		Other	Foul	Tech	Disable	Yellow	Red
Ref	Q101 — 1 STUDENT, 1 HEAD REFEREE	WBA					
Personal Safety	G101 — HUMANS, stay off the FIELD until green.	VW				SE	
	G102 — Never step over the guardrail	VW				SE	
	G103 — HUMANS, be careful what you interact with	VW				SE	
	G104 — Don't enable your ROBOT while you are on the FIELD	VW				SE	
Conduct	G201 — Be a good person	VW				SE	
	G202 — Don't bang on the glass	VW				SE	
	G203 — Don't ask other teams to throw a MATCH	VW				SE	
	G204 — Don't be coerced into throwing a MATCH	VW				SE	
	G205 — Don't throw your own MATCH	VW				SE	
	G206 — Don't collude with opponents to violate rules to earn RPs	IMERP				✓	
	G207 — Don't abuse ARENA access					✓	
	G208 — Show up to your MATCHES	DQ					
	G209 — Enter only 1 ROBOT	VW					
	G210 — ROBOTS cannot intentionally detach or leave parts in the FIELD						✓
	G211 — No forcing opponent to violate rules	NP	✓, R	R			
	G212 — Egregious or exceptional violations					✓ or	✓
Pre-MATCH	G301 — Be prompt	VW		SSP	2min		
	G302 — You can't bring/use anything you want	WSUSC				DM	
	G303 — ROBOTS must be in starting configuration	WSUSC			NQ		URAMWRT
In-MATCH — AUTO	G401 — HUMANS behind the starting lines during AUTO		✓				
	G402 — Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓	
	G403 — Only 1 NOTE at a time during AUTO			PGP			
	G404 — ROBOT outside of their ALLIANCE WING may not cause NOTE to travel into or through their WING, if not in contact with ROBOT			✓			
	G405 — Don't touch opponent ROBOT or NOTES across CENTER LINE during AUTO			✓			
GAME PIECES	G406 — ROBOTS can't use GAME PIECES to ease or amplify challenge			PGP			
	G407 — ROBOTS can't intentionally eject NOTES out of FIELD			PGP			
	G408 — ROBOTS can't eject HIGH NOTES from FIELD or enter them in AMPS, SPEAKERS, or TRAPS, or score them on MICROPHONES	SHNRIERP		PGP			
	G409 — 1 NOTE at a time during TELEOP, except in SOURCE ZONE		PGP			S3F2	
	G410 — Don't damage GAME PIECES (SE requirement per HRQ221)	VW		SE and R	FDL		
ROBOT	G411 — ROBOTS must be safe				✓		
	G412 — Keep BUMPERS in BUMPER ZONE		✓				
	G413 — ROBOTS ≤4 ft tall; no extensions beyond 1 ft from FRAME PERIMETER (Exc SA - G212 per HRQ222; NPID per RTM6.17)	NPID	✓ or	SA		Exc SA or	Exc SA
	G414 — No shooting from opponent's WING into own ALLIANCE WING		✓, R	R			
	G415 — No grabbing, grasping, attaching to, entangling with, or suspending from ARENA ELEMENTS except CHAIN and GAME PIECES			✓, R or M	FDL	R or M	
	G416 — ROBOT can't use mechanism to reduce working length of CHAIN	HRDRI		❷			
Opponent Interaction	G417 — Stay out of other ROBOTS	Mutually exclusive, most punitive	✓				
	G418 — No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent			✓, UD		✓	UD
	G419 — Don't deliberately tip or entangle with an opponent ROBOT			✓, C or UD		✓	C or UD
	G420 — There's a 5-count on PINS (15sec - G212 excessive violation)		✓	5sec		15sec or	15sec
	G421 — Don't collude with partners to shut down major parts of GAME PLAY			✓, 5sec			
	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	OERPQM		❷			
HUMAN	G425 — HUMANS can't leave starting zones		✓				
	G426 — COACHES and other teams: hands off the controls			✓			M
	G427 — HUMAN players can not extend into the CHUTE		✓				
	G428 — HUMANS can't use GAME PIECES to ease or amplify challenge			PGP			
	G429 — NOTES enter FIELD only through SOURCE (FNA - G212 egregious violation)			PGP		FNA or	FNA
	G430 — HIGH NOTES only entered onto FIELD during last 20 sec of MATCH by HUMAN in front of COACH LINE		✓				
Post-MATCH Inspection	G501 — Leave promptly after MATCH	VW				SE	
	I102 — Get inspected before playing MATCH	PM→DQ					ASM→All
Tournament	T201 — Replayed MATCHES will start using same conditions	WSUSC					
	T301 — ROBOTS will not drive, extend, or interact with FIELD ELEMENTS prior to Qualification MATCHES	VW				SE or Egr	

Code	Explanation
2min	If not MATCH-ready within 2 minutes of warning or not making good faith effort
S3F2	Simultaneous control of 3 NOTES; frequent control of 2 NOTES
5sec	For every additional 5 seconds in which the situation is not corrected
15sec	For egregious pinning (more than 15 seconds)
All	For entire ALliance
ASM	If after start of the MATCH
C	If greater than CONTINUOUS (10 seconds)
DM	If during MATCH
DQ	Disqualified
Egr	If egregious
Exc	If excessive
FDL	If further damage likely
FNA	HUMAN feeding NOTES from AMP
HRDRI	Head referee discretion for re-inspection
IMERP	ALLIANCE ineligible for MELODY and ENSEMBLE RPs
M	If greater than MOMENTARY (3 seconds)
NP	No penalty assessed to other ALLIANCE
NPID	No penalty if damaged by opponent
NQ	If not a quick remedy
OERPQM	Opponent awarded ENSEMBLE RP if during Qualification MATCH
PGP	Per GAME PIECE
PM	If prior to MATCH
R	If REPEATED
SA	If impedes or enables scoring action
SE	If subsequent violations during event
SSP	If subsequent violations during same tournament phase
SHNRIERP	Scored HIGH NOTE by ROBOT on MICROPHONE makes ALLIANCE ineligible for ENSEMBLE RP
UD	Upon disablement
URAMWRT	Uninspected ROBOT playing, ALLIANCE RED CARD; modified without re-inspection ROBOT playing, TEAM RED CARD
VW	Verbal warning
WBA	Will be addressed by HR/LRI/Mgmt
WSUSC	MATCH won't start until situation corrected

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

CRESCENDO℠

PRESENTED BY HAAS

ROBOT Scoring Assessment

LEAVE Criteria:
ROBOT BUMPERS must completely clear ROBOT STARTING ZONE at any point during AUTO

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

ONSTAGE Criteria:
ROBOT may only be contacting:
- 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 core
- A single CHAIN (on their STAGE)
- Another ROBOT qualified for ONSTAGE points
- Another ROBOT awarded ENSEMBLE RP because of G424 infraction
- An opponent ROBOT