



Unofficial Cheatsheet



Andy Smith
Team 5546

Match Points

Auto

1 fuel in high efficiency goal	1 point
3 fuel in low efficiency goal	1 point
Rotor turning	60 points
Cross the baseline	5 points

Teleop

3 fuel in high efficiency goal	1 point
9 fuel in low efficiency goal	1 point
Rotor turning	40 points
Ready for takeoff	50 points

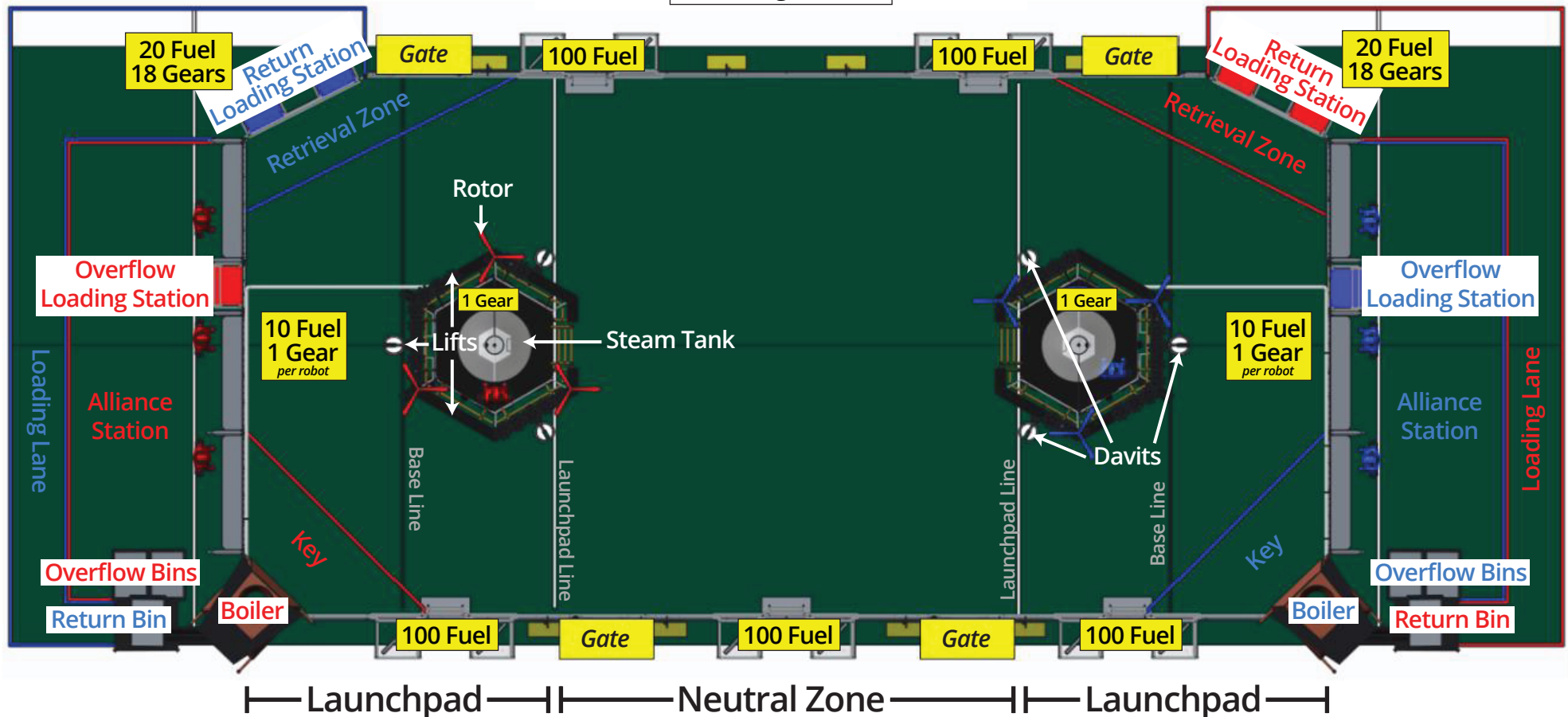
Gear Placement

ROTOR #	1	2	3	4
Pre-populated	0	0	1	2
Pilot-placed	1	2	4	6

Ranking Points

Win	2 RP
Tie	1 RP
40 kPa in Boiler	1 RP (20pts in playoffs)
All 4 rotors turning	1 RP (100pts in playoffs)

Scoring Table





Unofficial Common Fouls Cheatsheet



Team 25
Raider Robotix

Action	Penalty
FOUL	5 pts to opponent
TECH FOUL	25 pts to opponent
YELLOW CARD	Warning; 2 YELLOW = 1 RED
RED CARD	0 pts for a match

FOUL

Pinning a robot, for every 5 seconds

Parking in opponent's key, for every 5 seconds

Contacting opposing alliance's rope

Unintentionally contacting a fallen robot

Launching fuel outside launchpad

Entering opposing launchpad during auto

Throwing fuel from airship (not through port)

TECH FOUL

Contacting opponent in their RETRIEVAL ZONE

Releasing rope with 35+ seconds left in match (foul if 30+)

Strategically controlling 2+ gears at a time (foul if accidental)

Taking reserve gear during auto

YELLOW CARD

PILOT reaches outside of or jumps off AIRSHIP.

Jumping over the GUARDRAIL

2+ robots block a major area of the field

Launching a gear

Starting a rotor without using the crank

RED CARD

Strategically overextending volume (i.e. to trigger touchpad)

Intentionally damaging another robot (if successful)

Intentionally detaching parts

OTHER

Contacting opposing robot if either robot is in contact with their rope (automatic ready for takeoff for opponent)