Column				Other	Foul	Tech	Disable	Yellow	Red	Code
SE 1012 Notes to provide growth or provided the provided provided to the	Ref	Q101	1 STUDENT, 1 HEAD REFEREE	WBA						2min
Gold Don't enable your ROBOT white you are on the FIELD WW SE Se Se Se Se Se Se Se	=		HUMANS, stay off the FIELD until green.	VW				SE		
Gold Don't enable your ROBOT white you are on the FIELD WW SE Se Se Se Se Se Se Se	et a	G102	Never step over the guardrail	VW				SE		S3F2
Gold Don't enable your ROBOT white you are on the FIELD WW SE Se Se Se Se Se Se Se	ers	G103	HUMANS, be careful what you interact with	VW				SE		
Section Committee Commit	ъ.		Don't enable your ROBOT while you are on the FIELD	VW				SE		5sec
Gazz Don't Saling of this glasse W		G201	Be a good person	VW				SE		
COLD Don't be correct with otherwing a MATCH GOAD Don't abuse ARENA access GOAD DON't access GOAD DON't abuse Arena access GOAD DON't		G202	Don't bang on the glass	VW				SE		15sec
G289 Don't bor colored into throwing a MAI CH WW SE G280 Don't collude with opponents to violate rules to earn RPs MREPP		G203	Don't ask other teams to throw a MATCH	VW				SE		AII
Good Dorit timowy our form MANLH GOOD Dorit abuse AREBNA accesss GOOD Enter only 1R OBOT GOOD STATE of the MANLEN Access to the Control of th		G204	Don't be coerced into throwing a MATCH	VW				SE		
Case Show up to your MATCHES DO		G205	Don't throw your own MATCH	VW				SE]
Case Show up to your MATCHES DO	op o	G206	Don't collude with opponents to violate rules to earn RPs	IMERP				✓		DM
Case Show up to your MATCHES DO	ĕ	G207	Don't abuse ARENA access					✓		Egr
G211 ROBOTS cannot intentionally detach or leave parts in the FIELD NP , R R NP , R		G208	Show up to your MATCHES	DQ						Exc
## Action		G209	Enter only 1 ROBOT	VW						FDL
A		G210	ROBOTS cannot intentionally detach or leave parts in the FIELD						✓	FNA
## G301 Be prompt ## G301 Be prompt ## G302 You can't bring/use anything you want ## G303 Be prompt ## G303 Be prompt ## G303 Be prompt ## G303 Reprompt ## G30		G211	No forcing opponent to violate rules	NP	√ , R	R				HBDBI
Section Sect		G212	Egregious or exceptional violations					√ 0	r ✓	IIII
Section Sect	. 공	G301	Be prompt	VW		SSP	2min			IMERP
Section Sect	Pre	G302	You can't bring/use anything you want					DM		м
441 HUMANS behind the starting lines during AUTO 442 Don't bouch controls except E-STOPA-STOP during AUTO 443 Only 1 NOTE at a time during AUTO 443 Charles and the starting lines during AUTO 444 Execution or through their WiNG, if not in contact with ROBOT to which one or through their WiNG, if not in contact with ROBOT to which one or through their WiNG, if not in contact with ROBOT to which one or through their WiNG, if not in contact with ROBOT to which one or through their WiNG, if not in contact with ROBOT to which one or through their WiNG, if not in contact with ROBOT to which the which are the which and the which are the which	2	G303	ROBOTS must be in starting configuration	WSUSC			NQ		URAMWRT	NP
GA03 Only I NOTE at a lime during AUTO GA04 TO PROBOT outside of their ALLIANCE WING may not cause NOTE to during AUTO GA04 To Durit touch opponent ROBOT or NOTES across CENTER LINE GA05 Outside of their ALLIANCE WING may not cause NOTE to during AUTO outside of their ALLIANCE WING may not cause NOTE to during AUTO outside of their ALLIANCE WING may not cause NOTE to during AUTO PICP or RTR0.25) GA05 Outside of their ALLIANCE WING may not cause NOTE to during AUTO PICP or RTR0.25) GA06 DOES can't incentionally eject NOTES across CENTER LINE GA07 ROBOTS can't incentionally eject NOTES out of FIELD GA08 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of FIELD GA09 ROBOTS can't incentionally eject NOTES out of PicP ROBOTS GA09 ROBOTS can't incentionally eject NOTES out of PicP ROBOTS GA09 ROBOTS can't incentionally eject NOTES out of PicP ROBOTS GA09 ROBOTS can't incentionally eject NOTES out of PicP ROBOTS GA09 ROBOTS can't incentionally eject NOTES out of PicP ROBOTS GA09 ROBOTS can't incentionally eject NOTES out of PicP ROBOTS GA09 ROBOTS can't incentionally eject NOTES out of PicP ROBOTS GA09 ROBOTS can't incentionally eject NOTES out of PicP ROBOTS GA09 ROBOTS can't incentionally eject NOTES out of PicP ROBOTS GA09 ROBOTS can't incentionally eject NOTES out		G401	HUMANS behind the starting lines during AUTO							[
