



The Game:

Get Over It! is played on a 12'x12' square field as shown on the diagram above. Two alliances – one “red” and one “blue” – composed of two teams each, compete in matches consisting of a 40-second autonomous period followed by a two-minute driver-controlled period.

The object of the game is to score more points than your opponent’s alliance by emptying baton dispensers filled with 6-inch long PVC tubes and scoring them in stationary and rolling goals. Teams will be challenged by completing tasks during autonomous and driver-controlled periods and will be scoring special kinds of PVC tubes for extra points and possibly double points for a goal at the end of a match. Batons scored in the autonomous period will be counted once at the end of the period and again at the end of the driver-controlled period if they remain in the goal.

The Details:

There are a total of 100 batons available to both teams as scoring objects in the game. Five batons are given to each Alliance to pre-load onto the robots in any way they want and 90 will be placed in the Baton Dispensers located around the field - 15 per Dispenser. A Doubler Baton will be available in each Alliance's middle Baton Dispenser to be dispensed during the Autonomous Period (if not dispensed, it is removed by a referee). There are also two Magnet Batons per Alliance placed randomly in the Baton Dispensers. These batons are worth extra points if scored in the center cylinder of an Alliance's rolling goal. Robots may only make contact with their Alliance's baton dispenser (located on the other side from their starting position).

The field is divided by two Cliffs (with the stationary goal), two Bridges, and one Mountain in the center. Robots will have to “get over” these obstacles to retrieve batons. In the Autonomous Period, teams are rewarded for moving over the field elements in the middle of the field as well as collecting

batons that they use to score during the period. Parking a robot on the different field elements by the end of the Autonomous Period is also worth points. Batons scored during the Autonomous Period may be scored a second time at the end of the match.

End Game:

The last 30 seconds of the match comprises the End Game. During the End Game, teams may only make contact with their own Bridge and will try to get their robots and goals on top of the Bridges to get Balance points.

Autonomous Period Scoring:

Parking a robot on a Cliff	3 points
Parking a robot on the Mountain or Unbalanced Bridge	5 points
Parking a robot on a Balanced Bridge	15 points
Robot on Dispensing side	10 points
Dispensing Batons	2 points per baton

Match Scoring:

Regular or Magnet Baton in Stationary Goal	1 point
Regular or Magnet Baton in outside cylinder of Rolling Goal	3 points
Regular Baton in center cylinder of Rolling Goal	0 points
Magnet Baton in center cylinder of Rolling Goal	25 points
Doubler Baton in Goal	Doubles the goal score
Balanced ¹ elements on Bridge at End of Match	10 points per element

¹ Elements = Robot or Rolling Goal