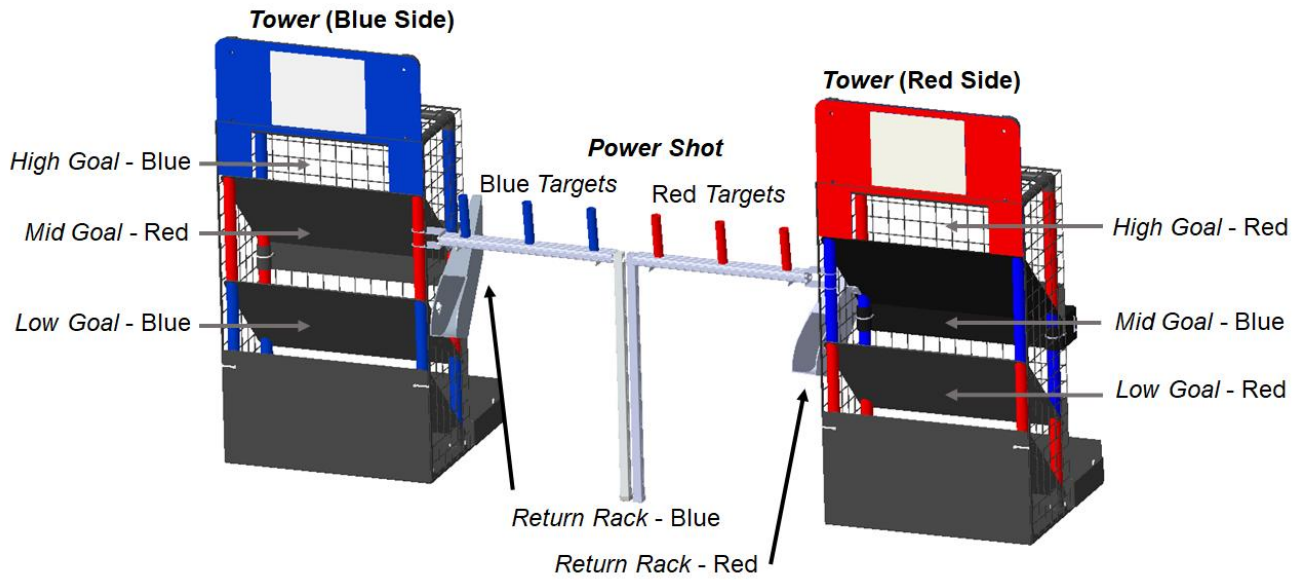
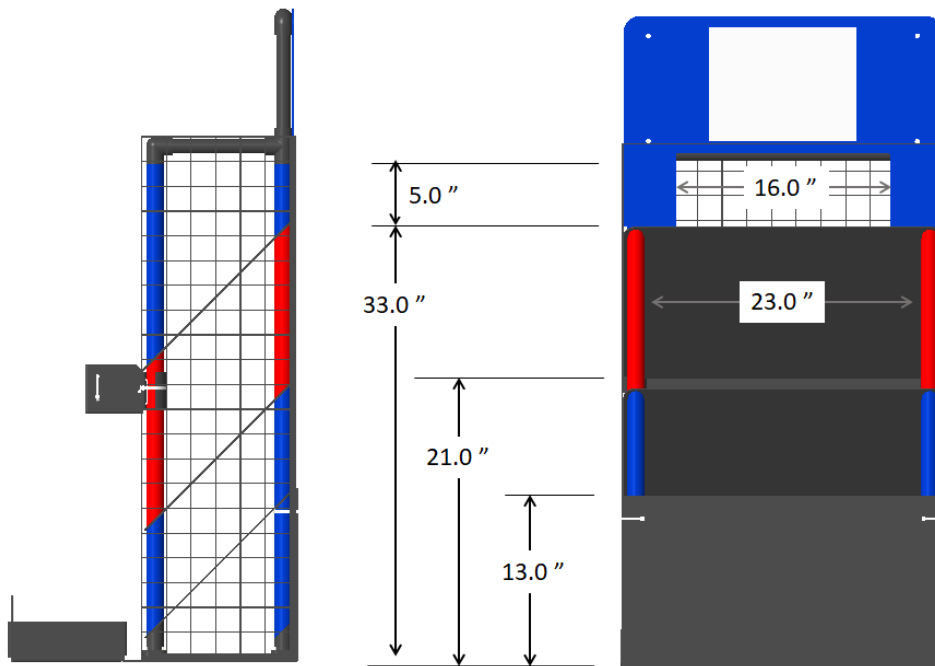