G409 ROBOT Sach Intentionally eight NOTES across CENTER LINE during AUTO (PIC per RTs 2s) G406 ROBOTS can't lues GAME PIECES to ease or amplify challenge PGP SHAME, and the contact with ROBOT RD PGP STACK ROBOTS can't lues GAME PIECES to ease or amplify challenge PGP SHAME, and the contact with ROBOT RD PGP STACK ROBOTS can't lues GAME PIECES to ease or amplify challenge PGP SHAME ROBOTS can't lues GAME PIECES to ease or amplify challenge PGP SHAME ROBOTS can't lues GAME PIECES to ease or amplify challenge PGP SHAME ROBOTS can't lues GAME PIECES to ease or amplify challenge PGP SHAME ROBOTS can't lues or the challenge ROBOTS can't lues o		G402	Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓		NPIDNSA
4040 travel into or through their WING, if not in contact with ROBOT discrete from AUTO GAUS Don't louch opponent ROBOT or NOTES across CENTER LINE discrete from AUTO (Pic per RT6.25) Don't louch opponent ROBOT or NOTES across CENTER LINE discrete from AUTO (Pic per RT6.25) Don't louch opponent ROBOT or NOTES across CENTER LINE discrete from AUTO (Pic per RT6.25) Don't louch opponent ROBOT or NOTES across CENTER LINE discrete from AUTO (Pic per RT6.25) Don't center them in AUTO (Pic per RT6.25) Don't center fleet HIGH NOTES from FIELD or enter them in AUTO (Pic per RT6.25) Don't center fleet HIGH NOTES from FIELD or enter them in AUTO (Pic per RT6.25) Don't center fleet HIGH NOTES from FIELD or enter them in AUTO (Pic per RT6.25) Don't center fleet HIGH NOTES from FIELD or enter them in AUTO (Pic per RT6.25) Don't center developed from AUTO (Pic per RT6.25) Don't center fleet from FIELD (Pic per RT6.25) Don't center fleet fleet from FIELD (Pic per RT6.25) Don't center fleet fleet from FIELD (Pic per RT6.25) Don't center fleet fleet from FIELD (Pic per RT6.25) Don't center fleet		G403	·			PGP				NQ
Guing AUTO G405 Don't buch opponent ROBOT or NOTES across CENTER LINE during AUTO (PIC per R16.29) G406 ROBOTS can't use GAME PIECES to ease or amplify challenge G407 ROBOTS can't intentionally eject NOTES out of FIELD G408 ROBOTS can't intentionally eject NOTES out of FIELD G409 ROBOTS can't intentionally eject NOTES out of FIELD G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject HIGH NOTES from FIELD or enter them in G409 ROBOTS can't eject high robots beyond 1 ft from FFRAME FIELD FIELD or enter them in G409 ROBOTS can't eject high robots beyond 1 ft from FFRAME FIELD F	5	G404				1				OERPQM
G405 Don't Outloth Opponent ROBOT or NOTE'S across CENTER LINE during AUTO (PLO) per RT82.5) G406 ROBOTS can't use GAME PIECES to ease or amplify challenge G407 ROBOTS can't use GAME PIECES to ease or amplify challenge G408 ROBOTS can't elect HIGH NOTES from FIELD or enter them in ROBOTS can't elect HIGH NOTES from FIELD or enter them in G408 ROBOTS can't elect HIGH NOTES from FIELD or enter them in G409 1 NOTE at a time during TELEOP, except in SOURCE ZONE G401 Don't damage GAME PIECES (SE requirement per HRQ221) G401 Don't damage GAME PIECES (SE requirement per HRQ221) G402 ROBOTS at a time during TELEOP, except in SOURCE ZONE G403 ROBOTS at a time during TELEOP, except in SOURCE ZONE G404 RoboTs must be safe G409 1 NOTE at a time during TELEOP, except in SOURCE ZONE G409 BUMPERS in BUMPER ZONE G410 ROBOTS must be safe G410 ROBOTS must be safe G411 ROBOTS must be safe G412 RoboTs at a time during TELEOP, except in SOURCE ZONE G413 ROBOTS at a time in control to the RoboTs with the safe in the s		0404				·				PGP
