

## Vex Competition Class Rules

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1. No intentional contact with another bot.
2. No removing an opponent's cone from an opponent's goal.
3. No one can be on the course during a match.
4. Two warnings in a match equals a disqualification from that match.
5. If a match begins and your bot does not move, then the bot can be removed from the course, modifications can be made and the bot can be placed back on the course.
6. Each match is three minutes.
7. Game continues if robot is flipped.
8. Points:
  - 5 points for highest stack.
  - 2 points for each cone on any goal.
  - 2 points for parking at the end of a match.
  - 1 cone allowed for preload.
  - Zones will have 5/10/20 pts areas for placement of mobile goals.
9. During the course of the match, players can hand place cones in front of their bots from a supply not on the competition course, but only one at a time.
10. Score is determined when game is over.
11. If a tie, play another round – 1<sup>st</sup> person to place cone on goal wins.
12. Rules can be modified based on previous match. A majority is required to change rules.