Ref			Other	Foul	Tech	Disable	Yellow	Red	Code	Explanation		
	Q101	01 1 STUDENT, 1 HEAD REFEREE	WBA		7 0 0 1			7.00	2min	If not MATCH-ready wit		
		01 HUMANS, stay off the FIELD until green.	vw				SE		2min	minutes of warning or not good faith effort		
Safety		02 Never step over the guardrail	vw				SE		5sec	For every additional 5 sec which the situation is		
Safety	G103		vw				SE			corrected		
- "	G104	04 Don't enable your ROBOT while you are on the FIELD	vw				SE		15sec	For egregious pinning (mo 15 seconds)	ore th	
	G201	01 Be a good person	vw				SE		All	For entire All iance	e	
	G202	02 Don't bang on the glass	VW				SE		ASM	If after start of the MAT		
	G203	Don't ask other teams to throw a MATCH	VW				SE		С	If greater than CONTINUC seconds)	JU5 (
	G204	Don't be coerced into throwing a MATCH	VW				SE		DM	If during MATCH		
	G205	05 Don't throw your own MATCH	VW				SE		DQ	Disqualified		
gre	G206	Don't collude with opponents to violate rules to earn RPs	IMERP				✓		Egr Exc	If egregious If excessive		
Conduct	G207	07 Don't abuse ARENA access					✓		FDL	If further damage like	elv	
, i	G208	08 Show up to your MATCHES	DQ						FNA	HUMAN feeding NOTES		
	G209	09 Enter only 1 ROBOT	VW							AMP Head referee discretion t	for re	
	G210	ROBOTS cannot intentionally detach or leave parts in the FIELD						✓	HRDRI	inspection		
	G211	11 No forcing opponent to violate rules (Egr - G212 violation)	NP	√, R	R		Egr c	r Egr	IMERP	ALLIANCE ineligible t MELODY and ENSEMBL	for LE RI	
	G212	12 Egregious or exceptional violations					√ c	or ✓	М	If greater than MOMENT	TAR	
. ᆽ	G301	01 Be prompt	VW		SSP	2min			NP	(3 seconds) No penalty assessed to	othe	
MATCH	G302	You can't bring/use anything you want	WSUSC				DM		NP	ÅLLIANCE		
Σ	G303	ROBOTS must be in starting configuration	WSUSC			NQ		URAMWRT	NPIDNSA	No penalty if damaged an used for strategic advar		
	G401	01 HUMANS behind the starting lines during AUTO		✓					NQ	If n ot a q uick remed	_	
	G402	Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓		OERPQM	Opponent awarded ENSE RP if during Qualification I	and no not not not not not not not not not	
P	G403	Only 1 NOTE at a time during AUTO			PGP				PGP	Per GAME PIECE		
1	G404	ROBOT outside of their ALLIANCE WING may not shoot NOTE			✓				PIC	Per Item Contacted	d	
		into or through their WING during AUTO Don't touch opponent ROBOT or NOTES across CENTER LINE							PM	If prior to MATCH	1	
	G40	during AUTO (PIC per RT6.25)			PIC				R	If REPEATED Simultaneous control of	of 3	
	G406				PGP				S3FM2	NOTES; frequent, greater t	er tha	
ဟ	G407	07 ROBOTS can't intentionally eject NOTES out of FIELD			PGP					MOMENTARY control NOTES	l of 2	
	G408	ROBOTS can't eject HIGH NOTES from FIELD or enter them in	SHNRIERP		PGP				SA	If impedes or enables so action	coring	
ੂ	G400	AMPS, SPEAKERS, or TRAPS, or score them on MICROPHONES	SINVICERE		rur				SE	If s ubsequent violations of	durin	
Ä	G409	During TELEOP: no leaving SOURCE ZONE with CONTROL of more than 1 NOTE or having greater than MOMENTARY		PGP			S3FM2			event If subsequent violations of	durin	
GAN	040	CONTROL of more than 1 NOTE outside of SOURCE ZONE		ror			331 MZ		SSP	same tournament pha	nase	
	G410	10 Don't damage GAME PIECES (SE requirement per HRQ221)	VW		SE and R	FDL			SHNIERP	Scored HIGH NOTE by R on MICROPHONE ma		
	G411	11 ROBOTS must be safe				✓			SHNIERP	ALLIANCE ineligible t ENSEMBLE RP		
	G412	12 Keep BUMPERS in BUMPER ZONE		1					UD	Upon disablement		
	G413	ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME	NPIDNSA	1 (or SA		Evc SA	or Exc SA		Uninspected ROBOT play		
ğ	041	PERIMETER (EXC SA - G212 per HRQ222; NPIDNSA per RT6.17	NFIDNSA	, ,	JI JA		EXC SA	OI EXC OA	URAMWRT	ALLIANCE RED CARD; m without re-inspection RC	OBO	
	G414	No shooting from opponent's WING into own ALLIANCE WING during TELEOP		√, R	R					playing, TEAM RED CARI Verbal warning	ARD	
ľ		No damaging ARENA ELEMENTS; no grabbing or suspending								Will be addressed by HF	R/LR	
	G415	from ARENA ELEMENTS except CHAIN or GAME PIECES			✓, R or M	FDL	R or M		WBA	Mgmt		
~	G416								WSUSC	MATCH won't start until s	situati	
