



# 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 |

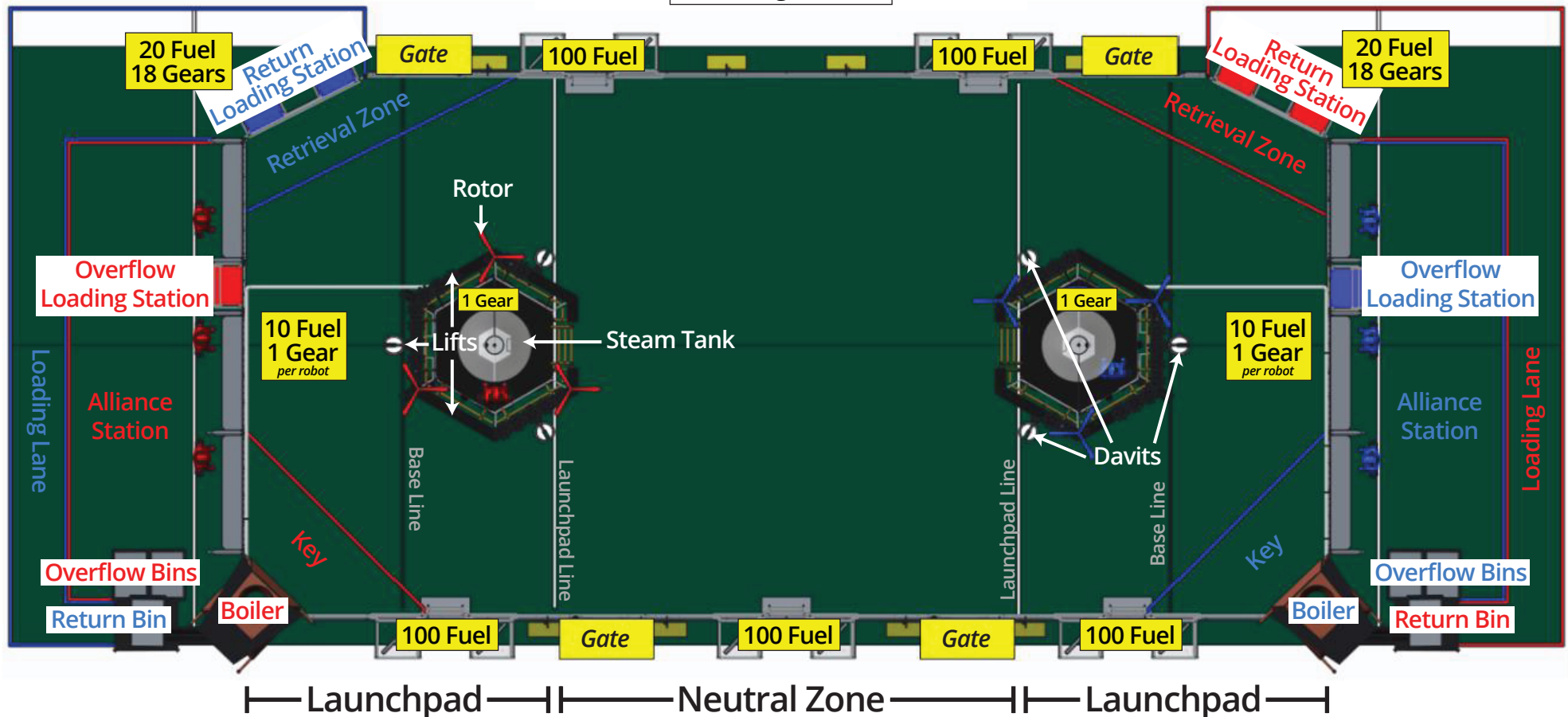
## Gear Placement

| 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                   |
|--------------------|---------------------------|
| <b>FOUL</b>        | 5 pts to opponent         |
| <b>TECH FOUL</b>   | 25 pts to opponent        |
| <b>YELLOW CARD</b> | Warning; 2 YELLOW = 1 RED |
| <b>RED CARD</b>    | 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 jumps off or gets off AIRSHIP incorrectly**

**PILOT reaches below deck of AIRSHIP**

Jumping over the GUARDRAIL

2+ robots block a major area of the field

Launching a gear

### 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)