			Other	Minor	Major	Disable	Yellow	Red
Ref	-	1 STUDENT, 1 HEAD REFEREE	WBA					
lar ,	G101	HUMANS, stay off the FIELD until green	VW				SE	
Personal Safety	G102	Never step over the guardrail	VW				SE	
Pe 0		HUMANS, be careful what you interact with	VW				SE	
		Don't enable your ROBOT while you are on the FIELD	VW				SE	
		Be a good person	VW				SE	
		Don't bang on the glass	VW				SE	
	_	Don't ask opponents to throw a MATCH	VW					SE
		Don't be coerced into throwing a MATCH by opponents	VW					SE
Conduct		Don't throw your own MATCH	VW					SE
ouc		Don't collude with opponents to violate rules to earn RPs	ICBRP				√	
Ú		Don't abuse ARENA access	VW				SE	
		Show up to your MATCHES	DQ					,
		ROBOTS cannot intentionally detach or leave parts in the FIELD			,		_	✓
		No forcing opponents to violate rules	ND		✓		R ✓ o	
		Egregious or exceptional violations	NP		000	0	✓ 0	r ✓
Pre-	G301	Be prompt	VW		SSP	2min	D14	
Pre-	G302	You can't bring/use anything you want	WSUSC			NO	DM	LIDDIANADI
		ROBOTS must be in STARTING CONFIGURATION	WSUSC			NQ		URPMWRI
		HUMANS behind the STARTING LINE during AUTO		√				
	G402	Don't touch controls except E-STOP/A-STOP during AUTO		✓			✓	
ı Ş	G403	Don't contact opponent during AUTO if BUMPERS are completely across BARGE ZONE	vw		✓		SE	
- 1	G404	HUMANS may not throw ALGAE onto FIELD during AUTO		1				
		Don't directly contact opponent CAGES during ALITO (ADOC –						
	G405	G211J egregious violation)			✓		ADOC o	r ADOC
	G406	ROBOTS can't use SCORING ELEMENTS to ease or amplify			1		DTAG	r DTAO
Į.	0406	challenge (DTAO – G211I egregious violation)			•		DIAU 0	DIAU
E L	G407	ROBOTS can't intentionally eject SCORING ELEMENTS out of the		1	R			
2		FIELD						
ū	G408	ROBOTS and HUMANS can't damage SCORING ELEMENTS	VW		SE	FDL		
2		ROBOTS can't control more than 1 CORAL and 1 ALGAE at a time	01000	PESE			Exc	
0	G410	ROBOTS can't de-score opponents' scored CORAL	OACRP		PDSE			
0	G411	ROBOTS can't deliberately put ALGAE on opponents' REEF			✓		✓	
ľ	G412	ROBOTS can only launch CORAL if BUMPERS are partially or totally in their REEF ZONE			✓			
	G413	ROBOTS must be safe				1		
		Keep BUMPERS in BUMPER ZONE		1		·		
	0717	•						
		No ROBOT extensions more that 1.5 ft beyond ROBOT						
	G415	No ROBOT extensions more that 1.5 ft beyond ROBOT PERIMETER		√ c	or SA			
	G416		VW	√ 0	or SA	FDL	SE	
FO	G416	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or	VW	√ 0				
CH	G416	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES	VW	✓ 0	or SA	FDL FDL	SE R or M	
АТСН	G416	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-	VW	✓ 0			R or M	r DMOCT
n-MATCH	G416 G417 G418	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation)	OABRP	✓ 0	· ·		R or M	r DMOCT
In-MATCH	G416 G417 G418 G419	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS		✓ 0	<i>*</i>		R or M	r DMOCT
In-MATCH	G416 G417 G418 G419 G420	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE	OABRP	∀ 0	✓ ✓ ✓ ✓ ✓ , PDSE		R or M	r DMOCT
In-MATCH	G416 G417 G418 G419 G420 G421	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time	OABRP	√	<i>*</i>		R or M	r DMOCT
In-MATCH	G416 G417 G418 G419 G420 G421	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS	OABRP RICP Mutually	✓ c	✓ ✓ ✓ ✓ ✓ , PDSE		R or M	r DMOCT
In-MAT	G416 G417 G418 G419 G420 G421 G422	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT	OABRP RICP Mutually exclusive,	√	✓ ✓ ✓ ✓ ✓ , PDSE		R or M	r DMOCT ✓, UD
In-MAT	G416 G417 G418 G419 G420 G421 G422	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent	OABRP RICP Mutually exclusive, most	√	✓ ✓ ✓ ✓ ✓ ✓ ✓ ✓ , PDSE 3sec ✓ , UD		R or M DMOCT of	√, UD
In-MAT	G416 G417 G418 G419 G420 G421 G422	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT	OABRP RICP Mutually exclusive,	√	✓ ✓ ✓ ✓ ✓, PDSE 3sec ✓, UD ✓, C or UD		R or M DMOCT of	✓, UD C or UD
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In-MAT	G416 G417 G418 G419 G420 G421 G422 G423 G424 G425	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation)	OABRP RICP Mutually exclusive, most	· · ·	✓ ✓ ✓ ✓ ✓, PDSE 3sec ✓, UD ✓, C or UD		R or M DMOCT of	✓, UD C or UD
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In-MAT	G416 G417 G418 G419 G420 G421 G422 G423 G426 G426 G427 G428 G429 G430 G431 G432 G433 G434	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players can't extend into the CHUTE HUMAN players may not use SCORING ELEMENTS to ease or amplify challenge (DTAO – G2111 egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS	OABRP RICP Mutually exclusive, most punitive	*	✓ ✓ ✓, PDSE 3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		R or M DMOCT of	√, UD C or UD r 15sec
