

Ref		Other	Foul	Tech	Disable	Yellow	Red	Code	Explanation	
								2min	If not MATCH-ready within 2 minutes of warning or not making good faith effort	
Personal Safety	G101	1 STUDENT, 1 HEAD REFEREE	WBA							
	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				
	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				
Conduct	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	✓			
	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		
Pre-MATCH	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 during AUTO			✓					
	G405	Don't touch opponent ROBOT or NOTES across CENTER LINE during AUTO (PIC per RT6.25)			PIC					
	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	SHNIERP		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				
In-MATCH	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; NPIDNSA per RT6.17)	NPIDNSA	✓ or	SA		Exc SA or	Exc SA		
	G414	No shooting from opponent's WING into own ALLIANCE WING during TELEOP		✓, 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							
	G417	Stay out of other ROBOTS		✓						
	G418	No damaging opponent ROBOTS, deliberately or within FRAME PERIMETER regardless of intent	Mutually exclusive, most punitive		✓, 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		
Opponent Interaction	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							
	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		✓						
HUMAN	G501	Leave promptly after MATCH	VW			SE				
	I102	Get inspected before playing MATCH	PM—DQ					ASM→All		
	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				
Post-MATCH Inspection										
Tournament										



PRESENTED BY **HMS**

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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

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
COOPER-TITION 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