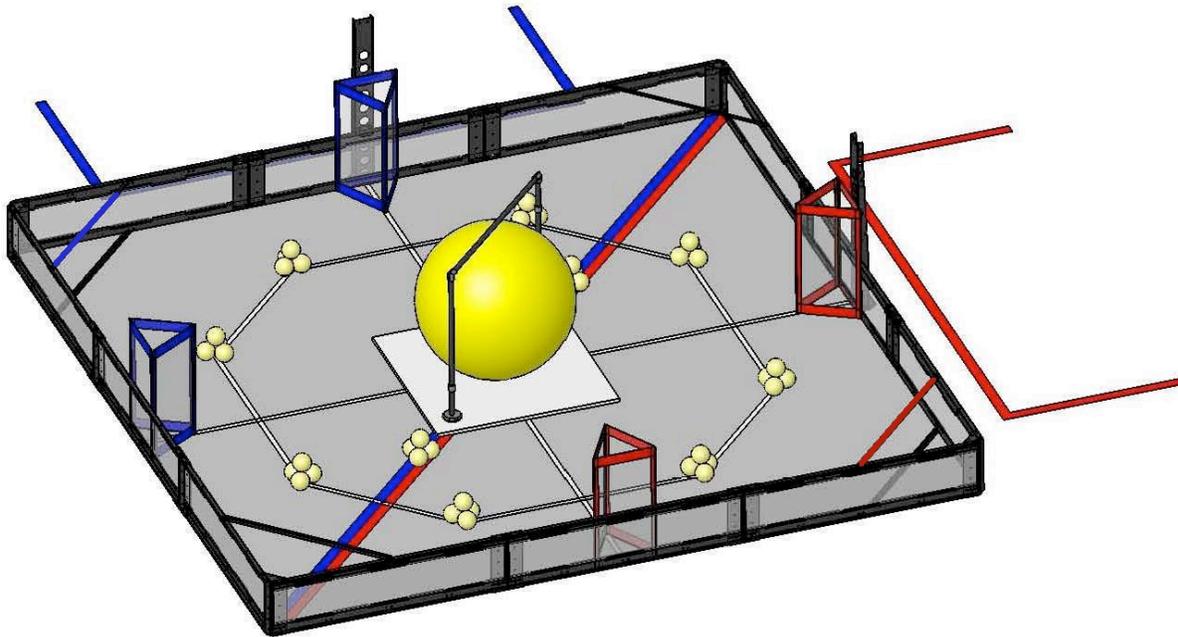




## Game Description & Scoring



### The Game:

*Hangin'-A-Round*, the 2006 *FIRST Vex Challenge* game, is played on a 12'x12' square field configured as above at the start of each match. Two alliances – one “red” and one “blue” – composed of two teams each, compete in each match which consists of a twenty-second autonomous period followed by two minutes of driver-controlled play.

The object of the game is to attain a higher score than your opponent alliance by placing your alliance’s softballs into your colored goals, possessing the “atlas ball” on your side of the field, and by being parked on the platform or hanging from the bar.

A bonus is awarded to the alliance that has the most total ball points at the end of the autonomous period. No platform or hanging points can be scored in autonomous play.

### The Details:

There is a total of 46 softballs available as scoring objects in the game. Forty of these softballs will be found on the field in stacks of four, while three softballs will be available to each alliance prior to each match.

Each Vex robot (no larger than 18”x18”x18” to start) begins a match from the wall of its alliance’s zone and has three goals to score balls in, two 24” high goals and a low corner goal. The 36” square center platform with its 33” high bar structure rotates around its own center. Colored tape denotes alliance goals and zones. White tape connects high goals and stacks.

### Scoring:

Autonomous Period Bonus	- 10 points
Softball in Low Goal	- 1 point
Softball in High Goal	- 3 points
Possessing Atlas Ball	- 2x ball points
Robot Parked on Platform	- 5 points
Robot Hanging from Bar	- 15 points