



SCORING AND FOUL CHEATSHEET

Tele operated Scoring

| | |
|------------|--------------------|
| 5 pts | Portcullis, CDF |
| 5 pts | Terrain, Rock wall |
| 5 pts | Drawbridge, Sally |
| 5 pts | Ramparts, Low bar |
| 5 pts | High goal |
| 2 pts | Low goal |
| 20 pts/1rp | Breach |
| 25 pts/1rp | Capture tower |
| 15 pts | Scaling tower |
| 5 pts | Challenge tower |

Auto Scoring

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|--------|--|
| 10 pts | Portcullis, CDF |
| 10 pts | Terrain, Rock wall |
| 10 pts | Drawbridge, Sally |
| 10 pts | Ramparts, Low bar |
| 10 pts | High goal |
| 5 pts | Low goal |
| 2 pts | Reach defense: Any part of bumper breaks line of outer works |

Ian's Golden Rules

- Easy for Drivers
- Simple enough for freshmen to explain to judges
- Most points, not cool points
- Reliably decent over occasionally great
- 10 at one thing over one at 10 things
- Autonomous is free points
- End game is surprisingly powerful
- Looks good, probably works good
- Robust
- Game pieces will break, keep in mind field tolerance
- Good drivers
- Sometimes commit to not doing things
- Turrets are usually too hard
- Easy things

Fouls

FOUL 5 points credited towards the opponent's total score.

TECH FOUL FOUL + STRENGTH of opponent's TOWER is increased by one (1)

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|---|------------------------------|
| F | Tipping over |
| F | Higher than 4'6" |
| F | PT in field |
| F | Pinning |
| F | Forcing a foul |
| F | Crossing line in auto |
| F | Enter/leave passage or touch |
| F | Intentionally harming robots |
| F | Too many defenders |
| F | Standard touching |

| | |
|----|------------------------------|
| F | Violating boulder rules |
| F | Over low bar |
| F | Boulders away from courtyard |
| F | D in last 20s |
| F | Using shields |
| F | Cheating |
| F | 15" beyond perimeter |
| F | Control 1 robot |
| F | Outer works interference |
| TF | Boulders to passageway |
| TF | Tower +1 |