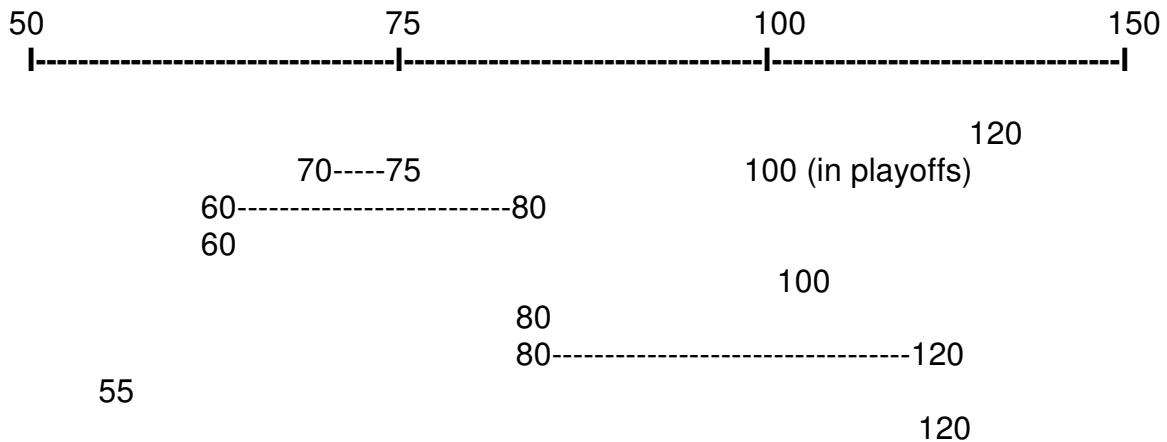




2007 Game Strategies for Rock 'n' Roll

Winning Score



Rock 'n' Roll is almost two separate games – (1)scoring keepers and ringers during the autonomous and teleoperated periods and (2) lifting robots during the end game.

Autonomous

Easier to score on top row of spider legs which are more stable

Have one robot stabilize rack so others can score

Placing keeper on middle row of spider legs gives you more ways to make rows (tic tac toe)

Bumping spider legs can be a good defensive move

Put keepers on far side of rack – makes it difficult for competition to score ringers during teleoperated period

Pushing robots out of scoring position is a good defense

Teleoperated

Offensive game – offense is the best defense

Defense robot can deliver ringers to high scoring robot

Save spoilers for the end of the game to maximize effect on opponent's score

Block spider legs with robot or robot arm

Block robots from returning home for end game

Human players can throw ringers onto spider legs

Human players can throw ringers to shake spider legs and make it difficult for opponents to score

Bumping spider legs with robot or arm can be a good defensive move

Pushing robots out of scoring position is a good defense

Place spoilers to breakup the competition's highest scoring row

Place ringers to make one long row rather than several short rows

Block robots from picking up ringers from floor

Placing keeper on middle row of spider legs gives you more ways to make rows (tic tac toe)

End Game

Allow sufficient time to get robots off the ground

Killer play - Get 2 robots 12" off the ground for 60 bonus points

Block robots from returning to their home zone

Robot Functions & Drive Team Actions

Planning and communication within alliance before and during a match is key to winning

Meet with other alliance partners before match to develop game strategy

Coaches and human players must analyze situation during match and tell drivers where to place ringers and spoilers to maximize score

Robots must be able to score quickly

Have human player bounce or throw ringers onto spider legs

Use human player to guide drivers when the robot is at far end of field and rack blocks driver's view of the action

Design robot so it is easy to lift

Design robot and arm so it can pickup and score ringers without moving

Design robot so it can climb up a ramp

Design robot with ramps to get alliance partners off the ground

Design robot arm so it can lift alliance partners off the ground

Design robot arm so it can lift game pieces off of ground and be loaded by human players

Design robot arm so it can score and remove ringers and spoilers from spider legs

Design robot arm so it can stabilize spider legs to aid in scoring or shake legs to make scoring more difficult

Design robot so it is short at start to increase maximum allowable weight