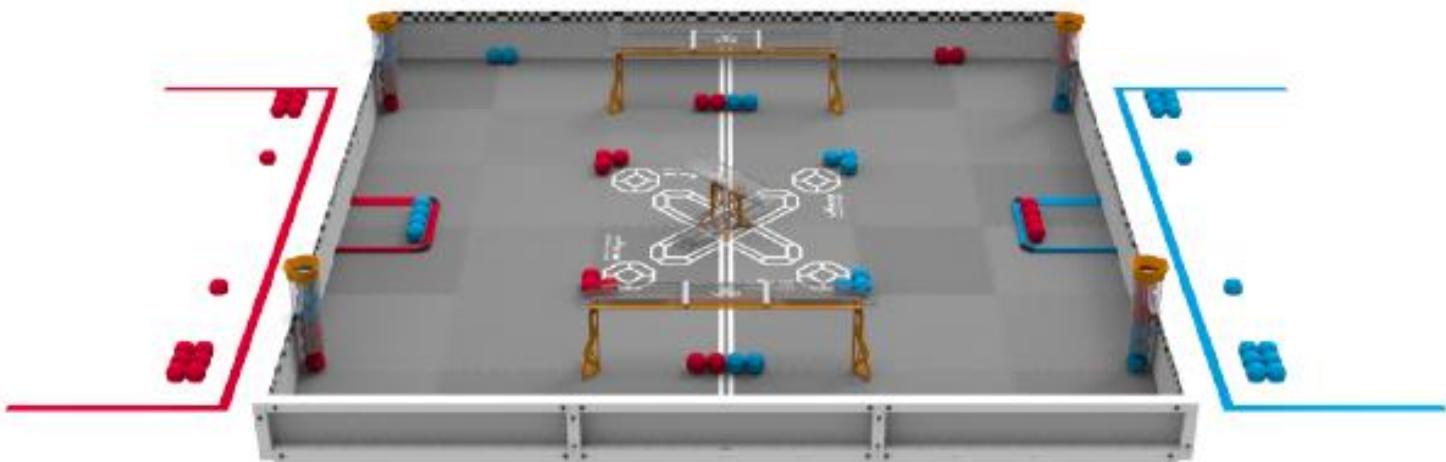


VEX V5 ROBOTICS COMPETITION

PUSH BACK



The Game:

VEX V5 Robotics Competition Push Back is played on a 12' x 12' 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 a one minute and forty-five second (1:45) Driver Controlled Period.

The object of the game is to attain a higher score than the opposing Alliance by scoring **Blocks** in **Goals**, **Controlling zones** within Goals, and **Parking** in defined zones at the end of the Match.

The Details:

- There are eighty-eight (88) **Blocks** on a V5RC Push Back Field.
- There are four (4) **Goals** located around the field. Two (2) **Long Goals**, and two (2) **Center Goals**. There are also two (2) **Park Zones**, one (1) per Alliance.
- Each Block scored in a Goal is worth three (3) points. Alliances receive points for **Controlling zones** in Goals.
- Alliances can receive additional points for **Parking** robots at the end of a Match.

The Alliance that scores more points in the Autonomous period is awarded with ten (10) bonus points, added to the final score at the end of the match. Each Alliance also has the opportunity to earn an **Autonomous Win Point** by completing assigned tasks. This additional Win Point can be earned by both Alliances, regardless of who wins the Autonomous Bonus.

Scoring

| | |
|-------------------------------------|-----------|
| Autonomous Bonus | 10 points |
| Each Block Scored | 3 points |
| Each Controlled Zone in a Long Goal | 10 points |
| Controlled Center Goal - Upper | 8 points |
| Controlled Center Goal - Lower | 6 points |
| 1 Parked Alliance Robot | 8 points |
| 2 Parked Alliance Robots | 30 points |

End of Game Scoring

In VEX scoring, **WP (Win Points)**, **AP (Autonomous Points)**, and **SP (Strength of Schedule Points)** are used to rank teams during qualification matches. Win Points are the primary ranking factor, awarded for winning or tying matches. Autonomous Points serve as the first tiebreaker, awarded for winning the autonomous period. Strength of Schedule points are the second tiebreaker, reflecting the losing alliance's score in each match, indicating how difficult the schedule was.

WP (Win Points): The primary ranking factor, awarded for winning or tying matches

(Add points up divided by # matches played)

- Win: 2 WP
- Tie: 1 WP
- Loss: 0 WP

AP (Autonomous Points): The first tiebreaker if teams have the same number of Win Points. Awarded for winning the autonomous period (10 points for a win, 5 points for a tie)

(Add up points, then divide by # matches played)

SP (Strength of Schedule Points): The second tiebreaker if teams have the same number of Win Points and Autonomous Points.

- Calculated as the sum of the losing alliance's score, divided by the number of matches played.
- A higher SP means the team has faced tougher opponents.