In-MAT	G416 G417 G418 G419 G420 G421 G422 G423 G426 G426 G427 G428 G429 G431 G431 G432 G433 G434 G435	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players can't extend into the CHUTE HUMAN players may not use SCORING ELEMENTS to ease or amplify challenge (DTAO – G2111 egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA	OABRP RICP Mutually exclusive, most punitive OABRP	*	✓ ✓ ✓, PDSE 3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		Park of M DMOCT of State of St	√, UD C or UD r 15sec
TAM-ril	G416 G417 G418 G419 G420 G421 G422 G423 G426 G426 G427 G428 G429 G430 G431 G432 G433 G434 G435	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players may not use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA Leave promptly after MATCH	OABRP RICP Mutually exclusive, most punitive OABRP	*	✓ ✓ ✓, PDSE 3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		R or M DMOCT of	✓, UD C or UD r 15sec M
In-MAT	G416 G417 G418 G419 G420 G421 G422 G423 G426 G427 G428 G429 G430 G431 G432 G433 G434 G435	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players may not use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA Leave promptly after MATCH Get inspected before playing a MATCH (PR - I101)	OABRP RICP Mutually exclusive, most punitive OABRP VW PM→DQ	*	✓ ✓ ✓, PDSE 3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		Park of M DMOCT of State of St	√, UD C or UD r 15sec
TAM-nii	G416 G417 G418 G419 G420 G421 G422 G423 G426 G426 G427 G428 G429 G430 G431 G432 G433 G434 G435	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players may not use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA Leave promptly after MATCH Get inspected before playing a MATCH (PR - I101) Replayed MATCHES will start using same conditions	OABRP RICP Mutually exclusive, most punitive OABRP	*	✓ ✓ ✓, PDSE 3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		Park of M DMOCT of State of St	✓, UD C or UD r 15sec M
Post-MAT Inspection	G416 G417 G418 G419 G420 G421 G422 G423 G426 G427 G428 G429 G430 G431 G432 G433 G434 G435	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players may not use SCORING ELEMENTS to ease or amplify challenge (DTAO – G2111 egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA Leave promptly after MATCH Get inspected before playing a MATCH (PR - I101) Replayed MATCHES will start using same conditions ROBOTS will not drive, extend, or interact with FIELD ELEMENTS	OABRP RICP Mutually exclusive, most punitive OABRP VW PM→DQ	*	✓ ✓ ✓, PDSE 3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		Park of M DMOCT of State of St	✓, UD C or UD r 15sec M
TAM-ni Inspection	G416 G417 G418 G419 G420 G421 G422 G423 G426 G426 G427 G428 G429 G430 G431 G431 G433 G434 G435 G431 G435 G431 G435 G431	PERIMETER ROBOTS can't damage FIELD ELEMENTS ROBOTS can't grab, grasp, attach to, become entangled with, or suspend from FIELD ELEMENTS except for CAGES Don't directly contact opponent CAGES during TELEOP (DMOCT-G211K egregious violation) ROBOTS can't engage in consequential contact with ANCHORS ROBOTS can't contact either NET or de-score opponents' ALGAE 1 ROBOT on opponents' side of the FIELD at a time Stay out of opponent ROBOTS No damaging opponent ROBOTS, deliberately or within ROBOT PERIMETER regardless of intent Don't deliberately attach to, tip, or entangle with opponent ROBOT There's a 3-count on PINS (15sec - G211E egregious violation) Don't collude with partners to shut down major parts of GAME PLAY Don't contact opponent ROBOT partially or totally in their own BARGE or REEF ZONES directly or through SCORING ELEMENT Don't contact opponent ROBOT in contact with their own CAGE during last 20 seconds of MATCH HUMANS can't leave ALLIANCE AREA or PROCESSOR AREA where they started the MATCH COACHES and other teams: hands off the controls HUMAN players may not use SCORING ELEMENTS to ease or amplify challenge (DTAO – G211I egregious violation) CORAL may only enter FIELD from CORAL STATION; ALGAE may only enter FIELD from PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA COACHES may not contact SCORING ELEMENTS Don't store more than 4 ALGAE in PROCESSOR AREA Leave promptly after MATCH Get inspected before playing a MATCH (PR - I101) Replayed MATCHES will start using same conditions	OABRP RICP Mutually exclusive, most punitive OABRP VW PM→DQ WSUSC	*	✓ ✓ ✓, PDSE 3sec ✓, UD ✓, C or UD 3sec ✓, 3sec ✓		DTAO o	√, UD C or UD r 15sec M



