The Game:
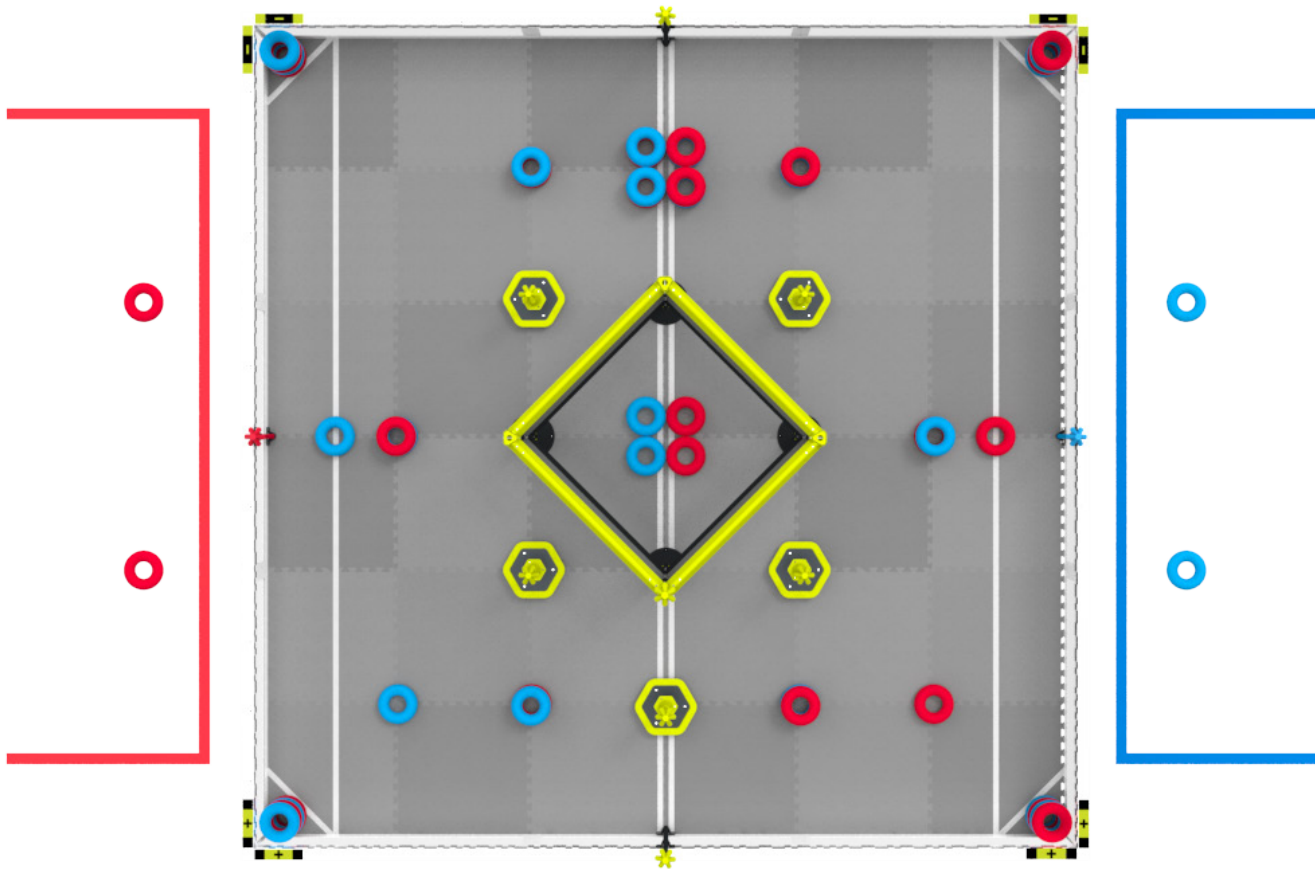
VEX V5 Robotics Competition High Stakes is played on a 12' x 12' square field configured as seen above. Two (2) Alliances – one (1) "red" and one (1) "blue" – composed of two (2) Teams each, compete in matches consisting of a fifteen (15) second Autonomous Period, followed by a one minute and forty-five second (1:45) Driver Controlled Period.

The object of the game is to attain a higher score than the opposing Alliance by Scoring **Rings** on **Stakes**, Placing **Mobile Goals**, and by **Climbing** at the end of the Match.

The Details:

There are forty-eight (48) **Rings** on a V5RC High Stakes Field.

There are nine (9) **Stakes** located around the field. Five (5) on **Mobile Goals**, four (4) **Wall Stakes**, one (1) per Alliance and two (2) neutral, and one (1) on top of the **Ladder**.

Each Ring scored on a Stake is worth one (1) point. The **Top Ring** on each Stake is worth three (3) points.

Mobile Goals can be **Placed** into **Positive Corners** or **Negative Corners** to change the values of the Rings on that Goal.

The V5RC High Stakes field also includes a Ladder in the center of the field. Robots climb the Ladder at the end of the Match to receive additional points. The higher the Robot climbs, the more points it will receive!

The Alliance that scores more points in the Autonomous period is awarded with six (6) bonus points, added to the final score at the end of the match. Each Alliance also has the opportunity to earn an **Autonomous Win Point** by completing assigned tasks. This additional Win Point can be earned by both Alliances, regardless of who wins the Autonomous Bonus.

2024-2025
V5RC GAME

Scoring

Autonomous Bonus	6 points
Each Ring Scored on a Stake	1 point
Each Top Ring on a Stake	3 points
Climb - Level 1	3 points
Climb - Level 2	6 points
Climb - Level 3	12 points

Each Ring Scored on a Mobile Goal that has been Placed in a Corner - **See the Game Manual**.

Ring Scored on the High Stake - **See the Game Manual**.

The Robotics Education & Competition Foundation sparks interest in science, technology, engineering and math (STEM) by engaging students in hands-on, sustainable, and affordable curriculum-based robotics programs.

Online Game Resources

STUDENTS

Game Overview
Learn all about High Stakes
(v5rc.recf.org)

REC Library & VEX Library
Robot builds, coding, competition, and more
(students.vex.com)

VEX Forum
Chat and collaborate with VEX Community
(vexforum.com)

VEX via
Follow the progress and results of the VEX competition season with match lists, match results, and more. Download from Google Play or the iOS App Store.

COACHES

REC Library
Learn more about being a mentor advocate for V5RC teams (coaches.vex.com)

VEX PD+
An on-demand streaming and learning platform, from in classroom and competitive robotics experts (pd.vex.com)

VEX Educators Conference
Learn from the VEX Experts and connect with other educators as you explore best practices in STEM education (conference.vex.com)

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