

4.7 Scoring Summary

The following table shows the possible *Scoring* achievements and their point values. The table is a quick reference guide and not a substitute for a thorough understanding of the game manual.

Scoring Achievement	Autonomous Points	Driver-Controlled Points	End Game Points	Reference	When Scored
<i>Wobble Goals Delivered</i> (each)					
• <i>Target Zone</i>	15	-	-	4.5.2.1	<i>End of Period</i>
• <i>Start Line</i>	-	-	5	4.5.4.1	
• <i>Drop Zone</i>	-	-	20		
<i>Robot Navigating</i> (each)	5	-	-	4.5.2.2	<i>End of Period</i>
<i>Rings Scored In Tower Goal</i> (each)					
• <i>Low</i>	3	2		4.5.2.3	<i>Scored Live</i>
• <i>Mid</i>	6	4		4.5.3	
• <i>High</i>	12	6			
<i>Power Shot</i>					
• <i>Target moved from Forward to Back</i> (each)	15	-	15	4.5.2.4 4.5.4.3	<i>Scored at Rest</i>
<i>Wobble Goal Rings</i> (each)	-	-	5	4.5.4.2	<i>End of Period</i>

4.8 Rule Summary

The following table shows the possible rule violations and their consequences. The table is a quick reference guide and not a substitute for a thorough understanding of the complete rule descriptions in section 4.6.

Rule #	Rule	Consequence	Warning Disable	Minor Penalty	Major Penalty
Safety Rules					
<S1>	Unsafe <i>Robot</i> or Damage to the <i>Playing Field</i> .	<i>Disable</i> if unsafe operation is likely to persist.	D*		
<S2>	Contact <i>Outside</i> the <i>Playing Field Boundary</i> .	<i>Major Penalty</i> for each occurrence.			1x
<S3>	<i>Drive Team</i> missing safety gear.	<i>Match</i> must not start until the entire <i>Drive Team</i> is wearing all the required safety gear.			
General Rules – Further definitions, no Penalties earned					
<G10>	<i>Scoring Elements</i> in contact with the <i>Robot</i> .	Points are not earned for any <i>Scoring Elements</i> in a <i>Scoring Area</i> that are also in contact with the <i>Robot</i> .			
General Rules – Pre-Match Penalties					
<G12>	<i>Drive Team</i> enters the <i>Playing Field</i> for purpose other than placing or retrieving their <i>Robot</i> .	<i>Minor Penalty</i> for each offense.		1x	

Rule #	Rule	Consequence	Warning Disable	Minor Penalty	Major Penalty
<G15>	Robot setup alignment devices.	Minor Penalty for each offense.		1x	
<G16>a	Drive Team member(s) leaving the Alliance Station.	Warning for the first instance with any following instances resulting in a Minor Penalty.	W	1x	
<G17>	Post-Match Removal of the Robot	A Minor Penalty will be assessed.		1x	
General Rules – Gameplay Penalties					
<G18>	Starting Gameplay Early.	Minor Penalty with the option of a Major Penalty if the early start results in a competitive advantage.		1x	1x*
<G19>	Late Start of the Autonomous Period.	Minor Penalty with the option of a Major Penalty if the late start results in a competitive advantage.		1x	1x*
<G20>	Robot is not Parked at the end of period.	Minor Penalty and the actions of the Robot that occur after the end of gameplay do not count towards their Score. Major Penalty if the late stop results in a competitive advantage.		1x	1x*
<G21>	Robot control during Autonomous Period / Early stopping of the Autonomous code.	Major Penalty.			1x
<G22>	Drive Team contact with the Playing Field, Game Element, or Robot.	Warning for the first instance with any following instances resulting in a Minor Penalty.	W ^T	1x	
<G23>	Drive Team Coach Driver Station control.	Warning for the first instance with any following instances resulting in a Major Penalty.	W ^T		1x
<G24>	Robot deliberately detaching parts.	Minor Penalty plus a Minor Penalty each time gameplay is affected.		1x	
<G25>	Robot illegally grasping Game Elements.	Warning for the first instance with any following instances resulting in a Major Penalty.	W ^T		1x
<G26>	Destruction, damage, tipping, etc.	Deliberate or chronic violations of this rule will receive a Major Penalty.			1x
<G27>	Deliberately removing Game Elements from the Playing Field.	Minor Penalty per Game Element deliberately removed from the Playing Field.		1x	

Rule #	Rule	Consequence	Warning Disable	Minor Penalty	Major Penalty
<G29>	Illegal Use of Game Elements to ease or amplify Scoring.	Major Penalty.			1x
Game-Specific Rules – Gameplay Penalties					
<GS4>	Human Player Ring Handling.	Warning followed by a <i>Minor Penalty</i> per occurrence for violating constraints.	W ^T	1x	
<GS5>	Drive Teams touching their Robot or Driver Station after Randomization.	A <i>Minor Penalty</i> will be assessed, and the Robot is not eligible to earn the <i>Wobble Goal Delivery Score</i> .		1x	
<GS6>1	Control/Possession Limits for Rings.	a) <i>Minor Penalty</i> per excess Ring plus a <i>Minor Penalty</i> for each excess Ring every five seconds. Additional <i>Minor Penalty</i> for each Ring Scored while in violation. b) <i>Minor Penalty</i> for Controlling or Possessing a Ring before it has been Supported by the Playing Field Floor.		1x+ 1x	
<GS6>2	Control/Possession Limits for Wobble Goals	<i>Minor Penalty</i> per excess Wobble Goal plus a <i>Minor Penalty</i> for each excess Wobble Goal every five seconds. Additional <i>Major Penalty</i> for each Wobble Goal Scored while in violation.		1x+	1x if Wobble Goal Scored
<GS7>	Launching Game Elements.	1) Launching Ring over front or side Playing Field Boundary. 2) Launching Wobble Goal.		1x per Ring	1x plus no Score per Wobble Goal for that period
<GS9>	Wobble Goal Constraint.	A <i>Minor Penalty</i> will be assessed for each Ring.		1x	
<GS12>	Illegal Tower Goal Scoring	Major Penalty per Ring.			1x
<GS13>	Power Shot Scoring	Major Penalty per Power Shot Target.			1x

Table Key	
W: Warning	1x: Penalty at single cost
W ^T : Tournament Warning	1x+: Penalty at single cost every 5 seconds
D: Robot Disabled	2x: Penalty at double cost

* indicates optional