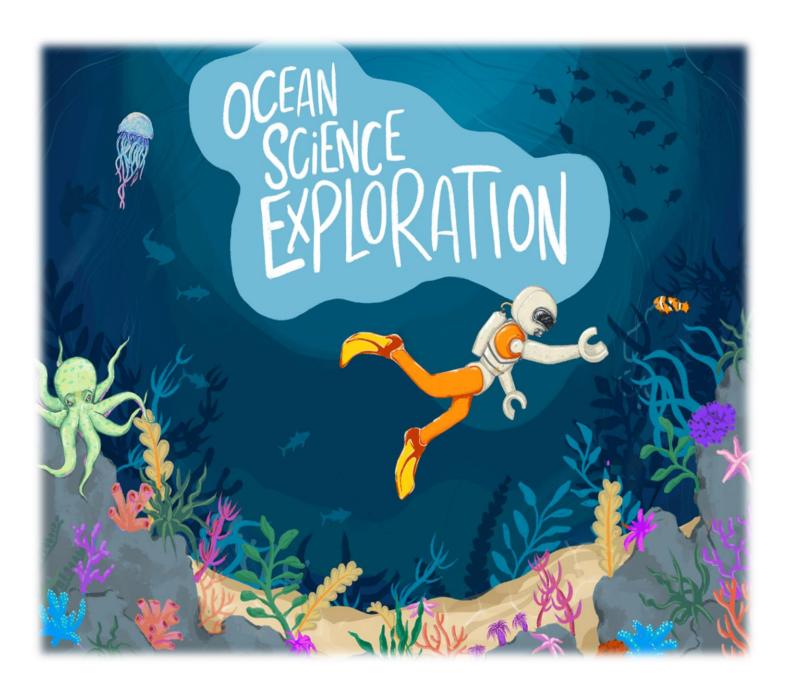
Vex go competition



VEX GO Ocean Science Competition:

The VEX GO Ocean Science Competition is an exciting challenge in the world of engineering and robotics, where students use their STEM (Science, Technology, Engineering, and Math) skills to explore and solve ocean-related problems.

In this competition, students build and program robots using **VEX GO** to complete tasks that simulate realworld ocean activities, such as **scientific research**, **data collection**, **ocean cleanup**, **and marine life exploration**.

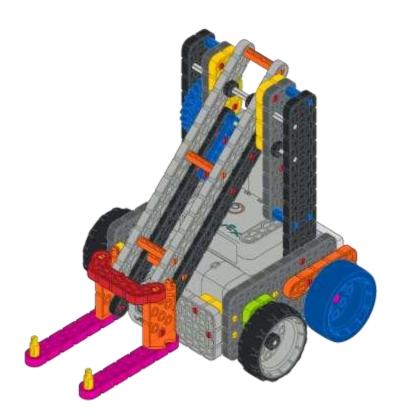
Why Join?

If you're looking for a fun and practical learning experience, the **VEX GO Ocean Science Competition** is the perfect opportunity to develop students' skills in a competitive and educational environment!

Our game rules

Robot Rules

- 1. The Robot can only have one Robot Battery
- 2. The Robot can only have one Robot Brain
- 3. The Robot can be made of only VEX GO parts
- 4. The Robot must have the VEX GO license plate with Team Name or Number
- 5. Decorations are allowed





Game Rules

- 1. Robots must start on the green tile
- 2. If a robot becomes stuck, the human player can pick up the robot and place it on an adjacent empty tile
- 3. There are three ways to play
 - 1. Solo Driving: 1 team plays a 2 minute match with 1 robot
 - 2. Solo Coding: 1 team plays a 1 minute match with 1 robot
 - 3. Coop Driving: 2 teams play a 1 minute match with 2 robots

Judges rule:

- Make a numbered list of all teams by robot name
- Keep the best score and time for each team
- Announce the winners once all matches are complete
- Determine if additional awards will be given, such as
 - Best Team Spirit Award
 - Best Looking Team Robot

players rules:

- Players will work in pairs
 - One driver will drive the robot
 - o The other student will assist with designated human tasks

Competition Steps:

- Each team plays one match on their turn
- Teams play at least three matches each (more can be played if time allows, as long as all teams play the same number of matches)
- Each team's highest score is used to determine the winner