杭州赛区操作手会议 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 <GS9>
* Wobble GOAL Protected(No interfere/control, its fine if inconsequential touch) IF completely in Target Zone, MAJOR PENALTY
* Safety Launching Distance 7.31m(24 ft), 1.52m(5 ft)
* Legal Plowing 合法刨开, 跨区禁止
* 摸机器人严令禁止, Warning + Minor each other occurrence
* C02, Video/Imaging Not Evidence, Q->3 Matches, SF/F->5 mins
* Low tower goal – may not prevent access, MAJOR each occurrence.
* Power shot – COMPLETELY IN LAUNCH ZONE, DIRECT CONTACT, otherwise MAJOR. Descoring opponent – 2x Major
* Issue – resetting power shot, human players have 10 seconds after endgame start to reset power shot?
* 恶意撞车

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? You MUST be initialized
   2. Interference – MAJOR PENALTY PER OCCURANCE
   3. Preload – 3 rings(optional), 1 wobble goal(Must touch)
   4. Human Player – DO NOT PUT RINGS BACK!
   5. Wobble Goal Delivery – COMPLETELY IN – 15 pts
   6. Robot Navigating – 5 pts
   7. Tower Goal – 3, 6, 12 pts
   8. Power Shot – DIRECT CONTACT – opponent alliance scoring enabled - 15 pts
   9. 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, descoring Opponent’s Wobble Goal / Block Access = MAJOR PANELTY <GS9>
   2. Wobble Goal – when the opponent is <= 1 tile from the front wall, robot may not interfere with the alliance’s attempt to place a Wobble Goal
   3. Wobble Goal Rings – COMPLETELY SUPPORTED, CANNOT TOUCH ROBOT – 5 pts each MINOR per opponent descored - Cannot place ring on Wobble goal unless endgame(MINOR PENALTY)
   4. Power Shot – DIRECT CONTACT – Must be FORWARD before ENDGAME, 15 pts each <4.5.4 3)>
5. POST-Game
   1. Press STOP! MINOR PENALTY IF ROBOT MOVED.
   2. Confirm Score?
   3. Do NOT TOUCH Robot

<https://ftcforum.firstinspires.org/forum/ultimate-goal-presented-by-qualcomm/game-rules-ac/traditional-events/gameplay-all-match-periods/83769-end-game>

Wobble Goal that in control before endgame starts is eligible for endgame points

Originally posted by **FTC12789**

**Subject: Section 4.5.4.1 - Wobble Goal Delivery - Starting End Game Tasks**  
  
**Question**: As per Section 4.5.4, "End Game tasks started and/or completed prior to the start of the End Game will earn zero (0) points for those tasks." At what point is an End Game task considered "Started"? Specifically, I'm concerned about the Wobble Goal Delivery task. If the Robot were to pick up the Wobble Goal above 18 inches and be poised just outside the Launch Zone prior to End Game to make a beeline for the Barrier as soon as End Game started (or better yet timed it so that the robot is in motion but would not allow the Wobble Goal to cross into the Launch Zone until after End Game has started), is that considered "Starting the End Game Task" prior to End Game? All other rules up to this point can be considered to be faithfully adhered to.

**Answer:** The Robot actions described in the question are not starting the Wobble Goal Delivery End Game task early. A Possessed Wobble Goal that is Outside the Launch Zone or In a Target Zone when the End Game Period starts is eligible for the End Game Wobble Goal Delivery tasks.

<https://ftcforum.firstinspires.org/forum/ultimate-goal-presented-by-qualcomm/game-rules-ac/traditional-events/gameplay-all-match-periods/83767-autonomous-period>

Originally posted by **FTC8397**

Subject: Wobble Goal Target Zone Scoring - Playing Field Wall/Foam Tile Gap  
  
Two of the three target zones (for a given Alliance Color), are located adjacent to at least one playing field wall. On most fields there is a gap of a millimeter or so between the floor tiles and the playing field wall. So a literal interpretation of the Game Manual Part 2 definition of "Completely In", would indicate that a wobble goal that contacts the perimeter wall is (in most cases) not completely in its target zone. We are uncertain whether it is intended that this strict interpretation be applied. The question below assumes a field that includes an allowed COTS playing field perimeter wall and tiles, and assembled according to the field setup guide.  
  
**Question:** If a wobble goal abuts the perimeter wall (and for that reason may extend a few millimeters beyond the vertical plane of the wall-adjacent tape), but is otherwise located completely within its target zone, should it be considered completely inside of the target zone for scoring purposes?

**Answer:** Yes, in this scenario, the Playing Field Wall marks the border of the Target Zone Goal Area.