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The Game:

Bowled Over! is played on a 12'x12' diamond shaped field as shown on the diagram above. Two alliances – one “red” and one “blue” – composed of two teams each compete in matches consisting of a 30 second autonomous period followed by a two-minute driver controlled period.

The object of the game is to score more points than your opponent’s alliance by placing racquet balls into crates and then stacking the crates. Teams will be challenged to complete tasks during autonomous and driver controlled periods and will score special racquetballs and six pound bowling balls for additional points.

The Details:

There are a total of 100 racquetballs available to both teams as scoring objects in the game. The field also holds 12 stackable Ball Crates that teams can fill with racquetballs and stack for additional points, and two bowling balls that can be scored during the autonomous or end game period for additional points.

The field includes two home zones comprised of a platform and a ramp, and two protected zones where a team may stack their crates without fear of having them toppled by their opponents.

End Game:

The final thirty (30) seconds of the Driver Controlled Period is called the End Game. Each Alliance is challenged to push their Bowling Ball onto their Home Zone or to elevate stacks of Ball Crates to score additional points based on the height of the Ball Crates.

Autonomous Period Scoring:

Upright Ball Crate	5 points each
Parking a Robot	
In Back parking zone	5 points
Parking a Bowling Ball	
In Back Parking Zone	20 points
Parking a Robot	
In Front Parking Zone	10 points
Parking a Bowling Ball	
in Front Parking Zone	10 points

Match Scoring:

Regular or Magnet Ball in Low Goal	1 point each
Regular or Magnet Ball in Ball Crate	2 points each
Magnet Ball in Off Field Goal	25 points each
Crates Stacked are awarded	10 points above
Based on the highest point of	10.5”, then 10
each crate in the stack	more points for
(for a crate to count it must	each 6” above
contain at least one ball)	that