		16 ROBOT can't use mechanism to reduce working length of CHAIN	HRDRI		9					c orrected		
	G417			√	0					corrected		
		117 Stay out of other ROBOTS No damaging opponent ROBOTS, deliberately or within FRAME	HRDRI Mutually exclusive,	✓				UD		corrected	01	
ion	G418	17 Stay out of other ROBOTS No domoging opening POROTS deliberately or within ERAME.	Mutually exclusive, most	✓	⊘ ✓, UD		✓	UD	Award	Corrected Type/Criteria	AUTO	
raction		17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT	Mutually exclusive,				√	UD C or UD		Type/Criteria	2	
nteraction	G418	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation)	Mutually exclusive, most	1	√, UD			C or UD	Award	Type/Criteria AMP NOTE	2	
nt Interaction	G418	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME	Mutually exclusive, most		√, UD √, C or UD		✓	C or UD	Award	Type/Criteria	2	
onent Interaction	G418 G419 G420 G42	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY	Mutually exclusive, most		✓, UD ✓, C or UD 5sec ✓, 5sec		✓	C or UD	Award LEAVE	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE	2	
Opponent Interaction	G418 G419 G420 G420	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH	Mutually exclusive, most		✓, UD ✓, C or UD 5sec ✓, 5sec ✓		✓	C or UD	Award LEAVE	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED)	S from the state of the state o	
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Opponent Interaction	G418 G419 G420 G420	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 10 There's a 5-count on PINS (15sec - G212 excessive violation) 11 Don't collude with partners to shut down major parts of GAME PLAY 12 PODIUM protection prior to last 20 sec of MATCH 13 SOURCE/AMP ZONE protection 15 No contact with banging opponent from STAGE or contact if either	Mutually exclusive, most punitive		✓, UD ✓, C or UD 5sec ✓, 5sec ✓		✓	C or UD	Award LEAVE	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT)	2	
Opponent Interaction	G418 G419 G420 G421 G422 G423	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec	Mutually exclusive, most punitive		✓, UD ✓, C or UD 5sec ✓, 5sec ✓		✓	C or UD	Award LEAVE NOTES	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE	2	
Opponent Interaction	G418 G419 G420 G422 G423 G424	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones	Mutually exclusive, most punitive	✓	✓, UD ✓, C or UD 5sec ✓, 5sec ✓		✓	C or UD	Award LEAVE	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two	2	
V Opponent Interaction	G418 G420 G420 G422 G423 G423 G424 G428	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls	Mutually exclusive, most punitive	✓	✓, UD ✓, C or UD 5sec ✓, 5sec ✓		✓	C or UD	Award LEAVE NOTES	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT)	2	
MAN Opponent Interaction	G418 G420 G420 G422 G423 G423 G424 G428	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE	Mutually exclusive, most punitive	1	✓, UD ✓, C or UD 5sec ✓, 5sec ✓		✓	C or UD	Award LEAVE NOTES	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP	2	
HUMAN Opponent Interaction	G418 G419 G420 G420 G420 G420 G420 G420 G420 G420	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 NO contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE 28 HUMANS can't use GAME PIECES to ease or amplify challenge	Mutually exclusive, most punitive	1	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP		√ 15sec (C or UD or 15sec	Award LEAVE NOTES STAGE	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP (max 1/TRAP)	5	
HUMAN Opponent Interaction	G418 G420 G420 G422 G423 G423 G424 G428	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 NO contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE 28 HUMANS can't use GAME PIECES to ease or amplify challenge	Mutually exclusive, most punitive	1	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓		√ 15sec (C or UD	Award LEAVE NOTES	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP	5	
