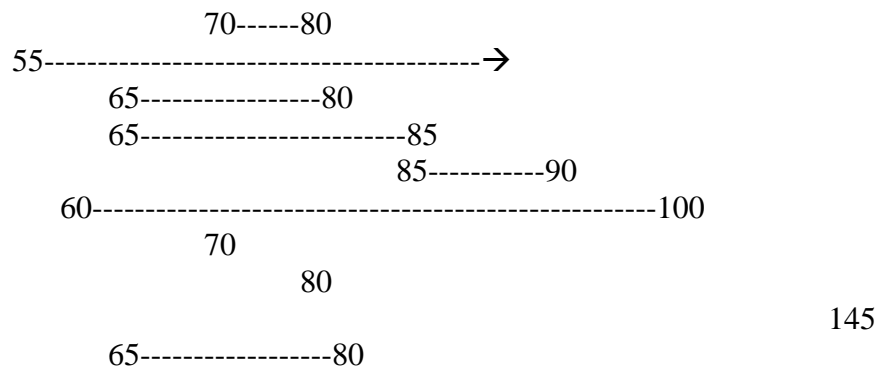


## 2006 Game Strategy Summary

### Points Required to Win Match



**10 pts for winning autonomous period + 25 pts for 3 robots on platform at end of match = 35 pts!!! This is 1/2 the points needed to win a game!**

### Game Strategy

#### General Points

1. Need good drivers, attentive coaches, good communication and accurate human players.
2. Know rules and DO NOT COMMIT PENALTIES
3. Think basketball – 3 on 2 during offense-defense periods, 3 on 3 during free for all period
4. Game requires equal levels of offense and defense

#### Autonomous Period

1. Score in corner goals, camera not worth the weight and high shooter is unreliable
2. Bot has separate modes to go to all corner goals to score or block opponents
3. Must win autonomous period for 10 bonus points and go on defense in next period when human players can control balls in play

#### Defense Period

1. Block corner goals
2. Block and bump shooter
3. Chose a good back bot – pickup balls from floor and balls put in play by human players and prepare for offense period
4. Concentrate defense on opponent's best shooter
5. Bots on defense control balls on floor to prevent offence from using them to score
6. Human players should prepare to go on offense – load balls in bots if possible
7. One or both of the bots playing defense may want to start move to offense position near end of period to beat and to avoid blockers

#### Offense Period –

1. Keep the opponents occupied
2. Human players should control balls and keep balls out of play if leading or score in corner goals if they have a clear shot
3. Concentrate on corner goals – keep opponents from blocking them
4. Score efficiently – best scoring bot concentrates on making goals, others protect it from opponents
5. Bots on offense may want to start to move to defense near end of period especially if back bot is a high scorer.

#### Final “Free for All” Period

1. Equal levels of offence and defense – good coaching and communication to determine which is more important
2. Protect your high scoring bot from opponents and/or attach opponent’s high scoring robot
3. Get as many bots on your platform as possible.
4. Try to push robot onto your platform – this will contribute to your score and reduce score of your opponents score

#### **Robot and Drive Team Functions**

1. Bot functions – shooter, ball collector, ball and robot bulldozer, ramp climber
2. Driver must maintain a level of accuracy and good judgment to decided which goals can be scored
3. Drive team must know game rules, strategy and avoid penalties
4. Bot must be both fast and agile AND strong and durable with lots of tractive effort to push other robots
5. Big D robot – small, fast, agile, and with lots of tractive effort to harass opponents and protect alliance high scoring bot, push bots on or off platforms and climb platform at end of match
6. Ball harvester bot to collect and dump balls into corner goal
7. A confident, quick thinking drive team is the key to winning

**!!!!!!!!!!!!!!HAVE FUN!!!!!!!!!!!!!!**

Ken Snodgrass  
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