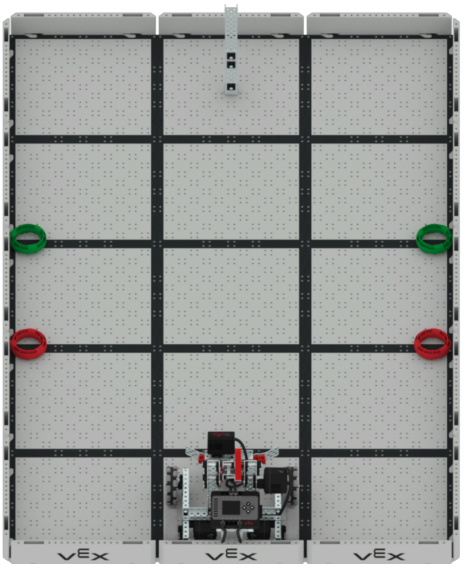
VEX EXP Challenge Activity

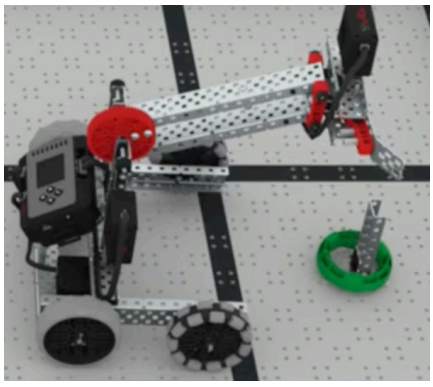


Split Decision

Create a strategy for collecting and scoring rings both autonomously and using driver control. Combine your points to win!

How to Play

1. **Check your Field and Robot Setup:**
    - This activity is completed on a 3’ x 5’ Field with walls. The medium post is attached to the center tile on one end of the field, as shown in the image above.
    - Place four rings on the field as shown in the image above.
    - Place the Clawbot in the center tile on the opposite wall of the Field from the post, as shown in the image above.
2. **Split Decision Challenge Rules:**
    - Split Decision is played in two 30-second 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 30-second run. Each ring scored is worth 3 points.The scores of both runs are combined to determine the final score.
    - Have a timer ready to time each run. Each run is 30 seconds.



    - Rings must be completely around the post to count as ‘scored’, as shown on the right. 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, the team with the highest autonomous score wins.
    - If both teams achieve the maximum score (24), the team with the fastest total time wins.
    - If there is still a tie, have a rematch!

Pro-Tip

- Use sensors to add automation to your project - Using the distance and/or optical sensor can be an effective way to automate your robot to score rings!
- You can use a {When timer} block in your EXP project to stop your program at 30 seconds, like the example shown here.