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G409 NUBS 15 can't gleck mich No. Its STORE, or score them on MICROPHONES SHARIERP G409 1 NOTE at a time during TELEOP, except in SOURCE ZONE G410 Don't damage GAME PIECES (SE requirement per HRQ221) G411 ROBOTS must be safe G412 Keep BUMPERS in BUMPER ZONE G413 ROBOTS and tail, no extensions beyond 1 fit from FRAME PERIMETER (Exc SA - G212 per HRQ222; NPIDNSA per RT6.17) G414 No shooting from opponent's WING into own ALLIANCE WING during TELEOP G415 ROBOTS and tail, no extensions beyond 1 fit from FRAME PERIMETER (Exc SA - G212 per HRQ222; NPIDNSA per RT6.17) G416 ROBOT can't use mechanism to reduce working length of CHAIN G417 Stay out of other ROBOTS G418 ROBOT can't use mechanism to reduce working length of CHAIN G418 ROBOT can't use mechanism to reduce working length of CHAIN G419 No damaging opponent ROBOTS G419 No damaging opponent ROBOTS G410 Don't deliberately lip or enlangle with an opponent ROBOT G420 There's a 5-count on PINS (15sec - G212 excessive violation) G421 PODIUM protection prior to leaf 20 sec of MATCH G422 SOURCE/AMP ZONE protection G423 SOURCE/AMP ZONE protection G424 No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec G425 COACHES and other teams: hands off the controls G426 COACHES and other teams: hands off the controls G427 HUMAN) players can not extend into the CHUTE G428 HUMANS can't use starting zones G429 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) F640 G610 Leave promptly after MATCH F640 G610 Leave promptly after MATCH F640 G610 Leave promptly after MATCH F641 F101 G610 Leave promptly after MATCH F642 F101 G611 Leave promptly after MATCH F642 F101 G611 Leave promptly after MATCH F643 F101 G600 F101 G6	ä	G407				PGP				
G409 1 NOTE at a time during TELEOP, except in SOURCE ZONE G410 Don't damage GAME PIECES (SE requirement per HRQ221) G411 ROBOTS must be safe G412 Keep BUMPERS in BUMPER ZONE G413 ROBOTS 44 ft tall: no extensions beyond 1 ft from FRAME PERMETER (Exc SA - G212 excessive violation) G414 No shooting from opponent's WING into own ALLIANCE WING during TELEOP G415 No grabbing, grasping, attaching to, entangling with, or suspending from ARENA ELEMENTS except CHAIN and GAME PIECES G416 ROBOT can't use mechanism to reduce working length of CHAIN HRDRI G417 Stay out of other ROBOTS G418 No damaging opponent ROBOTS, deliberately or within FRAME PERMETER (Fagadless of intent G419 Don't deliberately tip or entangle with an opponent ROBOT G419 Don't deliberately tip or entangle with an opponent ROBOT G420 There's a 5-count on PINS (15sec - G212 excessive violation) G421 Don't collude with partners to shut down major parts of GAME PLAY G421 DON't deliberately Don't best 20 sec of MATCH G422 DOUND protection prior to last 20 sec of MATCH G424 No contact with hanging opponent from STAGE, or contact if either G425 HUMANS can't leave starting zones G426 COACHES and other learns: hands off the controls V MUMANS can't use we starting zones G427 HUMAN players can not extend into the CHUTE G429 MUMANS can't use of CAME PIECES to ease or amplify challenge G429 MUMANS can't use GAME PIECES to ease or amplify challenge G429 MUMANS can't use GAME PIECES to ease or amplify challenge G429 MUMANS can't use GAME PIECES to ease or amplify challenge G429 MUMANS can't use GAME PIECES to ease or amplify challenge G429 G429 RUMANS can't use of GAME PIECES to ease or amplify challenge G429 G429 RUMANS can't use of GAME PIECES to ease or amplify challenge G429 G429 RUMANS can't use of GAME PIECES to ease or amplify challenge G429 RUMANS can't use of GAME PIECES to ease or amplify challenge G429 RUMANS can't use of GAME PIECES to ease or amplify challenge G429 RUMANS can't use of GAME PIECES to ease or amplify challenge G429 RUMANS can't use of GAM				SHNRIERP		PGP				SE
