FIRST STEAMWORKS

Unofficial Cheatsheet

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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

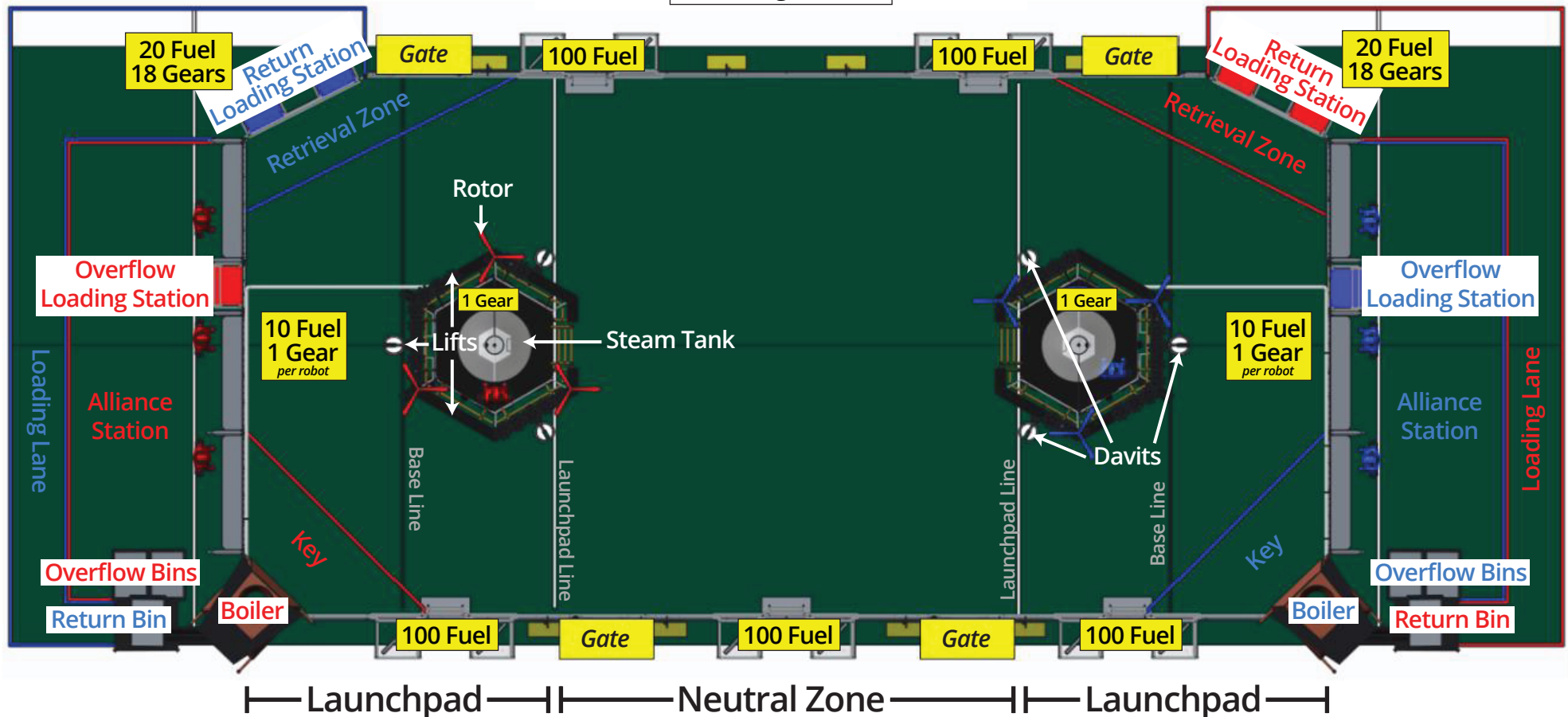|	
3 fuel in high efficiency goal	1 point
9 fuel in low efficiency goal	1 point
Rotor turning	40 points
Ready for takeoff	50 points

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

Return Loading Station — 20 Fuel 18 Gears — Gate — 100 Fuel — 100 Fuel — Gate — Return Loading Station — 20 Fuel 18 Gears

Retrieval Zone — Retrieval Zone

Rotor — 1 Gear — 1 Gear

Overflow Loading Station — Overflow Loading Station

10 Fuel 1 Gear per robot — Lifts — Steam Tank — Davits — 10 Fuel 1 Gear per robot

Loading Lane — Alliance Station — Base Line — Launchpad Line — Launchpad Line — Base Line — Alliance Station — Loading Lane

Key — Key

Overflow Bins — Overflow Bins

Return Bin — Boiler — 100 Fuel — Gate — 100 Fuel — Gate — 100 Fuel — Boiler — Return Bin

Launchpad — Neutral Zone — Launchpad

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 with either in 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 port of airship to retrieve gear

PILOT reaches below deck of airship

PILOT gets off airship before lights are green

Jumping over the guardrail

2+ robots block a major area of the field

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)