Last updated: 0250Z 28 FEB 2025 Team Update 15 ROBOT must move BUMPERS completely off ROBOT STARTING LINE at end of AUTO

PARK Criteria:

ROBOT SCORING ASSESSMENT

ROBOT BUMPERS must be partially or completely contained in their BARGE ZONE at end of MATCH and does not meet CAGE criteria

CAGE Criteria:

ROBOT must be contacting one CAGE, with exception of the ANCHOR, not contact the carpet, and may contact the following:

- SCORING ELEMENTS
- Another ROBOT qualified for CAGE POINTS
- Partner ROBOT contacted by opponent in violation of G428
- Opponent ROBOT

Code	Explanation						
15sec		For egregious pinning (more than 15 seconds)					
		15 seconds) If not MATCH ready within 2 min of					
2min	warning or not ma	warning or not making good faith					
		effort For every additional 3 sec onds in					
3sec		For every additional 3 sec onds in which the situation is not corrected					
ADOC	Deliberate AUTO	Deliberate AUTO run disruption of					
		opponent CAGES					
AM		If after MATCH If greater than CONTINUOUS (10					
С	seconds)	seconds)					
DM		If during MATCH					
DMOC		Deliberately disrupting multiple opponent CAGES during TELEOP					
DQ	Disqualified						
DTAO		Deliberately throwing ALGAE at					
		o pponent					
Egr Exc	If egregious If excessive						
FDL	If further damage	likely					
ICBRP	ALLIANCE ineligit						
M	and BARGE RAN If greater than MC						
	No penalty assess						
NP	ALLIANCE						
OABRE	Opponent awarde	d B ARC	GE .				
0	RANKING POINT Opponent awarde	d C OR	AL.				
OACRE	RANKING POINT		•				
PDSE	Per de-scored SC ELEMENT	ORING					
PESE	Per extra SCORIN	IG F I FI	MENT				
PM	If prior to MATCH						
PR		Potential REPLAY					
R	If REPEATED dur						
RICP	ROBOT ineligible						
SA	If for strategic ben impeding/enabling						
	If s ubsequent viola						
SE	e vent						
SSP	If subsequent viola same tournament		uring				
UD	Opponent unable						
URPMW	Uningnected POR		ing or				
	modified without r		ction				
WBA	Will be addressed						
WSUS							
	MATCH won't sta corrected	it unui s	situation				
MA	corrected		TELEOP				
MA LEAVE							
	corrected TCH POINTS scored in trough	AUTO 3	TELEOP -				
	corrected TCH POINTS scored in trough (L1)	AUTO					
LEAVE	scored in trough (L1) scored on L2	AUTO 3	TELEOP -				
	corrected TCH POINTS scored in trough (L1)	3 3 4	TELEOP - 2 3				
LEAVE	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH	AUTO 3 3	TELEOP - 2				
LEAVE	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4	3 3 4	TELEOP - 2 3				
LEAVE	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH	AUTO 3 3 4 6 7	TELEOP - 2 3 4				
LEAVE	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4	3 3 4 6	TELEOP - 2 3 4				
CORAL	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in	AUTO 3 3 4 6 7	TELEOP - 2 3 4 5				
CORAL	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the	AUTO 3 3 4 6 7	TELEOP - 2 3 4 5 6 4				
CORAL	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE	AUTO 3 3 4 6 7	TELEOP - 2 3 4 5 6				
CORAL	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in L4 BRANCH scored in L7 scored in L8 scored in L9 scored in NET PARK in the BARGE ZONE off-the-ground via	AUTO 3 3 4 6 7	TELEOP - 2 3 4 5 6 4				
CORAL	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in L4 BRANCH scored in L5 Scored in L6 Scored in L7 Scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE	AUTO 3 3 4 6 7 6 4	TELEOP - 2 3 4 5 6 4 2 6				
CORAL	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in L4 BRANCH scored in L7 scored in L8 scored in L9 scored in NET PARK in the BARGE ZONE off-the-ground via	AUTO 3 3 4 6 7 6 4	TELEOP - 2 3 4 5 6 4 2				