Company Comp		G409			PGP			S3F2		SSP
G411 ROBOTS must be safe G412 Keep BUMPERS in BUMPER ZONE G413 ROBOTS of talk talk in extensions beyond 1 ft from FRAME PERIMETER (Exc SA - G212 per HRQ222; NPIDNSA per RT6.17) G414 No shooting from opponents WING into own ALLIANCE WING during TELECP G415 No grashing, grashing, attaching to, entangling with, or suspending G416 ROBOT can't use mechanism to reduce working length of CHAIN G417 Stay out of other ROBOTS G418 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent G419 Don't deliberately tip or entangle with an opponent ROBOT G410 Don't collude with partners to shut down major parts of GAME PLAY G421 Don't collude with partners to shut down major parts of GAME PLAY G422 PODIUM protection prior to last 20 sec of MATCH G423 SOURCE/AMP ZONE protection G424 No contact with hanging opponent ROBOT STAGE, or contact if either G425 HUMANS can't leave starting zones G426 COACHES and other teams: hands off the controls G427 HUMAN players can not extend into the CHUTE G428 HUMANS can't use GAME PIECES to ease or amplify challenge G429 NOTES enter FIELD only through SOURCE (FNA - G212 gergejous violation) G430 MATCHES will start using same conditions WSUSC FOUL FEATURE RC RC SA or Exc SA URAM WSL WSL WSL WSL WSL WSL WSL WSL	G) 	<u> </u>	VW		SE and R	FDL			
G412 Keep BUMPERS in BUMPER ZONE G413 ROBOTS 44 ft tall; no extensions beyond 1 ft from FRAME PERIMITER (Exc Sa - G212 per HRQ2222; NPIDNSA per RT6.17) G414 No shooting from opponent's WING into own ALLIANCE WING G415 No grabbing, grasping, attaching to, entangling with, or suspending from ARENA ELEMENTS except CHAIN and GAME PIECES G416 ROBOT can't use mechanism to reduce working length of CHAIN G417 Stay out of other ROBOTS G418 No damaging opponent ROBOTS, deliberately or within FRAME PERIMITER regardless of intent G419 Don't collude with partners to shut down major parts of GAME PLAY G420 There's a 5-count on PINS (15sec - G212 excessive violation) G421 Don't collude with partners to shut down major parts of GAME PLAY G422 PODIUM protection prior to last 20 sec of MATCH G423 SOURCE/AMP ZONE protection G424 No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec G426 COACHES and other teams: hands off the controls G427 HUMAN players can not extend into the CHUTE G428 HUMANS can't leave starting zones G429 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) G430 MATCH by HUMAN in front of COACH LINE FAMELY FAMELY G501 Leave promptly after MATCH WW SE FOUL TECH ROBOT in STAGE ZONE during last 20 sec of MATCH WW SE FOUL TECH ROBOT in STAGE ZONE during last 20 sec of MATCH WW SE FOUL TECH ROBOT in STAGE ZONE during last 20 sec of MATCH WW SE FOUL TECH ROBOT in STAGE ZONE during last 20 sec of MATCH WW SE FOUL TECH ROBOT in STAGE ZONE during last 20 sec of MATCH BY HUMAN players can not extend into the CHUTE WW SE FOUL TECH ROBOT in STAGE ZONE during last 20 sec of MATCH BY HUMAN players can not extend into the CHUTE WW SE FOUL TECH ROBOT in STAGE ZONE during last 20 sec of MATCH BY HUMAN players can not extend into the CHUTE WW SE FOUL TECH ROBOT in STAGE ZONE during last 20 sec of MATCH BY HUMAN players can not extend into the CHUTE WW SE FOUL TECH ROBOT in STAGE ZONE during last 20 sec of MATCH BY HUMAN players can not extend into the CHUTE WW										SHNIERP
G413 ROBOTS 4ft tall: no extensions beyond 1 ft from FRAME PERIMETER (Exc SA - G212 per HRQ22; NPIDNSA per RT6.17) NPIDNSA		G412			✓					UD
