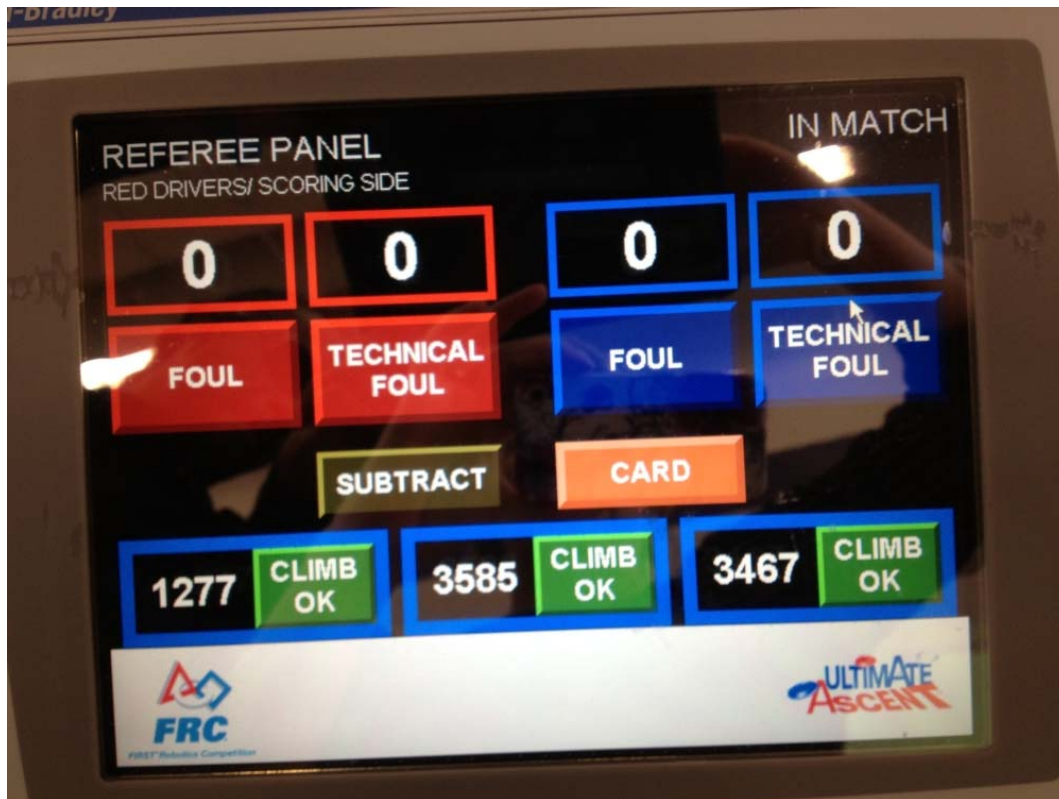


Referee Panels

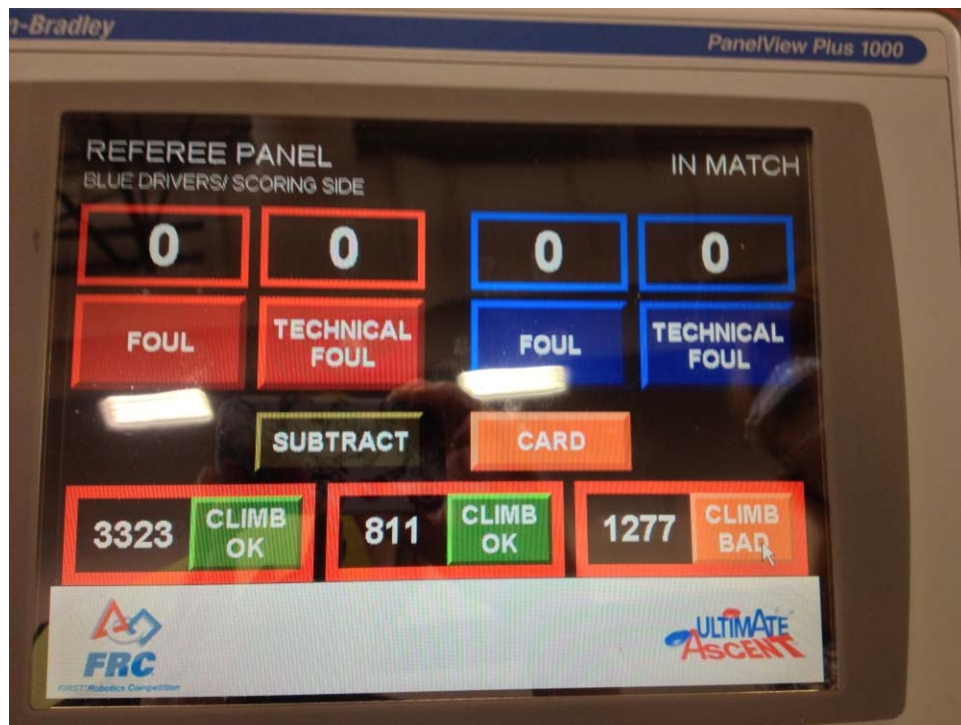


This screen is used by the referees to enter fouls, technical fouls, invalid climbs, and indicate a possible card.

To assign a foul or technical foul, touch the appropriate FOUL or TECHNICAL FOUL button. The number should increase. If you need to remove a foul or technical foul, touch the SUBTRACT button, then touch the appropriate FOUL or TECHNICAL FOUL button. The number should decrease.

If you see an action that you think warrants a yellow or red card, touch the CARD button. This will signal the head ref, who is the only one who can issue a card. The button will change color – to remove this, touch the button again.

