

## Up and Over Competition

Design the best robot to move Buckyballs up and over the barrier and into your scoring zone!

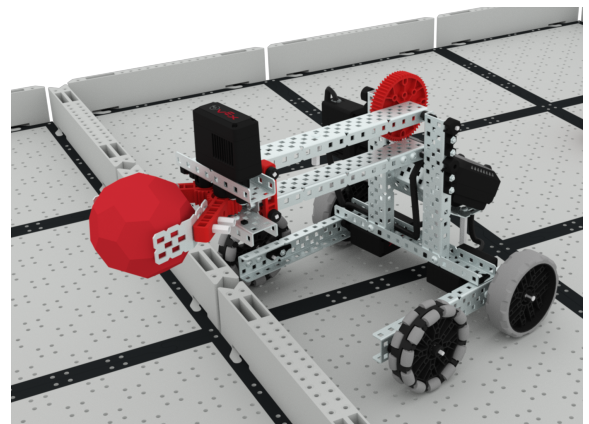
### How to Play Up and Over:

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

- Up and Over is played on a 4' x 6' Field created by setting up two 3' x 4' Fields that are pushed together, creating a barrier in the middle as shown above.
- Three red and three blue Buckyballs should be on each side of the Field, as shown in the image above. Each color Buckyball has a different point value, as follows:
  - Red = 1 point each
  - Blue = 3 points each
- The game is played one robot vs. one robot. Robots will start in their opponent's scoring zone. They can start anywhere along the wall as shown in the above image, but some part of the robot must be touching the wall.

#### 2. Up and Over Competition Rules:

- One driver per team will use the Controller to drive their robot for the entirety of the 60 second match.
- The object of the game is to get as many points as possible in 60 seconds by moving Buckyballs up and over the barrier and into your scoring zone.
  - Note that each team's robot plays in their opponent's scoring zone.
- Buckyballs can only cross to the other scoring zone by going **up and over** the barrier.



- Points are tallied at the end of the match. The team with the most points in their scoring zone at the end of the 60 second match wins.
- If a robot knocks a Buckyball out of the Field, that Buckyball is placed back on the side from which it was knocked out.
- Buckyballs have to be completely over the barrier to be scored. Any Buckyballs resting on top of the barrier will not be scored.
- The robot can be designed and built however the team prefers - but must be made from parts of the EXP Kit.