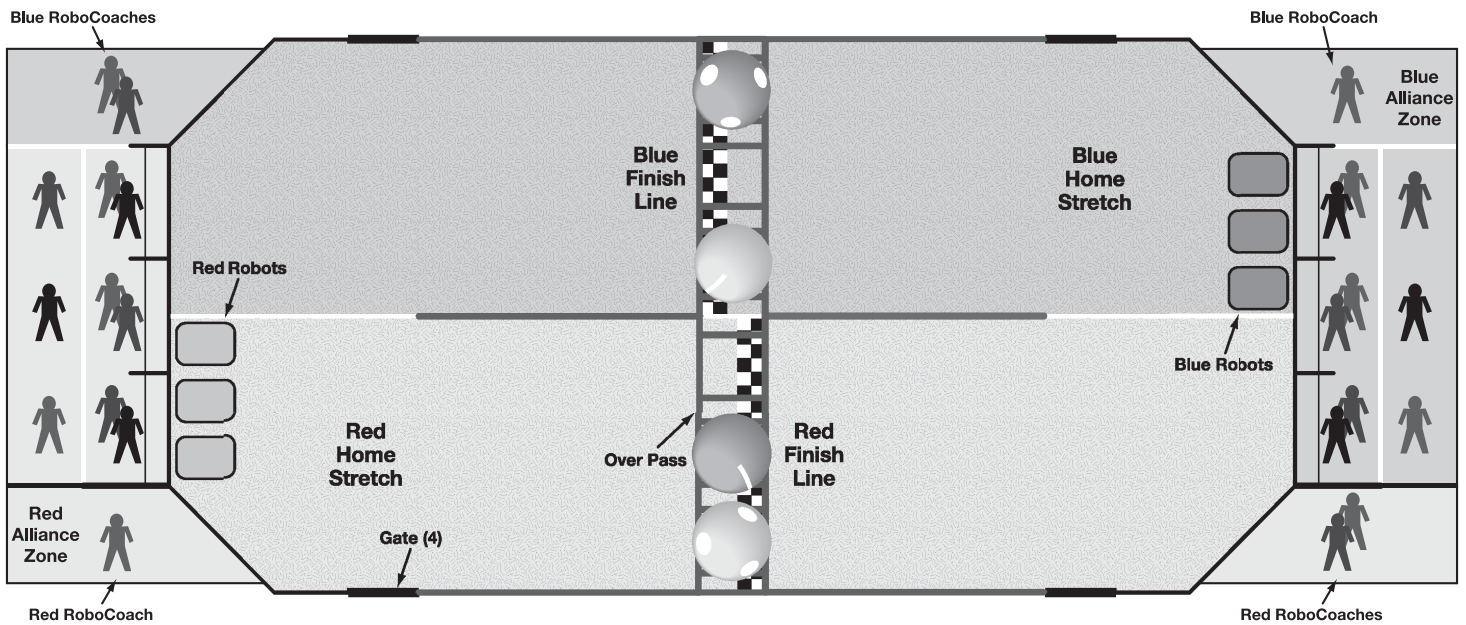


THE GAME

Description and Scoring



FIRST Overdrive is played on a 54' x 27' track divided by a fence into a Red side and a Blue side. The fence is crossed by an overpass marking the red and blue finish lines. Two three-team alliances race around the track in a counter clockwise direction manipulating Trackballs.

The game is made up of two scoring periods. The first 15 seconds of play is the Hybrid period in which robots are autonomous, and may also respond to digital signals sent by team Robocoaches

stationed at the corners of the track. During the Hybrid period, robots traveling in a counter clockwise direction score:

- **8 points** for each of their Trackballs knocked off of or passed over the overpass
- **4 points** whenever their robot crosses a line on the track
- **2 points** whenever their trackball crosses their finish line

The next two minutes of play is the Teleoperated period. At this time, robots

are radio controlled by team operators standing at either end of the field. During the Teleoperated period, robots traveling in a counter clockwise direction score:

- **2 points** whenever their robot or Trackball crosses their finish line
- **8 points** whenever their Trackball passes over their overpass

Alliances score an additional 12 points for each of their Trackballs that are positioned anywhere on the overpass at the end of the match.

SCORING

		Hybrid	Teleoperated
Robot	Crosses lane marker	4	0
	Crosses opponent finish line	4	0
	Crosses alliance finish line	4	2
Trackball	Knocked off overpass	8	0
	Passes over alliance overpass	8	8
	Crosses alliance finish line	2	2
	On overpass at end of match	N/A	12