HUMAN Opponent Interaction	G418 G419 G420 G420 G420 G420 G420 G420 G420 G420	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE 28 HUMANS can't use GAME PIECES to ease or amplify challenge 29 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) 20 HIGH NOTES only entered onto FIELD during last 20 sec of	Mutually exclusive, most punitive	1	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP		√ 15sec (C or UD or 15sec	Award LEAVE NOTES STAGE	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent	5	
	G418 G420 G422 G422 G423 G428 G428 G428 G428 G428 G428	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE 28 HUMANS can't use GAME PIECES to ease or amplify challenge 29 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) 30 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE	Mutually exclusive, most punitive	· · · · · · · · · · · · · · · · · · ·	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP		15sec (C or UD or 15sec	Award LEAVE NOTES STAGE	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent	2 2 5	
ost-	G418 G419 G422 G422 G423 G424 G428 G428 G428 G430 G430	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE 28 HUMANS can't use GAME PIECES to ease or amplify challenge 29 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) 30 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE	Mutually exclusive, most punitive OERPQM	· · · · · · · · · · · · · · · · · · ·	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP		√ 15sec (C or UD or 15sec M	Award LEAVE NOTES STAGE FOUL TECH FOUL COOPER-	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent Per TECH FOUL incurred by opponent COOPERTITION BUTTON on both	2 2 5	
ost- TCH pec- on	G418 G419 G420 G420 G420 G420 G420 G420 G420 G420	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE 28 HUMANS can't use GAME PIECES to ease or amplify challenge 29 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) 30 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE 31 Get inspected before playing MATCH	Mutually exclusive, most punitive OERPQM VW PM—DQ	· · · · · · · · · · · · · · · · · · ·	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP		15sec (C or UD or 15sec	Award LEAVE NOTES STAGE FOUL TECH FOUL	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent Per TECH FOUL incurred by opponent COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of	2 2 5	
ost- TCH pec- on	G418 G419 G422 G422 G422 G422 G428 G428 G428 G428	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE 28 HUMANS can't use GAME PIECES to ease or amplify challenge 29 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) 30 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE 30 Get inspected before playing MATCH 31 Replayed MATCHES will start using same conditions	Mutually exclusive, most punitive OERPQM	· · · · · · · · · · · · · · · · · · ·	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP		15sec (C or UD or 15sec M	Award LEAVE NOTES STAGE FOUL TECH FOUL COOPER- ITITION	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent Per TECH FOUL incurred by opponent COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP	2 2 5	
ost- TCH pec-	G418 G419 G422 G422 G422 G422 G428 G428 G428 G428	No damaging opponent ROBOTS No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent Don't deliberately tip or entangle with an opponent ROBOT There's a 5-count on PINS (15sec - G212 excessive violation) Don't collude with partners to shut down major parts of GAME PLAY PODIUM protection prior to last 20 sec of MATCH SOURCE/AMP ZONE protection No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec HUMANS can't leave starting zones COACHES and other teams: hands off the controls HUMAN players can not extend into the CHUTE HUMANS can't use GAME PIECES to ease or amplify challenge NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE Leave promptly after MATCH Get inspected before playing MATCH ROBOTS will not drive, extend, or interact with FIELD ELEMENTS	Mutually exclusive, most punitive OERPQM VW PM—DQ	· · · · · · · · · · · · · · · · · · ·	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP		15sec (C or UD or 15sec M	Award LEAVE NOTES STAGE FOUL TECH FOUL COOPER-TITION BONUS	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent Per TECH FOUL incurred by opponent COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP At least 18 AMP & SPEAKER NOTES	2 2 5	