## PERIMIE IER (Exc SA - G212 per HR0222; NPIDINSA per R16.17) ## G414 No shooting from opponent's WING into own ALLIANCE WING during TELEOP ## G415 No grasbing, grasping, attaching to, entangling with, or suspending from ARENA ELEMENTS except CHAIN and GAME PIECES ## G416 ROBOT can't use mechanism to reduce working length of CHAIN ## G417 Slay out of other ROBOTS ## G418 No damaging opponent ROBOTS, deliberately or within FRAME PERIMIE TER regardless of intent ## G419 Don't deliberately tip or entangle with an opponent ROBOT ## G420 There's a 5-count on PINS (15sec - G212 excessive violation) ## G421 Don't deliberately tip or entangle with an opponent ROBOT ## G422 PODIUM protection prior to last 20 sec of MATCH ## G423 SOURCE/AMP ZONE protection ## G424 No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec ## G426 COACHES and other teams: hands off the controls ## G427 HUMAN players can not extend into the CHUTE ## G428 HUMANS can't leave starting zones ## G429 NOTES enter FIELD only through SOURCE (FNA - G212 ## G429 NOTES enter FIELD only through SOURCE (FNA - G212 ## ROBOT without and protection prior to for COACH LINE ## G429 NOTES enter FIELD only through SOURCE (FNA - G212 ## ROBOT without and protection prior to for COACH LINE ## G429 ROBOTS will start using same conditions ## G420 COACHES only entered onto FIELD during last 20 sec of MATCH ## G420 Leave promptly after MATCH ## G601 Leave promptly af		C442	ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME	NIDIDNICA	1	. CA		Eve CA c	r Eve CA	
G415 No grabbing, grasping, attaching to, entangling with, or suspending from ARENA ELEMENTS except CHAIN and GAME PIECES G416 ROBOT can't use mechanism to reduce working length of CHAIN G417 Stay out of other ROBOTS G418 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent G419 Don't deliberately tip or entangle with an opponent ROBOT G420 There's a 5-count on PINS (15sec - G212 excessive violation) G421 Don't collude with partners to shut down major parts of GAME PLAY G422 PODIUM protection prior to last 20 sec of MATCH G423 SOURCE/AMP ZONE protection G424 No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec G426 COACHES and other teams: hands off the controls G427 HUMANS can't leave starting zones G428 HUMANS can't leave starting zones G429 HUMANS can't leave starting zones G420 HUMAN players can not extend into the CHUTE G420 HUMAN players can not extend into the CHUTE G421 HUMAN players can not extend into the CHUTE G422 HUMANS can't use GAME PIECES to ease or amplify challenge G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G420 HUMAN players can not extend into the CHUTE G421 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the	5	G413	PERIMETER (Exc SA - G212 per HRQ222; NPIDNSA per RT6.17)	NPIDNSA	•	or SA		EXC SA	EXCOA	URAMWRT
G415 No grabbing, grasping, attaching to, entangling with, or suspending from ARENA ELEMENTS except CHAIN and GAME PIECES G416 ROBOT can't use mechanism to reduce working length of CHAIN G417 Stay out of other ROBOTS G418 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent G419 Don't deliberately tip or entangle with an opponent ROBOT G420 There's a 5-count on PINS (15sec - G212 excessive violation) G421 Don't collude with partners to shut down major parts of GAME PLAY G422 PODIUM protection prior to last 20 sec of MATCH G423 SOURCE/AMP ZONE protection G424 No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec G426 COACHES and other teams: hands off the controls G427 HUMANS can't leave starting zones G428 HUMANS can't leave starting zones G429 HUMANS can't leave starting zones G420 HUMAN players can not extend into the CHUTE G420 HUMAN players can not extend into the CHUTE G421 HUMAN players can not extend into the CHUTE G422 HUMANS can't use GAME PIECES to ease or amplify challenge G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G420 HUMAN players can not extend into the CHUTE G421 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the CHUTE G429 HUMAN players can not extend into the	80	G414			√, R	R				
