At the beginning of every January, teams learn what the game is going to be. At Kickoff, the gameplay and different rules are all revealed. All game materials will be listed on the Season Materials webpage. Teams who have questions on something within the manual can visit the Q&A page. There are also periodic Team Updates describing any rule changes or clarifications. Use this worksheet to develop a plan to break down the game, work your way through the game rules and answer important questions to understand this year’s game better! If you get stuck, check out the Kickoff Worksheet.

Kickoff Game Break Down

- Go through this worksheet and its questions with your team.
- This worksheet includes the following sections:

  01. Game pieces and goals
  02. Field Set up
  03. Scoring
  04. Ranking
Game Pieces and Goals

DISCUSSION
Think about the game pieces in the game and where to score them.

1. What game pieces are you able to score for points and Where?
   ____________________________________________________________
   ____________________________________________________________
   ____________________________________________________________

2. Where do you acquire games pieces? (Floor, station, etc.)
   ____________________________________________________________
   ____________________________________________________________
   ____________________________________________________________

3. How many game pieces can you possess at one time?
   ____________________________________________________________
   ____________________________________________________________
   ____________________________________________________________

4. Are there any other ways to score points?
   ____________________________________________________________
   ____________________________________________________________
   ____________________________________________________________
1. Where do you place your robot on the field at the beginning of the match?
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__________________________________________________________________
__________________________________________________________________

2. Where are the goals located on the field? Where are the game pieces located on the field?
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__________________________________________________________________
__________________________________________________________________

3. Where are the areas on the field that other robots can not come in contact with your robot, and vice versa?
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__________________________________________________________________
__________________________________________________________________
DISCUSSION
Think about all the different ways of scoring.

1. How does your robot score points in AUTO Mode?

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____________________________________________________________________
____________________________________________________________________
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2. How does your robot score points during the match?

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____________________________________________________________________
____________________________________________________________________
____________________________________________________________________

3. How does your robot score points during the end game?

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____________________________________________________________________
____________________________________________________________________
____________________________________________________________________
DISCUSSION

Think about how teams rank during qualification matches of the competition.

1. What are different ways your team can earn Ranking Points?

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__________________________________________________________________
__________________________________________________________________
__________________________________________________________________

2. What other factors play role in the overall rankings?

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__________________________________________________________________
__________________________________________________________________
__________________________________________________________________
1. Make a priority list for different scoring opportunities

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__________________________________________________________________
__________________________________________________________________
__________________________________________________________________

2. What past mechanisms from previous games can you look at for inspiration?

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__________________________________________________________________
__________________________________________________________________
__________________________________________________________________

3. For next steps, please visit the prototyping, mechanisms, robot software, and electrical/pneumatics worksheets.

For additional help, visit the Technical Resources webpage.