

VEX *Starstruck* Game Manual Quiz

Directions: This quiz is designed to get you familiar with the game manual. It consists of 11 questions, with 5 rated as Easy, 4 as Medium, and 2 as Hard, in separate sections. You have an **unlimited** amount of time to complete this quiz. This is an **open-book quiz**; you may refer to the *Starstruck* Game Manual at any time without any limitation for help answering a question. Some questions may be multiple-choice (MC), and some may be free-response (FR). There will be a blank space below a FR question, where a MC question will not have such a space. In the case of a FR question, the question may ask you to cite a rule or rules in supporting your answers. Some terms are italicized because the Game Manual gives them specific definitions. For Questions 10 & 11, after the quiz has been turned in, I may call on you to explain why you picked your answer.

EASY Questions:

1. If you introduce a *Driver Control Load* illegally, what happens?
 - a. Your team will be *Disqualified*.
 - b. The *Driver Control Load* will be considered as being *Scored* in the opponent's *Far Zone*.
 - c. You must remove the *Driver Control Load* immediately and re-introduce it legally the second time around.
 - d. The *Driver Control Load* will not be *Scored* at all.
2. How much plastic can you use on your robot?
3. Are you required to have a *Preload* on your robot before a *Match*, and what is considered a *Preload*? Cite the rule(s) that support(s) your answer.
4. What is the definition of *High Hanging*?

5. True or False: If a team does not show up for a *Match*, that team will receive 0 WP, 0 AP, and 0 SP.
 - a. True
 - b. False

MEDIUM Questions:

6. Teams #1 and 2 both have 2 WP, but #1 has 32 SP and #2 has 22 SP. Team #2 is currently ranked first in a tournament. Why would that be the case even though #1 has more *Schedule Points* than #2?

7. How can a VEXnet key be not directly attached to a Microcontroller and still be legal and function as the robot's connection to the joystick?

8. Name a circumstance in which throwing *Stars* or *Cubes* at an opponent attempting to *Hang* can run afoul of the Game Manual. Cite the rule(s) that support(s) your answer.

9. A team used a total of exactly 288 in² of plastic (the same area in a 12" x 24" sheet), and all the plastic was less than 0.070" thick. Yet the team failed inspection. Why?

HARD Questions (Yes, they're not as easy as you may think. If you answer both within 30 seconds, then chances are, your answer is wrong.)

10. If a *Robot* takes a *Cube* up with it when it does a *High Hang*, what happens?
 - a. The *Cube* will not be *Scored* at all.
 - b. The team will be *Disqualified* because doing such a thing is illegal.
 - c. The *Cube* will be *Scored* in the opponent's *Far Zone*.
 - d. The referee will *Disable* the *Robot*.

11. A *Cube* landed in a team's opposing *Alliance's Far Zone*, and it stayed there until the *Match* ended. Yet it was *Scored* as being in the team's *Far Zone*. How could that be?