Read all rules in…
Game manual part 1, section 3.5, section 7, Section 8
Game manual part2, section 4.2, section 4.3 (Read this VERY carefully!! Especially about blocking, controlling, herding etc…), section 4.4 (Especially 4.4.1 I will test you on this!!!), section 4.5, section 4.6, section 4.7

How long is the driver period?	
How many teams are on the field in a match?	
How long is the autonomous period?	
When does endgame start?	
Who can enter the competition area?	
How many members in a drive team? Name them.	
How many human players per alliance?	
How many wireless controllers can you use?	
Where must you wear eye protection?	
Can your robot flip opposing team robots? Which rule says yes/no?	
Can the pre-loaded pixel extend outside the robot max size (18"x18"x18") at the start? Which rule?	
How big does the team number need to be on the robot? Which rule?	
How many alliance markers do we need? Which rule?	
How many alliance markers need to be on the robot? Rule?	
Can we use a 3D printed copy of last year's cone for anything?	
Can we add lasers to our robot to set opponents on fire?	
Can we add cool LED lights?	
Can we flash the LEDs fast to celebrate picking up a pixel? Which rule describes this?	
If a motor wire gets cut during the tournament can we repair it with any bit of wire we have? Rule?	
Can we put a QR code on our team prop to make vision easier? Rule?	
What are the max and min sizes for the team prop? Rule?	
Can our team prop have LEDs blinking in it? Rule?	
How many 'drones' do we need?	
Can we use a half sheet of A4 for the 'drone'? Rule?	
Can we add a nose weight to make it fly better? Rule?	
Can Coach Steve or Coach Charlie be the team "coach" for a match? Rule?	
Can we constantly move in front of an opposing team robot to make it hard to get pixels?	
If our robot breaks and ends up blocking our opponent what happened?	
Can we push 3 pixels into the backstage?	
Can we push 2 pixels into the backstage?	
How long is the transition from autonomous to driver controlled periods? Rule?	
What are the 4 different starting tile locations? Rule?	
Where do we put the team prop, and what do we do with the white pixel?	
Where is our alliance storage?	
Can you wear flip-flops? Rule?	

If the robot is touching a pixel in the backstage does it score? Rule?	
Can the drive team wander around outside the marked floor region (called a station) during a match? Rule?	
At the end of the match can you just wander on to the field and grab your robot? Rule?	
Is it OK to get confused and start auto or driver op early or late? Rule?	
Is it OK to touch the robot or a pixel in the field during a match (except the human player putting pixels in)? Rule?	
Can the 'coach' control the robot? Rule?	
If you hit the backstage and all the pixels fall on your robot is this a problem? Rule?	
Can your robot sit in the middle of the field, blocking the stage door? Rule?	
How many pixels can be placed in the wings at any given time? Rule?	
How many pixels can the human player place at once? Rule?	
Can you use a pixel to move another pixel in the wing? Rule?	
Can you step over the truss to get your robot? Rule?	

Additional things you will be tested on…
1) Setting up the robot correctly for the match start, including...
   a. Set up the hanger correctly, making sure all strings are in the right place and taped if needed.
   b. Team prop placed correctly and pixel moved to correct place.
   c. Set up the lifter correctly.
   d. Pre-load pixels correctly.
   e. Select correct opmode and program.
   f. Initialize and set red/blue/left/right correctly.
   g. Start autonomous correctly from head referee instructions.
   h. Switch from autonomous to driver controlled mode correctly.
2) Driving skill (driver and mechanism operator)
   a. Smooth moving around the field.
   b. Moving to pixel locations for pickup. NOT entering the wing if human player putting in pixels
   c. Not hitting the backstage (so you don't knock all the pixels off)
   d. Working together for pickup/deposit pixels.
   e. TIME AWARENESS!!!
      i. When last 30 seconds happens do you have time to finish current pixel or just abandon it?
      ii. Don't do endgame tasks too soon!
   f. Configure robot ready to launch drone. Move to launch position and launch.
   g. Move to hang position smoothly and do hang procedure quickly.
3) Human player skill
   a. Don't violate any rules (i.e. hands in the playfield when robot there)
   b. Be aware of best color pixel(s) to put into play.
   c. Put pixels in good place for robots (remember, not just our robot!)