Name: _____ Date: _____

Competition Questions

1. **Which of the following is the best description of the Field Shared Strategy is played on?**
   a. 4' x 6' without walls
   b. 4' x 4' with walls
   c. 3' x 3'
   d. 4' x 3' with walls and two platforms placed at opposite corners of the Field

2. **What is the object of Shared Strategy?**
   a. To place more game objects on platforms than the other robot in one minute.
   b. To collaborate with another team's robot to score as many points as possible by placing game objects on platforms in a one-minute driver control match.
   c. To work together to remove all game objects from the Field.
   d. To collect all the game objects on the low platforms.

3. **Which of the following statements about Shared Strategy is true?**
   a. One robot is on the Field at a time.
   b. Robots should place only blue game objects on platforms.
   c. Teams should start by developing a collaborative strategy with the other team.
   d. The two robots on the Field are competing against each other.

4. **Which of the following is true about scoring objects in Shared Strategy?**
   a. Low Platform - 2 points per game object, Medium Platform - 5 points per game object, High Platform - 10 points per game object
   b. An object on any platform is worth 2 points.
   c. An object on any platform is worth 15 points.
   d. Low Platform - 5 points per game object, Medium Platform - 10 points per game object, High Platform - 20 points per game object.

5. **What happens when a game object falls off a platform in Shared Strategy?**
   a. The game is over.
   b. The object should be placed back in the center square of the Field.
   c. The object should be placed back on the platform.
   d. The object should be removed from the game entirely.

6. **Which of the following is true about scoring objects in Shared Strategy?**
   a. All objects are worth the same amount of points.
   b. In order to count as scored, game objects must be stacked on one another.
   c. In order to count as scored, game objects must be touching the black lines at the front of the Tile on the platform, and must not be actively touching a robot.
   d. In order to count as scored, game objects must be fully across the black lines at the front of the Tile on the platform, and must not be actively touching a robot.