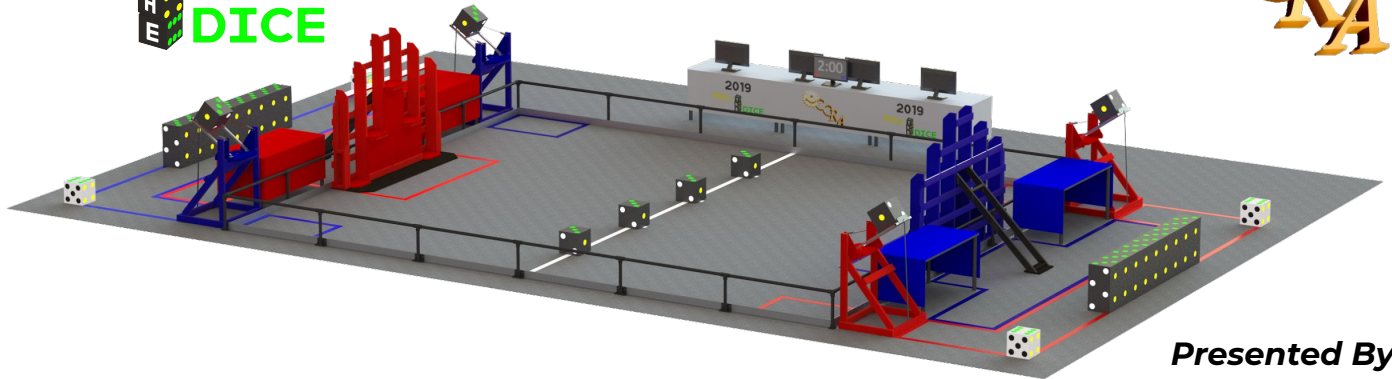


## 2019

ROLL THE DICE



Presented By



**DTE Energy  
Foundation**

## OCCRA Roll The Dice - A Primer

OCCRA Roll The Dice is played on a *Field* which is a twenty-four (24) foot x thirty (30) foot carpeted area, surrounded by a metal pipe *Field Perimeter*. Each *Match* consists of two (2) *Alliances* - one "red" and one "blue" - which are each composed of two (2) *Drive Teams* with one (1) *Robot* each. A *Match* lasts one-hundred and twenty (120) seconds, during which *Drivers* control the *Robots*. There is no autonomous period in OCCRA Roll The Dice.

There is a *Goal Zone* and a *Goal* on each end of the *Field*. There are also two (2) *Human Player Stations* and two (2) *Loading Zones* on each end of the *Field*. There are forty-four (44) *Dice*, and four (4) *Bonus Dice* that can be *Scored* in different ways:

- *Floor Scored* in the *Alliance's Goal Zone*; worth one (1) *Match Point* per *Die*
- *Goal Scored* when a *Die* is placed in the *Alliance's Goal*; worth the amount shown on the *Die* facing towards the middle of the *Field*, or towards the *Driver's Station*. One (1) dot on the *Die* is worth one (1) *Match Point*, two (2) dots is worth two (2) *Match Points*, three (3) dots is worth three (3) *Match Points*.
- *Bonus Goal Scored* when a *Bonus Die* is placed in the *Alliance's Goal* at least partially above the white *Bonus Line*; worth the amount shown on the *Bonus Die* facing towards the middle of the *Field*, or towards the *Driver's Station*. Four (4) dots on the *Bonus Die* is worth four (4) *Match Points*, five (5) dots is worth five (5) *Match Points*, six (6) dots is worth six (6) *Match Points*.



## 2019 OCCRA Roll The Dice - Appendix F

The *Alliance* that has more *Match Points* at the end of the *Match* is declared the winner, and receives a *Win Bonus* of ten (10) *Match Points* added to their *Match* score, or if both *Alliance's* have the same amount of *Match Points*, a *Tie Bonus* of five (5) *Match Points* is added to both *Alliance's* scores. All *Match Points* are scored once the *Match* ends and all objects have come to rest.

The *OCCRA Roll The Dice* season consists of four (4) single-day qualification events, with *Teams* playing randomized *Qualification Matches*. Your teammate in one *Match* may be your opponent in the next! First, second, and third place *Teams* in total *Match Points* at the end of each event will receive an award, and various judged awards are given out as well.

The season culminates in the county championship on Saturday November 23rd, 2019. *Teams* will be ranked based on the total amount of *Match Points* they scored over their twelve (12) highest *Match* scores, and based on their ranking will take turns picking an *Alliance* partner during *Alliance Selection* to play in a double elimination bracket with. At the end of the competition, the 2019 *OCCRA Roll The Dice* Champions will be crowned!

The season will end with the 2019 OCCRA banquet on December 4th, 2019, where the champions will be recognized and the 2019 OCCRA Foundation Award will be given to the *Team* who best exemplifies the mission of OCCRA.

For more information about OCCRA, visit the [OCCRA Website](#), follow Oakland Schools on Twitter [@OaklandSchools](#), or visit Oakland Schools Facebook page at [Oakland Schools - Michigan](#).

