	4	
No cylinders in lower area	○	○	○	○	○	4 cylinders in lower area

End of Match: Spheres *

Spheres must be in the storage area opposite of the ramp. Teams may only score points for their alliance colour sphere.

- ○ No spheres scored.
- ○ 1 sphere scored (15pts)

- ◯ 2 spheres scored (40pts)
- ◯ 3 spheres scored (100 pts)

End of Match Bonus: Balance-Bot *

This is a bonus challenge, so the lever should be level. As a judge have a very high expectation. Both alliance members score this bonus if it is met.

- ◯ At the end of the match one alliance robot is balanced on the lever (25pts).
- ◯ Bonus criteria is not met.

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