Ramp it Up is played on a 8ft by 8ft field by two alliances of two teams each. Alliances earn points by placing their alliance's colored Cubes in Low or High Goals. More points are earned for Cubes that are scored in higher goals. Green Cubes, which are located on the Center Divider and each alliance's Landmark, that are scored in Goals multiple the points of the Cube scored. At the end of a Match alliance's earn bonus points for each Robot parked on top of their Ramp.

Each Match begins with a 20 seconds Autonomous Period where robots can attempt to score their preloaded Cube or remove Green Cubes from the Center Divider. After Autonomous a 2 minute 10 second Driver Controlled Period takes place. In addition to the preloaded Cube, two Cubes are located at the top of each Alliance's Ramp and six Cubes are located in Cube Starting Zones on each side of the Field. Alliances work to score Cubes into their respective Goals and place Green Cubes for bonus points. As the Driver Control period ends Robots race to ascend the Ramps to score extra points, more points

are scored if both of an Alliance's Robots are located on their respective Ramp at the conclusion of the Match.

Table 1-1 Point Values

Action	Value
Cube scored in Low Goal	1 per Cube
Cube scored in High Goal	3 per Cube
Green Cubes scored in Goal	Multiple Cube Points by (# of Green Cubes +1)
1 Robot on top of Ramp at the end of the Match	5
2 Robots on top of Ramp at the end of the Match	12

The Ramp it Up Field is bisected be a Center Divider that separates the Red and Blue Alliances. On the Center Divider between the two Ramps are located four Green Cubes that are available for both Alliances to claim. Green Cubes scored in a Goal will increase the Cube points of that Goal. One Green Cube in a Goal will double the points of scored Cubes while two Green Cubes with triple the points and so on.

The Low Goal is located in the corner farthest from each Alliance's Ramp. Cubes scored in the Low Goals must be completely inside of the taped lines. The High Goals are located next to each Alliance's Ramp and are a standard Milk Crate. Cubes scored in the Low Goal must have a majority of the Cube on the tape or inside the Low Goal volume

Each Alliance has ten Cubes that can be scored in the Goals. One Cube must be in contact with each Robot at the start of the Match. Two Cubes are located on the top of each Alliance's Ramp. The

remaining six Cubes are located in the Cube Starting Zone located on the left side of the Center Divider. In addition each Alliance has a Green Cube located at the center of their side of the Field.

On the left side of each Alliance's side of the Field is a Ramp. Each Ramp has a 15° incline and an approximately 2ft by 2ft plateau. At the top of each Ramp is located two Cubes and access to the Alliance's High Goal.
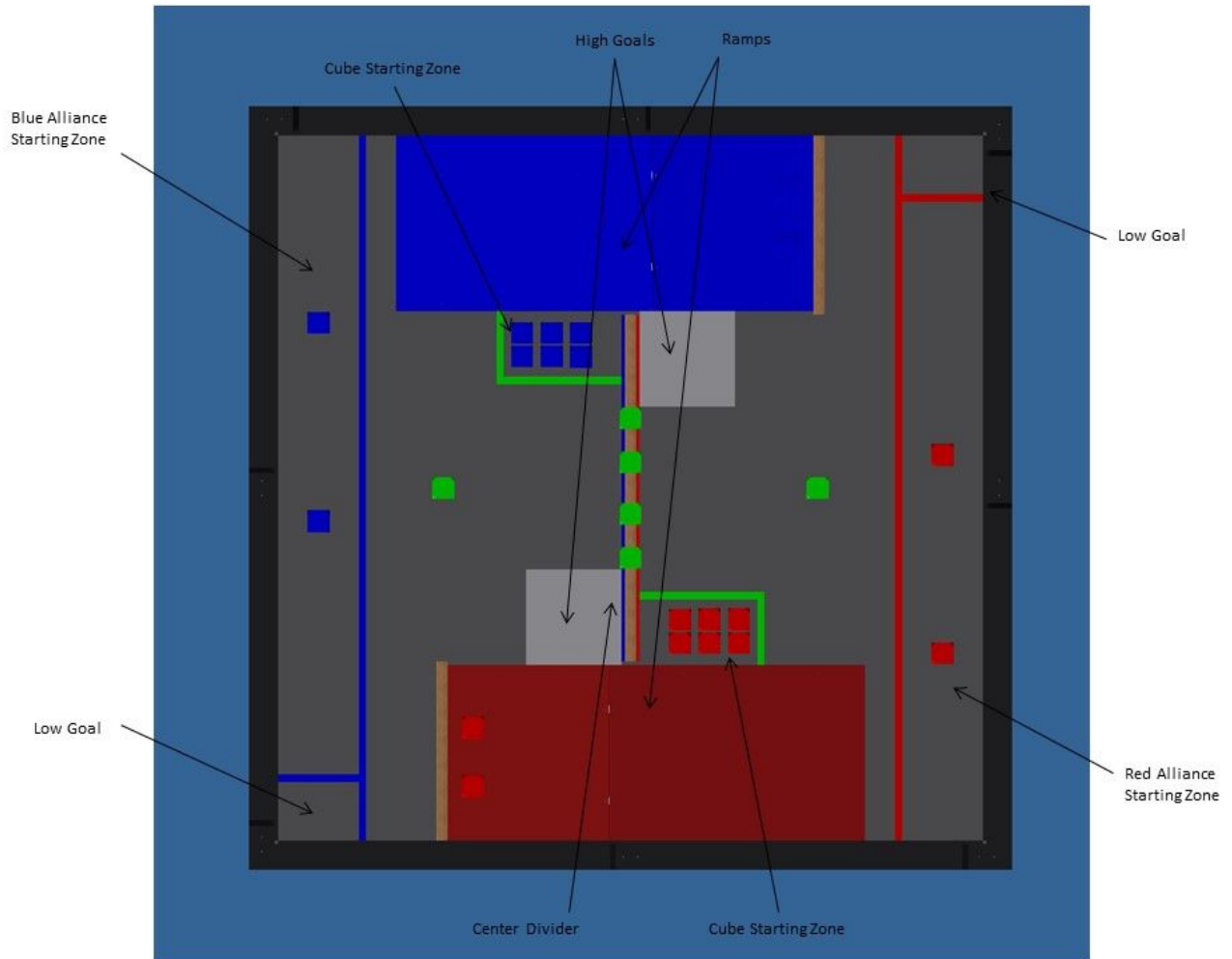
During game play if Cubes leave the Field over the Side Border they will be returned to the Field where they went out by a Staff Member at the earliest safe time. Ramp it Up is meant to be played by two

Alliances separately on their respective halves of the Field. Alliance Cubes that end up on the opponent's side of the Field will not be retrieved and the Alliance of that Cube's color with by penalized. If a Robot makes contact with a Robot or game piece that is completely on the other side of the Center Divider that Robot will receive a major penalty. Exceptions are made for contact between two Robots and a Green Cube located on the Center Divider.

Table 1-2 Penalties

Action	Value
Cube dropped on Opponent's side of the Field	1 per Cube
Making contact with a Robot or Cube on the Opponent's side of the Field	3 per Instance

A Ramp it Up Tournament is played by at least four teams. The Tournament consists of the number of Matches needed for each team to play with and against every other team. Team are ranked by average score and the team with the highest average after all of the matches have been played will be declared the winner. The Ramp it Up tiebreakers are shown below.

Table 1-3 Tournament Ranking Criteria

	Criteria
1st order sort	Average Score
2nd order sort	Ramp Score
3rd order sort	High Goal Score
4th order sort	Coin Flip