

# 2000 B.O.M.B. All-star Games

## Human Player Havoc

Human players will have 1 minute to make as many balls into **their own goal** as possible. They will stand in the usual human player position. Two contestants will compete at a time. They will be supplied with an endless supply of balls that will be fed through the player station door. The top four scoring contestants will advance to the finals to compete. The final contestants will then have one minute to make as many balls as possible into **their opponent's goal**. High score wins.

## Hang Time

Robots start in regular starting position. Teams will have 2 minutes to hang their robot on the pole as many times as possible. After each **successful** hang, robots must return to original starting position before returning to try and hang again. Highest score wins. In the event of a tie, robots will compete in a hang-off. In the hang-off, robots will have one minute to compete. All other rules, remain the same.

## Blazing Bots

Robots will start on the designated starting line. Robots will race down to the opposite end of the court passing over the other line at the other end. Robots can choose to pass over the ramp or under the goal. Robots will be timed and the time will stop after the robot passes back over the start line. Fastest time wins.

## All-star Adventure

(All positions are from the drivers' point of view.) Robot will start at designated starting position, which will be the left side of the player station. Robots will weave through four cones down to the right side of the player's station. Then the robot must go over the ramp, pick up the black ball located in the right hand corner of the court and score it in the left-hand goal. Then the robot must hang itself on the pole. Time will be stopped after the robot leaves the floor. Fastest time wins.

## Scoring Showdown

Robots will take the court individually. Balls will be set up like a regular match. Robots will have access to all balls, including those that would be in the opponent's player station. Opponent's balls will be randomly placed on the playing field. Robots will have two minutes to get the highest score, according to official FIRST rules on qualifying matches. Meaning that the robot must score for its opponent, even though the opponent is not on the field. Robots will have the option of hanging their robot on the pole or sitting it on the ramp to win. For example, if your robot scored nine points in your opponent's goal, and you had no balls in your goal, but you were hanging on the pole, you would win and receive 27 points. In the event of a tie, robots will go head to head and play a regular one-on-one match. However, during the tiebreaker match, scoring rules will be like the FIRST finals are played. Meaning, highest score wins.

## Robot Rumba

Robots will enter the court four at a time. They will be given a one minute allotment of time to "shake their bot" to a chosen song. The song will be an upbeat dance song. Five random judges will be selected from the audience to judge the robots on their dancing skills using a 1 to 10 scoring scale.