## Robot Game

Practice Round Official Rounds	<ul> <li>Each team will have the opportunity for a practice round in the morning and three official competition rounds in the afternoon.</li> <li>The practice round provides both teams and officials the opportunity to become familiar with the competition game procedures.</li> <li>The top score from the three official rounds will be used for</li> </ul>
	the standings in robot performance. The next highest score is used to break ties.
Staging table	A small table will be available beside each competition table. The competing team may set attachments on the table while not in use. The referees will also use the table for setting aside game pieces as needed during the match.
On Deck area	Each team waits in the queuing (or "on deck") area until called upon to approach the table.
Ready line	• During the match, only two (2) team members may be at the table at any time. Other team members may wait in the "ready" area until tagged for being at the table.
Matches	<ul> <li>The start and end of each match are announced by the Emcee.</li> <li>Each match lasts 2.5 minutes.</li> </ul>
Scoring	<ul> <li>The referee marks the score sheet, based on the condition of the playing field at the conclusion of the match.</li> <li>The referee reviews the score sheet with a team member regarding missions completed and penalties.</li> <li>Only team members interact with the referees. Coaches are NOT a part of that interaction.</li> <li>If there are any questions as to mission completion or scoring conditions, this is the one and only time to discuss.</li> <li>The referee and a team member sign off on the score sheet.</li> <li>Once the score sheet is signed, that score is final and may not be changed.</li> </ul>
Score sheets	<ul> <li>Score sheets are submitted for computer tabulation and scores are displayed for all to see.</li> <li>Completed score sheets will be available for pick-up at the end of the day.</li> </ul>