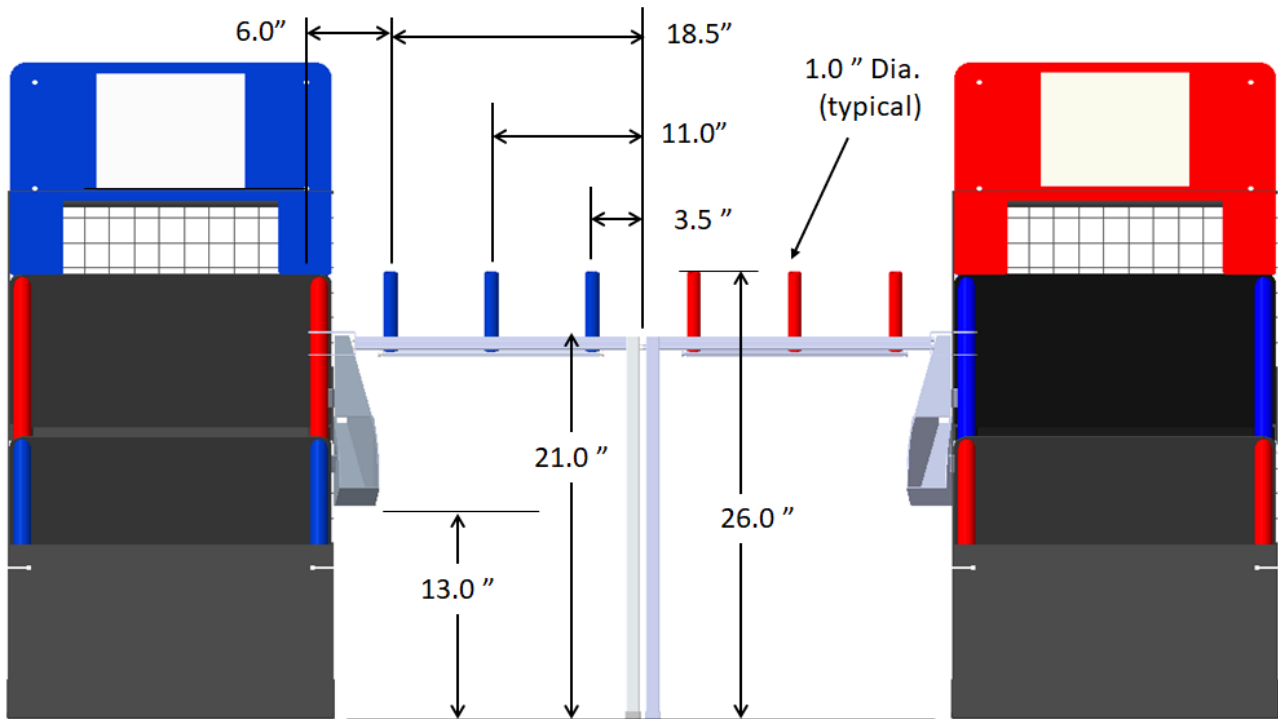
Appendix B – Playing Field Details



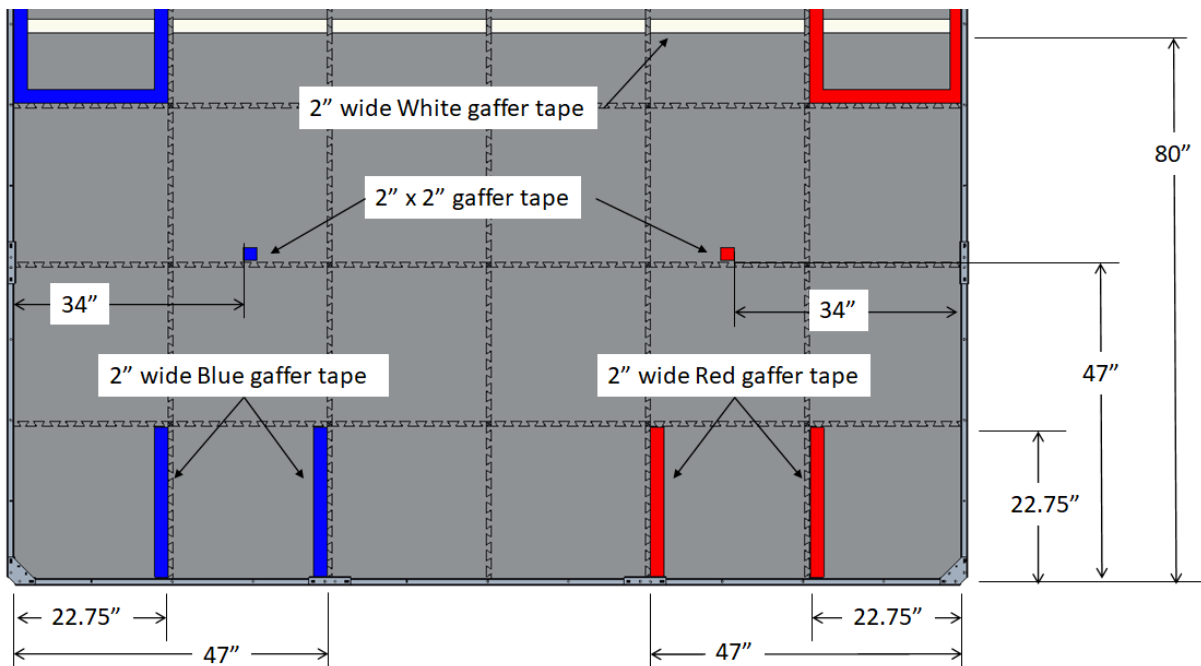
B-1 Tower Goals



B-2 Tower Goal Dimensions