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G418 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent G419 Don't deliberately tip or entangle with an opponent ROBOT G420 There's a 5-count on PINS (15sec - G212 excessive violation) G421 Don't collude with partners to shut down major parts of GAME PLAY G422 PODIUM protection prior to last 20 sec of MATCH G423 SOURCE/AMP ZONE protection G424 No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec G425 HUMANS can't leave starting zones G426 COACHES and other teams: hands off the controls G427 HUMAN players can not extend into the CHUTE G428 HUMANS can't use GAME PIECES to ease or amplify challenge G429 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) G430 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH PPath MATCH by HUMAN in front of COACH LINE PROBLEM TO THE PROBLEM TO	르	G416	ROBOT can't use mechanism to reduce working length of CHAIN	HRDRI		0				wsusc
G418 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent G419 Don't deliberately tip or entangle with an opponent ROBOT G420 There's a 5-count on PINS (15sec - G212 excessive violation) G421 Don't collude with partners to shut down major parts of GAME PLAY G422 PODIUM protection prior to last 20 sec of MATCH G423 SOURCE/AMP ZONE protection G424 No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec G425 HUMANS can't leave starting zones G426 COACHES and other teams: hands off the controls G427 HUMAN players can not extend into the CHUTE G428 HUMANS can't use GAME PIECES to ease or amplify challenge G429 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) G430 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE FOUL TECH TOTAL Replayed MATCHES will start using same conditions ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES WW SEC T301 Replayed MATCHES will start using same conditions WSUSC		G417	Stay out of other ROBOTS	Mutually	✓					
G419 Don't deliberately tip or entangle with an opponent ROBOT G420 There's a 5-count on PINS (15sec - G212 excessive violation) G421 Don't collude with partners to shut down major parts of GAME PLAY G422 PODIUM protection prior to last 20 sec of MATCH G423 SOURCE/AMP ZONE protection G424 No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec G425 HUMANS can't leave starting zones G426 COACHES and other teams: hands off the controls G427 HUMAN players can not extend into the CHUTE G428 HUMANS can't use GAME PIECES to ease or amplify challenge G429 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) G430 MIGH NOTES only entered onto FIELD during last 20 sec of MATCH PG501 Leave promptly after MATCH VW SE FOUL ROBOTS will not drive, extend, or interact with FIELD ELEMENTS vw SE or Egr		G418		exclusive,		√. UD		1	UD	
G421 Don't collude with partners to shut down major parts of GAME PLAY G422 PODIUM protection prior to last 20 sec of MATCH G423 SOURCE/AMP ZONE protection G424 No contact with hanging opponent from STAGE, or contact if either ROBOT in STAGE ZONE during last 20 sec G425 HUMANS can't leave starting zones G426 COACHES and other teams: hands off the controls G427 HUMAN players can not extend into the CHUTE G428 HUMANS can't use GAME PIECES to ease or amplify challenge NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) G430 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE FOUL FOOLT T201 Replayed MATCHES will start using same conditions T301 ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES	٥	0	<u> </u>							Award
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G428 HUMANS can't use GAME PIECES to ease or amplify challenge G429 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) G430 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE Post- HATCH Inapec- T201 Replayed MATCHES will start using same conditions T301 ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES FGP FNA or FNA FOUL TECH T202 Get inspected before playing MATCH T203 ROBOTS will not drive, extend, or interact with FIELD ELEMENTS VW SE or Egr		G426	COACHES and other teams: hands off the controls			✓			M	STAGE
