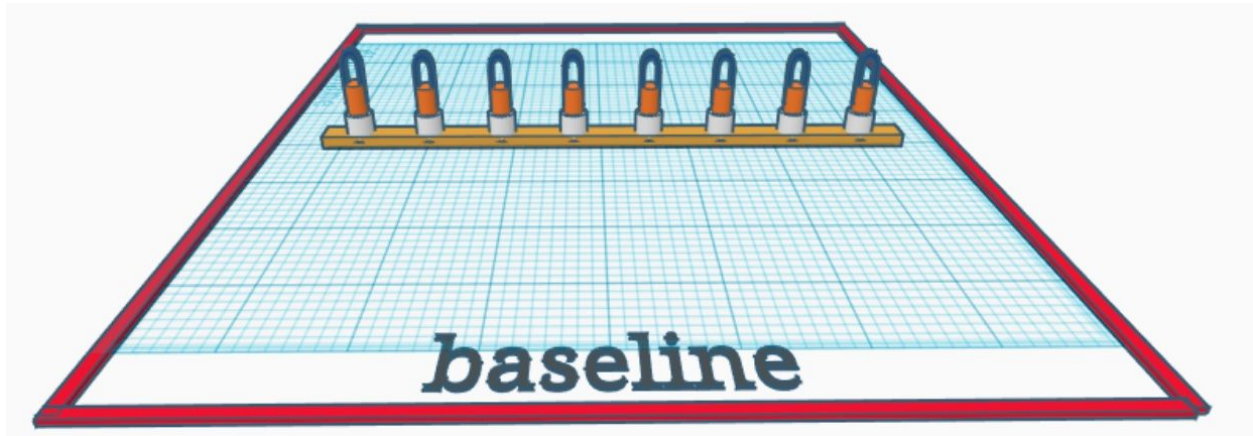


Pull-the-Plug Competition Rules

The Playing Field



1. Each team's robot must start completely behind their baseline on opposite sides of the playing field.
2. Once the robot has completely crossed the baseline moving toward the pegs, the team may not touch it.
3. When the robot returns, the team may not touch the robot again until a portion of the robot has crossed back over the baseline. Once part of it crosses the line, the team may pick up the robot, reposition it, restart it, and/or change attachments. The team may also remove retrieved pegs from the arm at this time.
4. A robot may not trail a string or cable or excessively long attachment in order to stay "technically" across the baseline while retrieving pegs.
5. The pegs may be removed from the robot after it crosses the line, but any pegs remaining on the field may not be picked up.
6. If a peg is thrown by the robot, the peg may be claimed by the team if any portion of the peg crosses the baseline.
7. Each round is 30 seconds long.
8. If a team is more than a minute late when their round is called, they forfeit the round.
9. The team with the most pegs captured wins the round. Points for a round are scored: win = 3, loss = 1, tie = 2