

## CareerSource Chipola Robotics Competition – Tower Takeover

For the purposes of this contest the rules as published in the VEX Robotics Game Manual for Tower Takeover shall be applied with exceptions as listed in this document. The link to the most recently published contest rules is: <https://content.vexrobotics.com/docs/vrc-tower-takeover/GameManual-20190816.pdf>

1. Each match will consist of two teams competing head to head.
  - a. There will be no alliances formed.
  - b. After seeding rounds a single elimination tournament will be held.
2. Time shall be as follows:
  - a. Autonomous Period: 30 seconds
  - b. Driver Controlled Period: 3 minutes and 30 seconds
  - c. A Match will consist of an Autonomous Period followed by a Driver Controlled Period for a total time of four minutes (4:00).
  - d. If neither robot wishes to participate in autonomous mode the match can be moved directly to the Human Operator Mode. The Match length will be 3 minutes and 30 seconds for the Driver Controlled Period.
3. Safety glasses must be worn for any match in which either robot uses pneumatic accessories.
  - a. Adult team coaches/sponsors may require their team to wear safety glasses at any time.
  - b. The Judge for each Match may also require the use of safety glasses. Teams should be prepared to wear glasses for each match.
  - c. Sponsors/coaches are responsible for making sure their team takes appropriate safety precautions.
4. The tournament sponsor may decide, at the sole discretion of the tournament sponsor, to shorten or increase the length of the Driver Controlled Period for each Match.
  - a. If shortened the match shall not be less than two minutes in total time not including an Autonomous Period.
  - b. If more time is included the Match shall not be more than five minutes in total time not including the Autonomous Period.
  - c. If length of Matches is changed during the tournament all robots in any single elimination round must be given the same amount time.
    - i. Time cannot be changed in the middle of an elimination round.
    - ii. Time can be changed anytime prior to the start of a new elimination round.
    - iii. Time can be changed at anytime during the seeding rounds.
5. Each robot shall be allowed at least two Matches in the seeding rounds.
6. Each robot shall not be required to compete in more than three Matches in the seeding rounds.
7. Each robot, regardless of score in the seeding rounds shall move to the single elimination tournament unless the robot was disqualified during one or more seeding Matches.

- a. Robots disqualified from one seeding Match may be allowed to participate in the single elimination tournament at the discretion of the tournament sponsor.
  - b. Robots disqualified from two seeding Matches for violations that involved contact with another robot, another robot's scoring blocks/zone, or willful violation of a rule will not be allowed to participate in the single elimination tournament under any circumstance.
8. In the event contest officials determine a team intentionally helps another team score to improve or change their seeding for the Single Elimination Tournament officials may seed the team helped by the action in any seeding space without regard to score.
9. Each team will be allowed at least five minutes between matches. If both teams agree the five-minute rule may be waived.
10. The arena judges will call for the start and give each team at least one minute to be ready to begin. If the one minute announcement is made the judge may start the match after the minute has passed regardless of the readiness status of either team.