**MAKING CAKE**

The legendary recipe is composed of the 3 following layers, in order, from top to bottom:

- Icing

- Cream

- Sponge cake

Respecting this order grants bonus points on the cake.

A dropping area cannot accommodate more than 3 cakes, any additional cake will not be counted. In this

case, the counting of points will be done to the advantage of the team.

**1 point** per layer in the cake

**4 extra points** if the cake respects the legendary recipe

**PUT A CHERRY ON THE CAKE**

**3 points** for each cherry placed on a cake;

**DROP CHERRIES IN THE BASKET**

**5 points** if the team places a basket during the preparation time;

• **1 point** per cherry in the basket

• **5 extra points** if the count is correct and not null

**RETURN TO A ZONE**

**15 points** if all team’s robot are in its own dropping area

**FUNNY ACTION**

**5 points** if the funny action is performed

**ESTIMATE THE PERFORMANCE:**

The estimation bonus is calculated as follows: **Bonus = 20 points – Delta**

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THE PENALTIES**

loss of part or element of a robot on the playground: **loss of 20 points**.

• degradation of the table or a game element: **loss of 30 points**.

• non-functional avoidance system: **loss of 30 points**.

• false start: **loss of 50 points**.

• robot keeps moving when time runs out: **loss of 50 points**.

• excessive preparation time: **loss of 50 points**.

• robot change its start zone after 3 minute of preparation : **loss of 50 points**.

• unfair behavior: **loss of 50 to 100 points**.

• on arbitration decisions: **loss of 50 to 100 points**.

• on decisions of the organization: **loss of 50 to 100 points**

The following actions will result in a **team forfeit**:

• no robot exit from its starting area.

• repeated excessive preparation time.

• dimensional limitations not respected.

• repeated false start.

• intentionally shoot at people in the vicinity.

• voluntary fixate, vibrate the table.

• intervention of a team member on the table, game elements or robots, after the preparation time (with the exception of the emergency stop button).

• intervention of a team member on the table, the game elements or the robots, during the match.

• the team is unable to play the game before the end of the series.

• following arbitration decisions.

• following decisions of the organization committee.