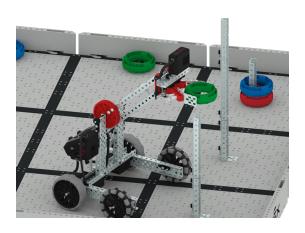
# **V**E**XEXP** Competition Activity



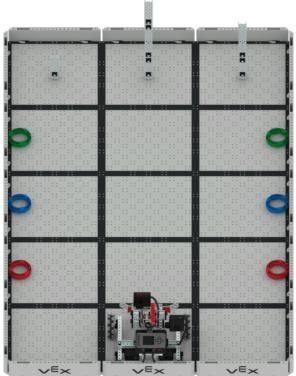
## Ring Leader Competition

Score the most points autonomously and using driver control in this two-part competition!

### How to Play Ring Leader:

#### 1. Check your Field and Robot Setup:

- This activity is completed on a 3' x 5' Field with walls.
- Small, medium and large posts should be attached to the three Tiles on one end of the Field as shown on the right.
- Place six rings on the Field as shown on the right (ring color does not matter).
- Place the Clawbot in the center Tile on the opposite wall of the Field from the large post, as shown on the right.
- The robot must fit inside of a square on the Tiles (approximately 30cm by 30cm, or 12" by 12") at the beginning of the match, but can expand and remain expanded once the match begins.
- Additions to the robot are allowed, including the use of sensors, but all additions must be made using parts of the EXP Kit.



#### 2. Ring Leader Competition Rules:

- Ring Leader is played in two 1-minute runs. One run is autonomous, and the other is played using driver control. The Field should be reset between each run.
- The object of the game is to score the most points by grabbing and scoring as many rings as possible in each 1-minute run.

- Rings are scored as follows:
  - A ring on the small post is worth 1 point.
  - A ring on the medium post is worth 3 points.
  - A ring on the large post is worth 5 points.
- The scores of both runs are combined to determine the final score.
- Each run is 1-minute in length. Use a timer to start and stop each run.
  - You can use the {When timer} block in your project to stop your program at 60 seconds (see the Pro-Tip below).
- Rings must be completely around the post to count as 'scored,' as shown in the top image. Rings are not scored if they are hanging from the post.
- If a ring falls out of the Field, hand-place it back in its starting location, without touching the robot. The timer does not stop.

#### 3. Tie Breaker Rules:

- If two teams have the same score after both one minute runs, the team with the higher autonomous score, wins.
- If both teams have the same autonomous score, the team who can score two rings on the medium post the fastest during an additional autonomous run, wins.

## Pro-Tip

• You can use a {When timer} block in your EXP project to stop your program at 60 seconds, like the example shown here.