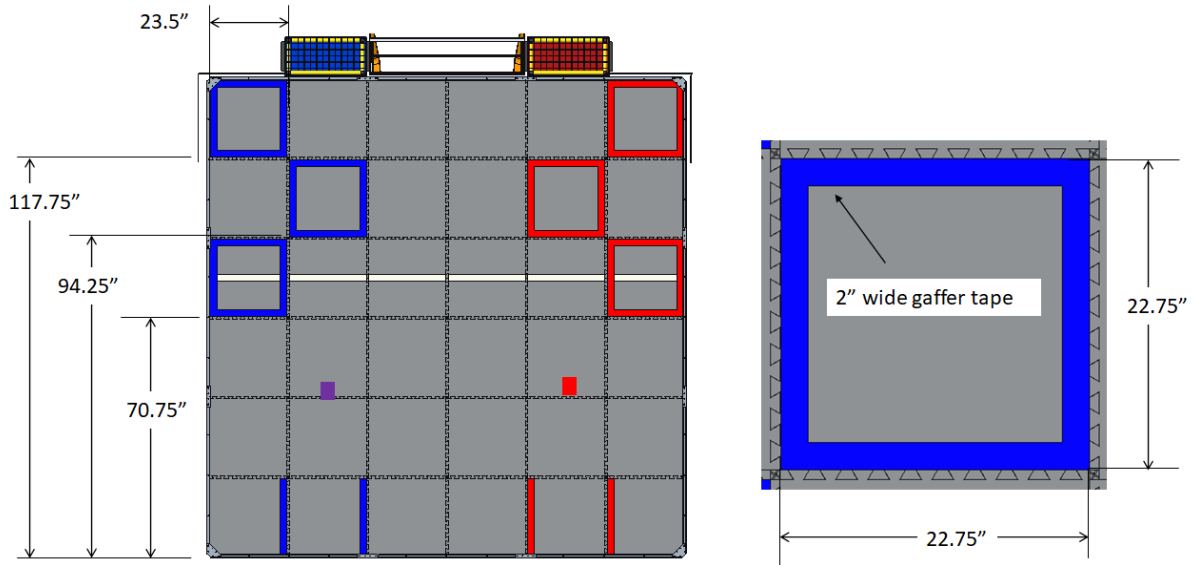


B-3 Power Shot Dimensions



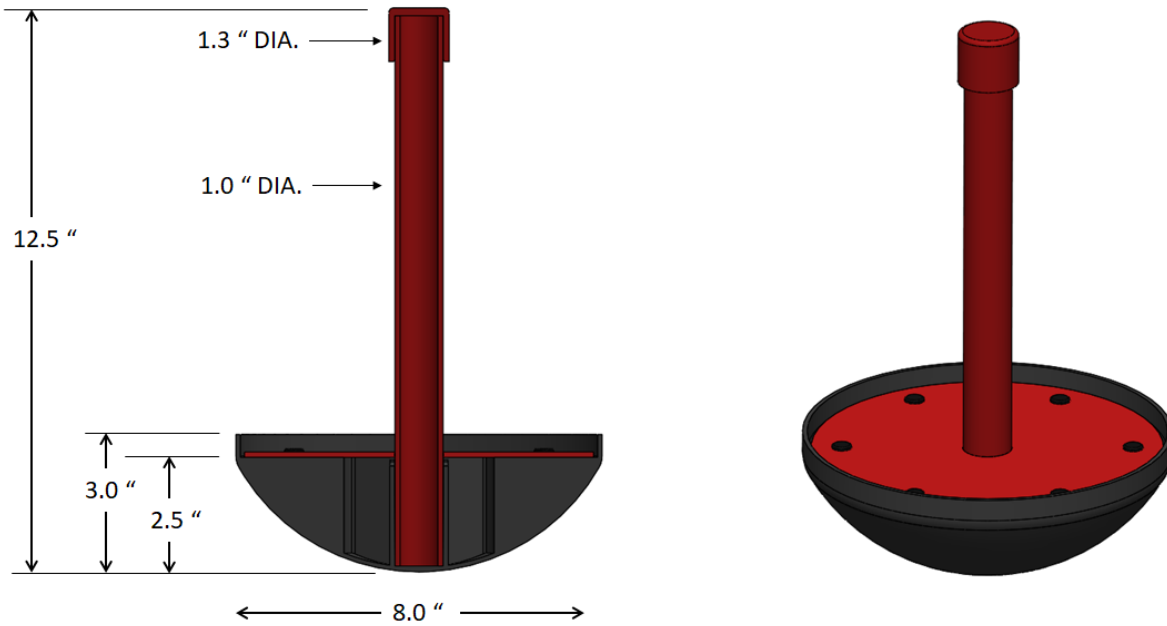
B-4 Playing Field Tape Dimensions

Note: These dimensions are approximate. Refer to the Set-up Guide for exact placement. In general, the tape runs along the tabs of the *Tile* and the tape square is centered along one side of the *Tile*.

