华南赛区操作手会议 by 饼干老师

* Total of 20 Rings
* Ring Handling – Must land on floor before you can pick it up, otherwise MINOR + possible MAJOR
* Wobble GOAL Protected completely in Target Zone, MAJOR PENALTY

1. Pre-Match
   1. Safety Glass! Warning, and if not resolved within 30s, removal of team member
   2. Minor Penalty if delay the start of the match
   3. Starting Volume Violation – removal of robot
   4. Team Member Leaving Alliance Station – Warning & Following Minor Penalty
2. Autonomous 自动阶段
   1. Initialize Before Randomization – Otherwise MINOR + the team’s Vision-Based AUTO Score is not counted. (When I ask READY?)
   2. Preload – 3 rings(optional), 1 wobble goal(Must touch)
   3. Human Player – DO NOT PUT RINGS BACK!
   4. Wobble Goal Delivery – COMPLETELY IN – 15 pts
   5. Robot Navigating – 5 pts
   6. Tower Goal – 3, 6, 12 pts
   7. Power Shot – DIRECT CONTACT – opponent alliance scoring enabled - 15 pts
   8. Shooting – COMPLETELY IN LAUNCH ZONE
3. Driver-Controlled 手动
   1. Human Player – Reset Power Shot, Return ALL Rings
   2. Tower – 2, 4, 6 pts, COMPLETELY IN LAUNCH ZONE
4. End-Game
   1. Wobble Goal – It must be in TARGET ZONE OR NOT IN LAUNCH ZONE – Start Line 5pts, breaking vertical plane, Drop Zone(Supported By) 20 pts.
   2. Wobble Goal Rings – COMPLETELY SUPPORTED, CANNOT TOUCH ROBOT – 5 pts each
   3. Power Shot – DIRECT CONTACT – Must be FORWARD before ENDGAME, 15 pts each
5. POST-Game
   1. Press STOP! MINOR PENALTY IF ROBOT MOVED.
   2. Confirm Score?
   3. Do NOT TOUCH Robot