



# MAY MADNESS

@ OSU Robotics Club's RoboShock

## ***Game Description***

May Madness is played for FUN! and to play a game a little bit different with robots developed for HotShot! It's our interpretation of a half court basketball game with a FIRST<sup>®</sup> inspired hoop – (triangle not a circle). Hot Shot teams should not have to do major modifications to their robot to play the game.

May Madness is played on a 8'x8' square field with three scoring goals, 20 red wiffle balls, 20 blue wiffle balls and one "golden money" wiffle ball.

Two teams are designated –one "red" and one "blue". Teams will play a two-minute driver-controlled match (no autonomous). The object of the game is to score more points than your opponent. Play begins at the referees signal. Teams may then release balls from the ball chutes and attempt to score them.

Teams collect balls and shoot them into the high triangle goal located at the center of the far wall (see diagram) or in the low triangle goals. Teams will be awarded points based on color of balls in scored goals, not which team shot it. Blue balls are awarded to Blue team; Red balls are awarded to the Red team. The referees will watch to see which team successfully scores the golden money ball.

### **The Details:**

There are a total of forty-one (41), 2.875-inch diameter, plastic balls available at the start of the match. Five balls are given to each team to pre-load onto their robots in any way they choose. Balls are loaded into two Ball Chutes at the corners of the field – fifteen per chute sorted by color. One Bonus Ball is available, and will be thrown onto the field by the referee in the last thirty seconds of the match. Each robot will start on the field in the assigned starting position and will have to trigger a mechanism to release the balls located in the Ball Chutes.

The **Triangle High goal** is located at the far side of the field, it consists of a 3' wide hardboard backboard positioned on the outside of the wall from the floor to 2' above the attached high Triangle goal. The high Triangle goal is located on the inside of the wall and is bolted to the backboard. It consists of 3 -12" wide and 24" tall plexi-glass panels arranged to form a triangle. (It was the goal used in Hangin'-A-Round –FTC 2006).

*NOTE: Hot Shot Robots that can score in the Hot Shot high goal or the off-field baskets should be able to score by finding the "sweet spot" and banking a shot to fall into the goal or shooting it directly in.*

The **Triangle Low goals** are located in at the far corners of the field. It consists of 1-1/2" furring strip mounted to a 3/4" plywood triangle (similar to the low goal for Hot Shot). **Teams are allowed to descore balls in the low goal.**

### **End Game:**

The last 30 seconds of the match comprises the End Game.

During the End Game, the referee will turn around and blindly toss in the "golden money ball" on to the field. The first team to acquire the golden money ball and successfully place it in a goal will be awarded the points.

### **Additional Items:**

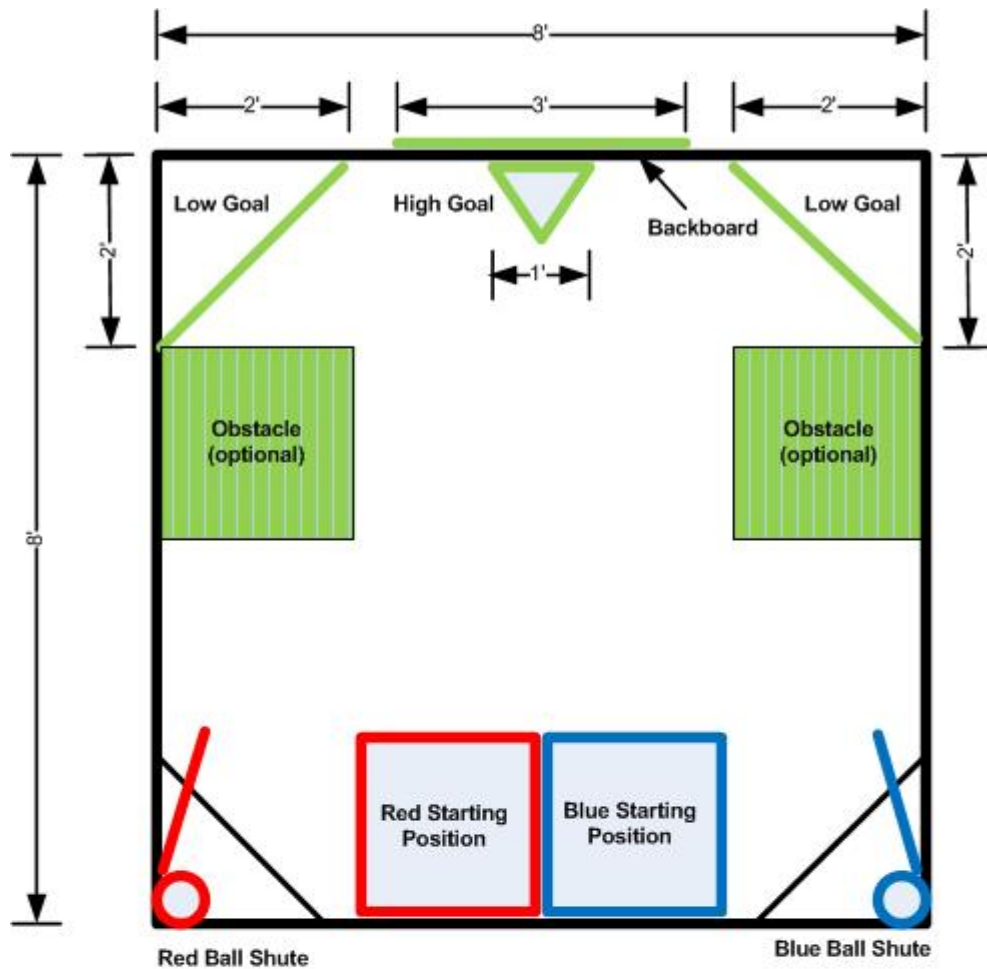
To add a little variety to the game, optional obstacles may be placed on the field. The obstacles are the ones used in the Quad Quandary – FTC 2007 Challenge.

### **Scoring:**

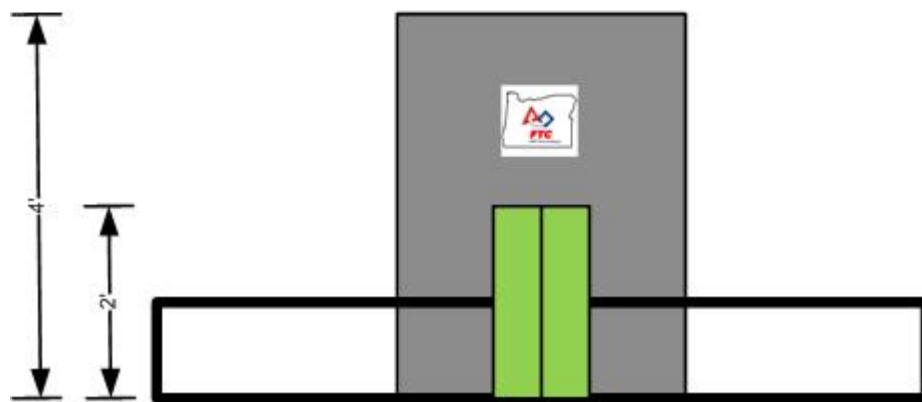
Scoring balls in the high goal 3 points / Scoring balls in the low goal 1 point / Golden Money Ball in either goal - 10 points

ALL OTHER FTC RULES APPLY. We will not be doing inspections. GRACIOUS PROFESSIONALISM is expected.

**MATCHES: Teams will be randomly matched in the qualifying rounds. Teams with most wins and total points scored will advance to the elimination round. Seeding will be determined by most wins then total number of points as the tie breaker.**



Top View of Playing Field



Front View of High Goal