

2009 Missions



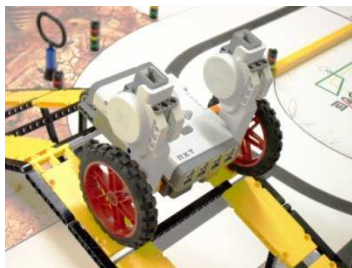
Required Condition: Your vehicle needs to be in one of these positions exactly as the match ends (this mission does not affect others):



TARGET SPOT:

Required Condition: Parked with its drive wheels or treads touching the round target.

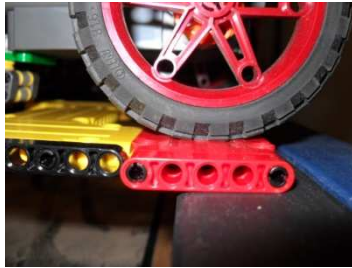
Value: 25 points.



YELLOW BRIDGE DECK:

Required Condition: Parked with its drive wheels or treads touching your yellow bridge decking, but not touching any red decking or the mat.

Value: 20 points.



VEHICLE SHARING:

Required Condition: Parked with its drive wheels or treads touching your red bridge decking, but not touching the mat.

Value: 25 points.



ACCESS MARKERS:

Required Condition: Access markers need to be in their “down” position.

Value: 25 points each.



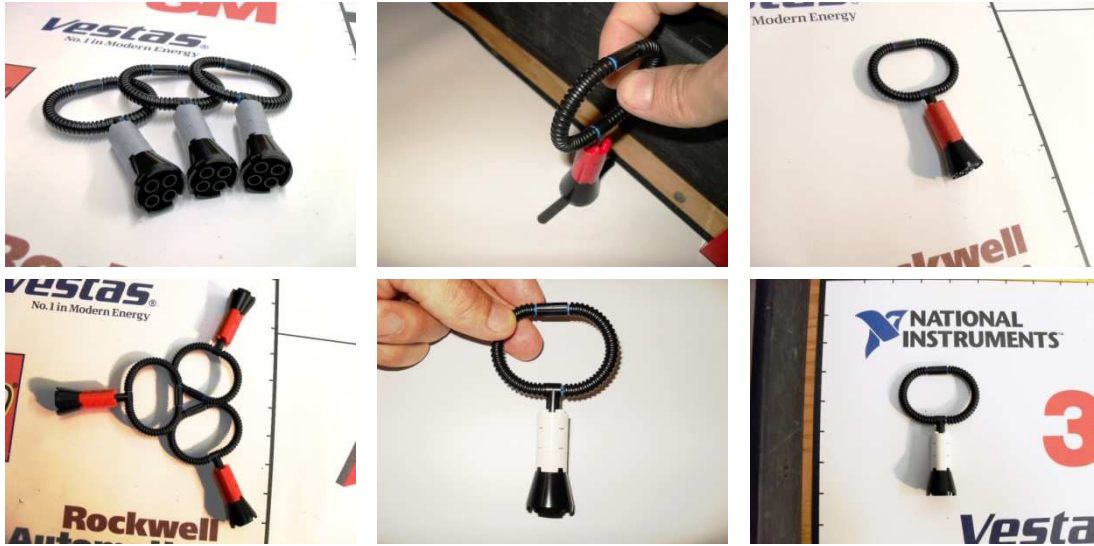
LOOPS:

Required Condition: Loops need to be in Base.

Value: 10 points each.

BONUS:

New technologies can sometimes eliminate your need to travel. They are hard to develop, but each new one makes the next come easier... If all three gray loops have reached Base, you may take one red loop into Base by hand. Independent from that, if all three red loops have reached Base, you may take one loop of any color into Base by hand. Once earned, these hand freedoms (which are a special exception to the rules) may be used any time before the match ends.

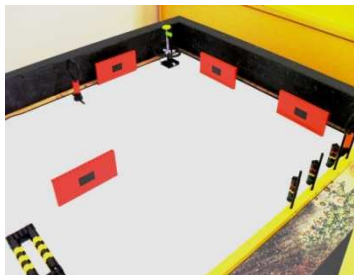


WARNING BEACONS:

Required Condition: Warning beacons need to be upright (square to the mat).

Value: 10 points each.

ALSO: Warning beacons are the touch penalty objects for the Smart Move Robot Game. This means each time you touch your vehicle while it's completely out of Base, the referee removes one upright beacon. The beacons are removed in order from south to north, then from west to east. If there are no upright beacons at the time of the touch, there is no penalty.



SENSOR WALLS (AVOIDANCE OPTION):

Required Condition: Sensor walls need to be upright (square to the mat). Any four walls can count. Only four walls can count. Each upright sensor wall also requires a "down" access marker. Example: If there are four upright walls but only three access markers down, only three walls count.

Value: 10 points each, max 40.



SENSOR WALLS (IMPACT OPTION):

Required Condition: No (zero) sensor walls are upright.

Value: 40 points.



VEHICLE IMPACT TEST:

Required Condition: The truck needs to no longer touch the ramp's red stopper beam. Your entire vehicle needs to be completely out of Base when it produces the required condition, otherwise the referee removes two upright warning beacons (in the same manner as two touch penalties).

Value: 20 points.



SINGLE PASSENGER RESTRAINT TEST:

Required Conditions: The crash-test figure needs to be aboard your vehicle for the entire match. The first time your vehicle is without the figure, the referee removes the figure. Any constraint system is okay as long as the figure can be separated quickly after the match.

Value: 15 points.



MULTIPLE PASSENGER SAFETY TEST:

Required Condition: All four people are sitting or standing in or on a transport device of your design, and some portion of that object is in the round target area.

Value: 10 points.