CORAL ALGAE BARGE	corrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL	AUTO 3 3 4 6 7 6 4	TELEOP - 2 3 4 5 6 4 2 6 12 2				
CORAL ALGAE BARGE	corrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL	AUTO 3 3 4 6 7 6 4	TELEOP - 2 3 4 5 6 4 2 6 12				
CORAL ALGAE BARGE MINOR MAJOR	scorrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in NET PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL	AUTO 3 3 4 6 7 6 4	TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOP.				
CORAL ALGAE BARGE MINOR MAJOR	corrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL	AUTO 3 3 4 6 7 6 4	TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOP./ RANK.				
CORAL ALGAE BARGE MINOR MAJOR AWARD	scorrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in NET PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL	AUTO 3 3 4 6 7 6 4 -	TELEOP - 2 3 4 5 6 4 2 6 12 6 COOP./ RANK. PTS.				
CORAL ALGAE BARGE MINOR MAJOR AWARD COOP.	corrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL CRITERIA at least 2 ALGAE scoeach PROCESSOR	AUTO 3 3 4 6 7 6 4 -	TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOP./ RANK.				
CORAL ALGAE BARGE MINOR MAJOR WARD COOP. BONUS	scorrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in NET PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL CRITERIA at least 2 ALGAE scc each PROCESSOR all non-BYPASSED	AUTO 3 3 4 6 7 6 4	TELEOP - 2 3 4 5 6 4 2 6 12 6 COOP./ RANK. PTS.				
CORAL ALGAE BARGE MINOR MAJOR AWARD COOP.	corrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL CRITERIA at least 2 ALGAE scoeach PROCESSOR	AUTO 3 3 4 6 7 6 4 d at d at d at	TELEOP - 2 3 4 5 6 4 2 6 12 6 COOP./ RANK. PTS.				
CORAL ALGAE MINOR MAJOR AWARD COOP. BONUS	scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in L4 BRANCH scored in L7 PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL CRITERIA at least 2 ALGAE sce each PROCESSOR all non-BYPASSED ROBOTS LEAVE and	AUTO 3 3 4 6 7 6 4 d at d at d at	TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOP/ RANK. PTS.				
CORAL ALGAE BARGE MINOR MAJOR AWARD COOP. BONUS AUTO RP	corrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL CRITERIA at least 2 ALGAE scoeach PROCESSOR all non-BYPASSED ROBOTS LEAVE and least 1 CORAL score AUTO at least 5 CORAL score	AUTO 3 3 4 6 7 6 4 orred in	TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOP/ RANK. PTS. 1 CP				
CORAL ALGAE MINOR MAJOR AWARD COOP. BONUS	corrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in PROCESSOR scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL CRITERIA at least 2 ALGAE score ach PROCESSOR all non-BYPASSED ROBOTS LEAVE and least 1 CORAL score AUTO	AUTO 3 3 4 6 7 6 4 orred in	TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOP/ RANK. PTS. 1 CP				
CORAL ALGAE BARGE MINOR MAJOR WARD COOP. BONUS AUTO RP CORAL	scorrected TCH POINTS scored in trough (L1) scored on L2 BRANCH scored on L3 BRANCH scored on L4 BRANCH scored in NET PARK in the BARGE ZONE off-the-ground via shallow CAGE off-the-ground via deep CAGE FOUL CRITERIA at least 2 ALGAE scc each PROCESSOR all non-BYPASSED ROBOTS LEAVE and least 1 CORAL score AUTO at least 5 CORAL scc 4 levels; with COOP.	AUTO 3 3 4 6 7 6 4 orred in	TELEOP - 2 3 4 5 6 4 2 6 12 2 6 COOP/RANK. PTS. 1 CP				

BARGE at least 14 BARGE points

your opponent

completing a MATCH with more MATCH points than

completing a MATCH with

the same number of MATCH points as your opponent

are scored

RP

WIN

TIE

1 RP

3 RP

1 RP