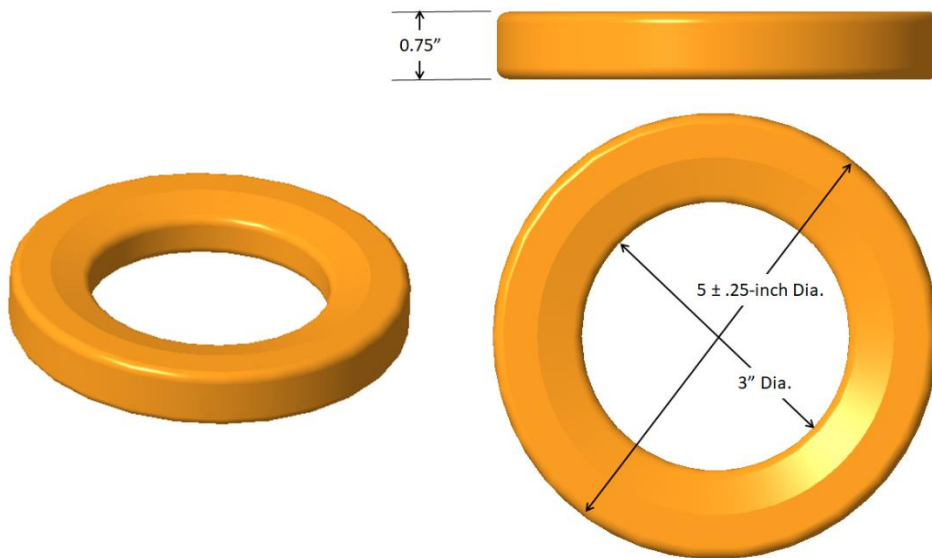


B-5 Target Zone Goal Dimensions

Appendix C – Scoring Elements

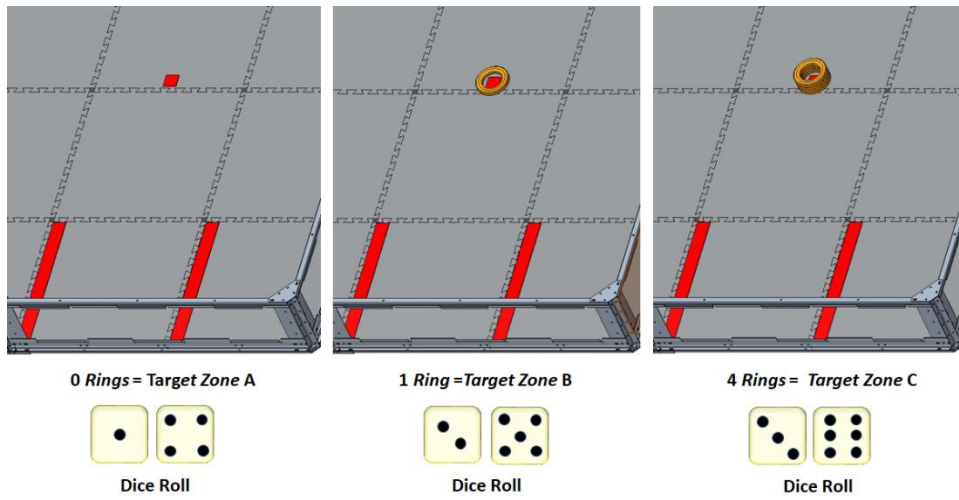


C-1 Wobble Goal



C-2 Ring

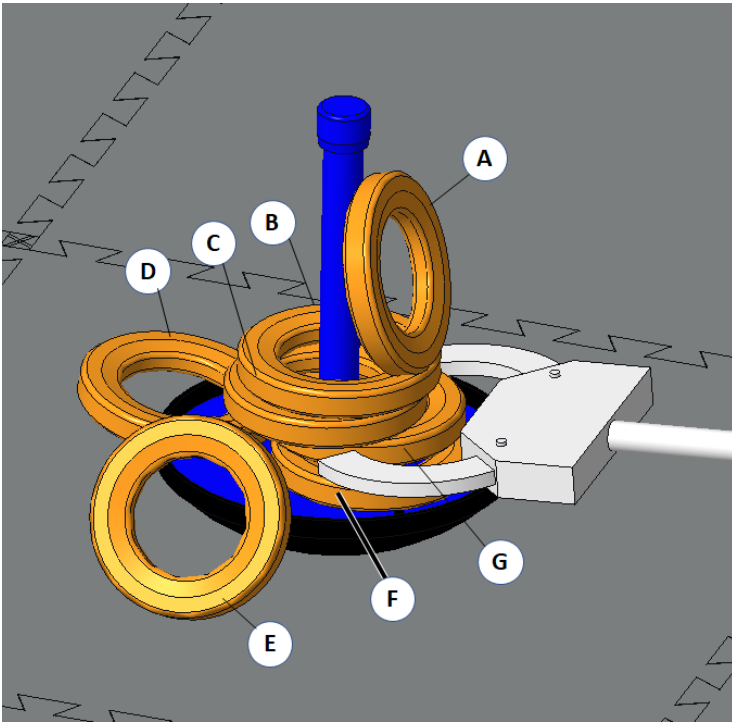
Appendix D – Starter Stack Randomization



D-1 Starter Stack Setup

Note: During setup, the *Rings* are centered on the tape squares

Appendix E – Wobble Goal Ring Scoring Examples



| Ring | Points | |
|------|--------|--------------------------|
| A | 5 | |
| B | 5 | |
| C | 5 | |
| D | 5 | |
| E | 0 | Not Completely Supported |
| F | 5 | |
| G | 0 | In contact with Robot |

E-1 Wobble Goal Ring Scoring Examples

Appendix F – Navigation Images



Image 1
Front Wall (audience)



Image 2
Blue Alliance Wall



Image 3
Red Alliance Wall



Image 4
Back Wall
Blue Side Tower



Image 5
Back Wall
Red Side Tower

F-1 Navigation Image Locations