FIRST POWER UP

Unofficial
Cheatsheet

A.R.T.

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Team 5546

Match Points

Auto

Cross Auto Line (Auto-Run)	5 points
Switch Ownership	2, +2 pt/s
Scale Ownership	2, +2 pt/s

Teleop

Power Cube in Vault	5 points
Switch Ownership	1, +1 pt/s
Scale Ownership	1, +1 pt/s
Parked on Platform	5 points
Successful Climb	30 points

Power Cube Locations

Power Cube Zone	10 each
Platform Zone	6 each
Portal	7 each

Power Ups

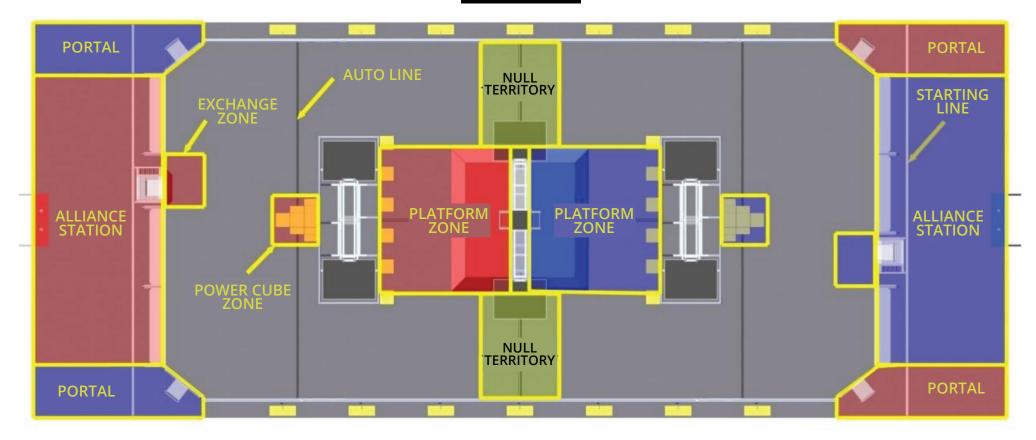| # of cubes	1	2	3	Duration
Levitate	–	–	+1 robot climb	–
Force	Own switch	Own scale	Own both	10 sec
Boost	Switch x2 pt/s	Scale x2 pt/s	Both x2 pt/s	10 sec

Ranking Points

Win	2 RP
Tie	1 RP
Face the Boss (3 robots climb)	1 RP
Auto Quest (3 auto-runs and owns switch)	1 RP

Scoring Table

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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 exchange zone, for every 5 seconds

Strategically controlling 2+ cubes at a time

Robot moving scale plate

Removing cubes from opponent power cube zone

Removing cubes from the vault (red card if strategic)

passing null territory in auto (tech foul if contact others)

TECH FOUL

Contacting opponent in their null territory

Launching cubes outside of null territory/exchange/fence

Climbing before endgame

Removing power cubes from plates

YELLOW CARD

2+ robots block a major area of the field

Technicians coaching

RED CARD

Intentionally damaging another robot (if successful)

Intentionally detaching parts

Strategically extending past frame perimeter before endgame

OTHER

Contacting opposing robot if it is in platform zone during endgame (automatic climb for opponent)