ost- TCH pec-	G418 G419 G422 G422 G422 G422 G428 G428 G428 G428	17 Stay out of other ROBOTS 18 No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection 24 No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE 18 HUMANS can't use GAME PIECES to ease or amplify challenge 29 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) 30 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE 30 Get inspected before playing MATCH 31 ROBOTS will not drive, extend, or interact with FIELD ELEMENTS 32 prior to Qualification MATCHES	Wutually exclusive, most punitive OERPQM VW PM—DQ WSUSC	· · · · · · · · · · · · · · · · · · ·	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP		FNA C	C or UD or 15sec M	Award LEAVE NOTES STAGE FOUL TECH FOUL COOPER- ITITION	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent Per TECH FOUL incurred by opponent COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP At least 18 AMP & SPEAKER NOTES (COOPERTITION	2 2 5	
ost- TCH pec- on	G418 G419 G422 G422 G422 G422 G428 G428 G428 G428	No damaging opponent ROBOTS No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE HUMANS can't use GAME PIECES to ease or amplify challenge NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) 30 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE 31 Leave promptly after MATCH 32 Get inspected before playing MATCH 33 ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES	Wutually exclusive, most punitive OERPQM VW PM—DQ WSUSC	v v	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP PGP		FNA C	C or UD or 15sec M	Award LEAVE NOTES STAGE FOUL TECH FOUL COOPER-TITION BONUS	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE Via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent Per TECH FOUL incurred by opponent COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP At least 18 AMP & SPEAKER NOTES (COOPERTITION BONUS reduces threshold to 15)	2 2 5 5 2 5 1 ()	
ost- TCH pec- on	G418 G419 G422 G422 G422 G422 G428 G428 G428 G428	No damaging opponent ROBOTS No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 25 HUMANS can't leave starting zones 26 COACHES and other teams: hands off the controls 27 HUMAN players can not extend into the CHUTE HUMANS can't use GAME PIECES to ease or amplify challenge NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) 30 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE 31 Leave promptly after MATCH 32 Get inspected before playing MATCH 33 ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES	Wutually exclusive, most punitive OERPQM VW PM—DQ WSUSC VW ONSTAGE C ROBOT may • Truss legs	riteria: only be co	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP PGP		FNA C	M ASM—AII	Award LEAVE NOTES STAGE FOUL TECH FOUL COOPERTITION BONUS MELODY	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE Via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent Per TECH FOUL incurred by opponent COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP At least 18 AMP & SPEAKER NOTES (COOPERTITION BONUS reduces threshold to 15) At least 10 STAGE	2 2 5 5 1 1	
ost- TCH pec-	G418 G419 G422 G422 G422 G422 G428 G428 G428 G428	No damaging opponent ROBOTS No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent Don't deliberately tip or entangle with an opponent ROBOT There's a 5-count on PINS (15sec - G212 excessive violation) Don't collude with partners to shut down major parts of GAME PLAY PODIUM protection prior to last 20 sec of MATCH SOURCE/AMP ZONE protection No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec HUMANS can't leave starting zones COACHES and other teams: hands off the controls HUMAN players can not extend into the CHUTE HUMANS can't use GAME PIECES to ease or amplify challenge NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE HEAVE CRITERIAL STARTING ZONE at any point during AUTO Public Start	Wutually exclusive, most punitive OERPQM VW PM→DQ WSUSC VW ONSTAGE C ROBOT may • Truss legs • GAME PIE	riteria: only be co	y, UD y, C or UD 5sec y, 5sec y PGP PGP PGP	Another F	FNA C	M ASM—AII	Award LEAVE NOTES STAGE FOUL TECH FOUL COOPER-TITION BONUS	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE Via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP At least 18 AMP & SPEAKER NOTES (COOPERTITION BONUS reduces threshold to 15) At least 10 STAGE points and at least 2 ONSTAGE ROBOTS	2 2 5 5 2 5 1 ()	
