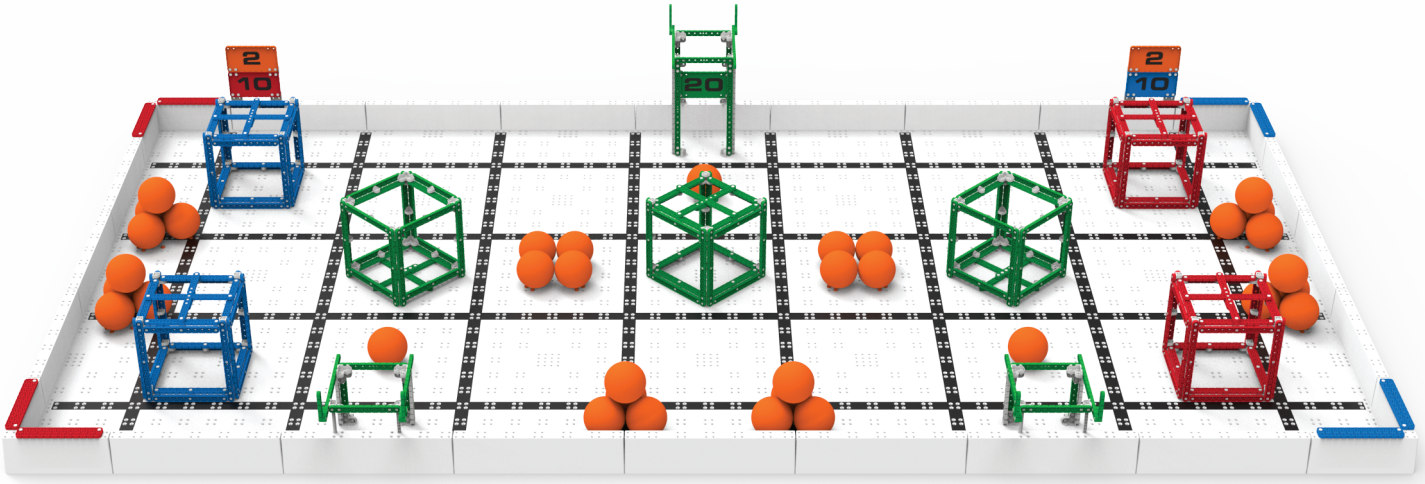
CHALLENGE
SQUARED AWAY

REC Foundation

Game Description & Scoring



The Game:

VEX IQ Challenge Squared Away is played on a 4'x8' rectangular field. Two Robots compete as an Alliance in 60-second long Teamwork Challenge matches, working collaboratively to score points.

Teams also compete in two additional challenges; the *Driving Skills Challenge*, where one robot scores as many points as possible under driver control; and the *Programming Skills Challenge*, where one robot scores as many points as possible autonomously, without any driver inputs.

The object of the game is to attain as many points as possible by scoring Balls in or on Cubes, and scoring Cubes into Corner Goals or Platforms.





The Details:

There are a total of thirty-five (35) *Balls* and seven (7) *Cubes* available. Balls can be scored in, or on top of, any Cube. Cubes can be scored into the *Corner Goal* or *Platform* that matches the Cube's color.

Scoring:

Ball Scored inside of a Cube	1 point
Ball Scored on top of a Cube	2 points
Cube Scored in a Corner Goal	10 points
Cube Scored on a Platform	20 points

Use the QR code to learn more