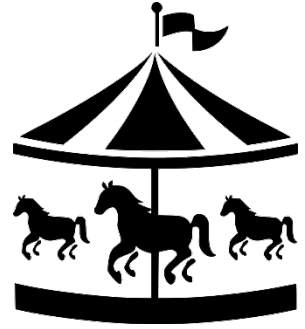


DRIVE RIGHT UP TO CARNIVAL CHAOS

FRC Game Proposal
FRC Team 1512
St. Paul's School
Concord, NH



Welcome to **CARNIVAL CHAOS**.

Almost everyone one enjoys a day at the fair or spending time at the carnival. There is the challenge of the games along the midway, the thrill of the amusement rides, and of course the fun of the arcade. Join us this season as teams spend a day on the midway.

Our proposal for this FIRST Robotics challenge is a game called “**CARNIVAL CHAOS**.” The robots’ overall goal in our game is to score points by simulating the unforgettable childhood experience of spending an afternoon at the state fair. Robots would take part in various challenges during the autonomous, teleop and finale portions of the match. Who knows what planet this could be on.

Game piece:
8” foam ball

Game Elements:

Skee Ball

General game element that can be scored upon at any point of the game. Originally design by Philadelphia Toboggan Company, Skee Ball type games are a classic arcade game. Somewhat like bowling but without pins. There are holes and channels that direct balls to different scoring holes. Scoring values will take placed on the location and difficulty of a given hole.



High Striker

General game element that can be scored upon at any point of the game. The high striker is a classic carnival game. The idea is to take a mallet and hit a lever that causes a weight to move upward and ring a bell. For our game each time your robot hits the lever with a certain amount of force it will move up the high striker until it rings the bell. Who is the strongest robot.



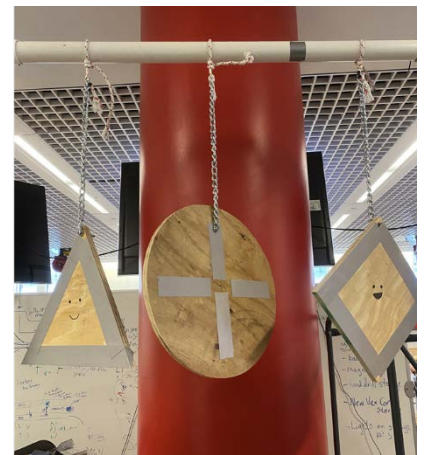
Basket Ball Game

General game element that can be scored upon at any point of the game. This game element has been used several times in FIRST but is a standard carnival game. Points are scored on each basket. 2 points from a given distance and 3 points from a 3-point zone.



Ball Toss (Hanging Targets)

General game element that can be scored upon at any point of the game. Targets hanging by chains that allow for target movement. Points will be scored according to how many targets your alliance hits. Targets will be space farther apart than shown in the picture. They can also be hung at different heights. This resembles a target knock down game.



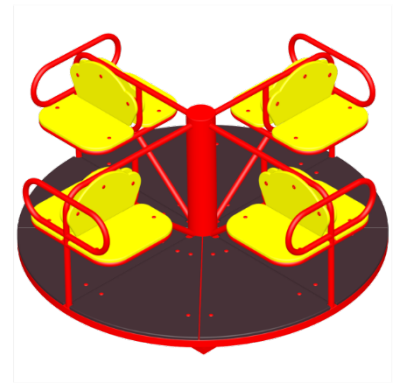
Ring/ball Toss

General game element that can be scored upon at any point of the game. Just like a ring toss game you might find at carnival, foam rings can be tossed on to a pipe or pipes to score. Points will be awarded by how many balls or rings are scored and how the color pattern of the rings match a predetermined color pattern. Ball in a clear tube could be a substitute so the game piece for the competition can be a ball of a given size.



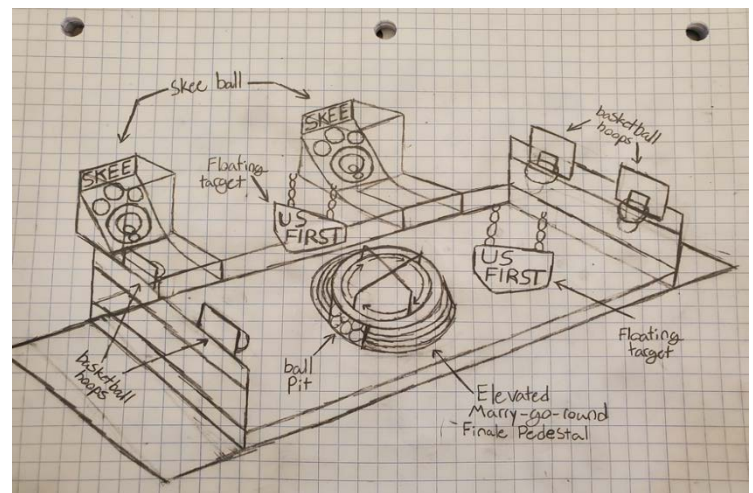
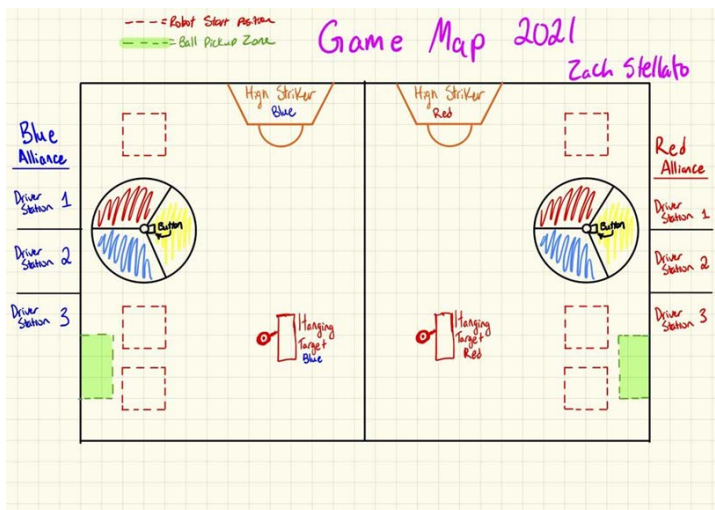
Carousel

Finale element of the game. Teams will have to drive up and position themselves on a slowly rotating or tipping carousel similar to one a playground those seen on a playground. Unlike the one pictured, there will be three segments two for red or blue alliance robots and one for those opposing team's robot. Three ramps are placed equally spaced around the carousel to assist in getting on. Points will be awarded for like colored alliances all getting on the element. Bonus points will be given to a team that allows an opponent to also ride on their carousel.



Field Layout Concepts

Not all elements included



In the end all teams go home with the prize of knowing that they competed at the highest level of high school robotics and had the thrills and excitement and practice “gracious Professionalism”.

Team 1512, “The Big Red”, thanks all the members of the FIRST organization for their creativity to produce a 2021 season.