G430 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE Post-MATCH Inspect 1002 Get inspected before playing MATCH T201 Replayed MATCHES will start using same conditions WSUSC T301 ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES FOUL TECH TCH TCH TOTA FOUL TECH TECH TECH TAM TOTA TOTA TOTA TOTA TOTA TOTA TOT	z	G427			✓					
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G430 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE FOUL TECH TECH TECH TECH TECH TECH TECH TECH	I	G429				PGP		FNA d	or FNA	
Post- MATCH by HUMÁN in front of COACH LINE TECH TECH TECH TOTAL TECH TOTAL TOTAL TECH TECH TOTAL		-								FOUL
Post MATCH Inspection		G430			1					TECH FOU
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T201 Replayed MATCHES will start using same conditions T301 ROBOTS will not drive, extend, or interact with FIELD ELEMENTS vw SE or Egr	Inspec	<u> </u>							ASM→AII	COOPER-
		T204								TITION BONUS
	nen	T301		vw				SE or Far		1
THE LEAVE OFFICE CONTROL OF CALL	2 -	1001	·	***				JE OF EGI		[[
LEAVE Criteria: ONSTAGE Criteria: ONSTAGE Criteria: ROBOT BUMPERS must completely ROBOT start any only be contacting: ROBOT STARTING ZONE at any a Truss lens via ROBOT.			E ROBE DUDGERS must complete							MELODY



Last updated 0357Z 27 FEB 2024 Team Update 14 HRQ Update 1651 26 FEB 2024

clear ROBOT STARTING ZONE at any point during AUTO

PARK Criteria:

ROBOT

ROBOT BUMPERS partially or completely contained in their STAGE ZONE at end of MATCH and does not meet ONSTAGE criteria

- Truss legs via ROBOT BUMPERS
- GAME PIECES · CHAIN-facing vertical surfaces of core or nearest flap (with regards to CHAIN used by ONSTAGE ROBOT)
- Carpet-facing surface of their
- A single CHAIN (on their STAGE)
- Another ROBOT qualified for ONSTAGE points
- Another ROBOT awarded ENSEMBLE RP because of G424 infraction
- An opponent ROBOT

MATCH won't start until situation **c**orrected TELEOP AUTO Type/Criteria 2 2 AMP NOTE 1 SPEAKER NOTE 5 2 (not AMPLIFIED) SPEAKER NOTE 5 (AMPLIFIED) 1 PARK ONSTAGE (not SPOTLIT) 3 ONSTAGE 5 (SPOTLIT) HARMONY (two 2 ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP 5 (max 1/TRAP) Per FOUL incurred by 2 opponent Per TECH FOUL 5 incurred by opponent COOPERTITION BUTTON on both 1 CP ALLIANCES used within first 45 sec of TELEOP At least 18 AMP & SPEAKER NOTES 1 RP (COOPERTITION BONUS reduces threshold to 15) At least 10 STAGE ENSEMBLE points and at least 2 ONSTAGE ROBOTS 1 RP Equal MATCH points between ALLIANCES 1 RP The ALLIANCE that Win 2 RP points than other

Explanation If not MATCH-ready within 2 minutes of warning or not making good faith effort

Simulation of 3 NOTES; frequent control of 2 NOTES For every additional **5 sec**onds in which the situation is not corrected For egregious pinning (more than 15 seconds) For entire Alliance If after start of the MATCH If greater than CONTINUOUS (10 seconds) If during MATCH Disqualified If **egr**egious If excessive If further damage likely HUMAN feeding NOTES from AMP Head referee discretion for re-inspection ALLIANCE ineligible for MELODY and ENSEMBLE RPs If greater than MOMENTARY (3 seconds) No penalty assessed to other ALLIANCE No penalty if damaged and not used for strategic advantage If not a quick remedy Opponent awarded ENSEMBLE RP if during Qualification MATCH Per GAME PIECE Per Item Contacted If prior to MATCH If REPEATED If impedes or enables scoring action If subsequent violations during event If subsequent violations during same tournament phase
Scored HIGH NOTE by ROBOT on MICROPHONE makes
ALLIANCE ineligible for
ENSEMBLE RP Upon disablement Uninspected ROBOT playing, ALLIANCE RED CARD; modified without re-inspection ROBOT playing, TEAM RED CARD Verbal warning Will be addressed by HR/LRI/ Mgmt