

MATCH

AUTONOMOUS

POINTS

Task 1	Place an alliance colored ring on the alliance Stake	
Task 2	ONLY One Alliance colored ring on a corner tile in Alliance end	
Task 3	At Least One Alliance Robot touching the Black Horizontal Bar	
	One task complete worth 5 points	5
	Two tasks complete worth 15 points	10
	Three tasks complete worth 30 points	15

AUTONOMOUS EXTRA (5th ELEMENT)

POINTS

The alliance that possesses the 5th Element at the end of autonomous shall be given the 5th Element Goal to be kept in their Driver's Box. This MAY be introduced with 45 seconds or less on the clock.		
5th Element remains in Driver's Box		10
5th Element introduced but NOT under the Tower (as defined by the "CREATE Stick of DOOM") or not having an alliance ring. Counts for Alliance that owned the 5th Element from Autonomous OR owned by having an alliance ring as the topmost ring on the Stake.		minus 20
5th Element introduced AND under the Tower (as defined by the "CREATE Stick of DOOM") Counts for Alliance with their alliance ring as the topmost ring on the Stake.		50

TIME BONUS

POINTS

At Least One Alliance Ring on the Alliance Post	Time Remaining is Points 70 MAX
At Least One Alliance Ring on a Wall Stake	
At Least One Alliance Ring on a Mobile Goal Stake	
BOTH Alliance Robots touching ANY Horizontal bar	

TASK POINTS

POINTS

Alliance Ring touching the Wall and Floor Tile (per)	1
Alliance Ring on a Stake (per)	2
Super Goal - A Stake with 6 Alliance Rings (max 1)	20
Robot touching all three Horizontal Bars	10
Robot Hanging in Tier 1	5
Robot Hanging in Tier 2	15
Robot Hanging in Tier 3	30

DOUBLER

POINTS

Two Alliance Rings on the Alliance Stake	X2 all Ring Scores
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One Alliance Ring on the Tower Stake	X2 Entire Alliance Score
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PENALTIES

POINTS

Starting early	minus 10
Driving Late	minus 10
Interfering with Opponent Climb	DQ
Alliance Designation Ring detached from Robot	minus 20

NOTES

Field set as shown in photo, no tape on field and the mobile goal starting on the center line is designated the "5th Element" with tape on the base
Manual updated on Nov 1 and Jan 15
Possession Limit - No limit for your alliance color. Limit of ONE of opposing Alliance color
Robots are designated as Red or Blue by attaching a colored Ring to the robot for a match. The ring does not count toward the size limit of the Robot.
Possession of the 5th Element at autonomous end is determined by location of the Goal If it is breaking the plane of the first row of tiles in an alliance end.
Limit of Rings on a Stake is SIX (or TWO for Alliance Stake and Tower Stake).
If a Mobile Goal is not upright, scoring is determined by virtually extending the post. If the virtual post passes through the hole in the Ring, the Ring is considered Scored.
Robots start in an 18x18x18 configuration. There is NO limit to Vertical expansion
Teams may NOT descore any opponent Scoring objects except as defined in 5th Element scoring below
5th Element can be de-scored by moving it around the field.
1 point ring score is valid if ring is touching the foam tile and and is either touching the wall or within one "CREATE Stick of DOOM" width from the wall
5th Element note - if no ring is on the 5th Element Goal and the Goal is under the tower, the score is 0

SKILLS Teams pick either Red or Blue

TIME BONUS

POINTS

At Least One Alliance Ring on the Alliance Post	Time
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At Least One Alliance Ring on a Wall Stake At Least One Alliance Ring on a Mobile Goal Stake Robot touching ANY Horizontal bar	Remaining is Points 20 MAX
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5th Element under the Tower (as defined by the "CREATE Stick of DOOM") with alliance ring as the topmost ring on the Stake.	50
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TASK POINTS

POINTS

Alliance Ring touching the Wall and Floor Tile (per)	1
Alliance Ring on a Stake (per)	2
Super Goal - A Stake with 6 Alliance Rings (max 1)	20
Robot touching all three Horizontal Bars	10
Robot Hanging in Tier 1	5
Robot Hanging in Tier 2	15
Robot Hanging in Tier 3	30

DOUBLER

POINTS

Two Alliance Rings on the Alliance Stake	X2 all Ring Scores
One Alliance Ring on the Tower Stake	X2 Entire Alliance Score