ost- ATCH spec- ion	G418 G418 G420 G422 G422 G422 G422 G422 G422 G422	No damaging opponent ROBOTS No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent Don't deliberately tip or entangle with an opponent ROBOT There's a 5-count on PINS (15sec - G212 excessive violation) Don't collude with partners to shut down major parts of GAME PLAY PODIUM protection prior to last 20 sec of MATCH SOURCE/AMP ZONE protection No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec HUMANS can't leave starting zones COACHES and other teams: hands off the controls HUMAN players can not extend into the CHUTE HUMANS can't use GAME PIECES to ease or amplify challenge NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE HEAVE CRITERIAL STARTING ZONE at any point during AUTO Public Start	Wutually exclusive, most punitive OERPQM VW PM→DQ WSUSC VW ONSTAGE C ROBOT may • Truss legs • GAME PIE • CHAIN-fac core or nea	riteria: only be co via ROBOT CES ing vertical rrest flap (w	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP PGP PGP Surfaces of ith regards	Another F ONSTAGA partner	FNA C SE SE or Egr CHAIN (on the COBOT quals ROBOT awas ROBOT A	M ASM—AII Deir STAGE) ified for rarded	Award LEAVE NOTES STAGE FOUL TECH FOUL COOPERTITION BONUS MELODY	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent Per TECH FOUL incurred by opponent COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP At least 18 AMP & SPEAKER NOTES (COOPERTITION BONUS reduces threshold to 15) At least 10 STAGE points and at least 2 ONSTAGE ROBOTS Equal MATCH points	2 2 5 5 1 1	
ost- ATCH Spec- cion	G418 G418 G420 G420 G420 G420 G420 G420 G420 G420	No damaging opponent ROBOTS No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent 19 Don't deliberately tip or entangle with an opponent ROBOT 20 There's a 5-count on PINS (15sec - G212 excessive violation) 21 Don't collude with partners to shut down major parts of GAME PLAY 22 PODIUM protection prior to last 20 sec of MATCH 23 SOURCE/AMP ZONE protection No contact with hanging opponent from STAGE, or contact if eithe ROBOT in STAGE ZONE during last 20 sec 14 HUMANS can't leave starting zones 15 COACHES and other teams: hands off the controls 16 HUMAN players can not extend into the CHUTE 17 HUMAN players can not extend into the CHUTE 18 HUMANS can't use GAME PIECES to ease or amplify challenge 19 NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation) 10 HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE 10 Leave promptly after MATCH 10 Replayed MATCHES will start using same conditions 10 ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES 10 PARK Criteria: 11 ROBOT SUMPERS must completely clear ROBOT STARTING ZONE at any point during AUTO 12 PARK Criteria: 13 PARK Criteria: 14 PARK Criteria:	Wutually exclusive, most punitive OERPQM VW PM→DQ WSUSC VW ONSTAGE CROBOT may • Truss legs • GAME PIE • CHAIN-fac	riteria: only be co via ROBOT CES ing vertical rrest flap (w	✓, UD ✓, C or UD 5sec ✓, 5sec ✓ ✓ PGP PGP PGP Surfaces of ith regards	Another F ONSTAGA partner	FNA C SE SE or Egr CHAIN (on the ROBOT qual E points ROBOT and LE R	M ASM—AII Deir STAGE) ified for rarded	Award LEAVE NOTES STAGE FOUL TECH FOUL COOPERTITION BONUS MELODY ENSEMBLE	Type/Criteria AMP NOTE SPEAKER NOTE (not AMPLIFIED) SPEAKER NOTE (AMPLIFIED) PARK ONSTAGE (not SPOTLIT) ONSTAGE (SPOTLIT) HARMONY (two ROBOTS ONSTAGE Via same CHAIN) NOTE in TRAP (max 1/TRAP) Per FOUL incurred by opponent COOPERTITION BUTTON on both ALLIANCES used within first 45 sec of TELEOP At least 18 AMP & SPEAKER NOTES (COOPERTITION BONUS reduces threshold to 15) At least 10 STAGE points and at least 2 ONSTAGE ROBOTS	2 2 5 1 1 1 1 1 1	