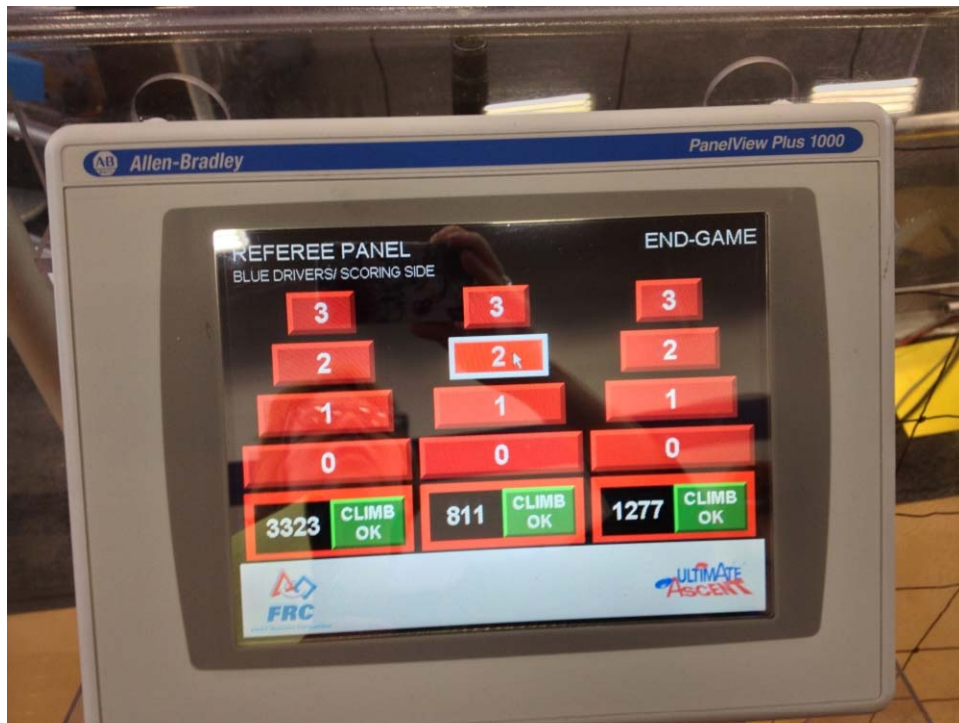
The bottom row of buttons is used to indicate invalid climbs. The team numbers displayed will be only the red or blue alliance robots, depending on the pad location. Hit the CLIMB OK button to indicate an invalid climb – it will change to say CLIMB BAD as shown below.



Yellow LEDs should then light up in the correct team's driver station, as shown in the picture below. As soon as the robot restarts the climb by touching Level 0 (the floor), the lights should be turned off by touching the CLIMB BAD button, which will return to CLIMB GOOD.



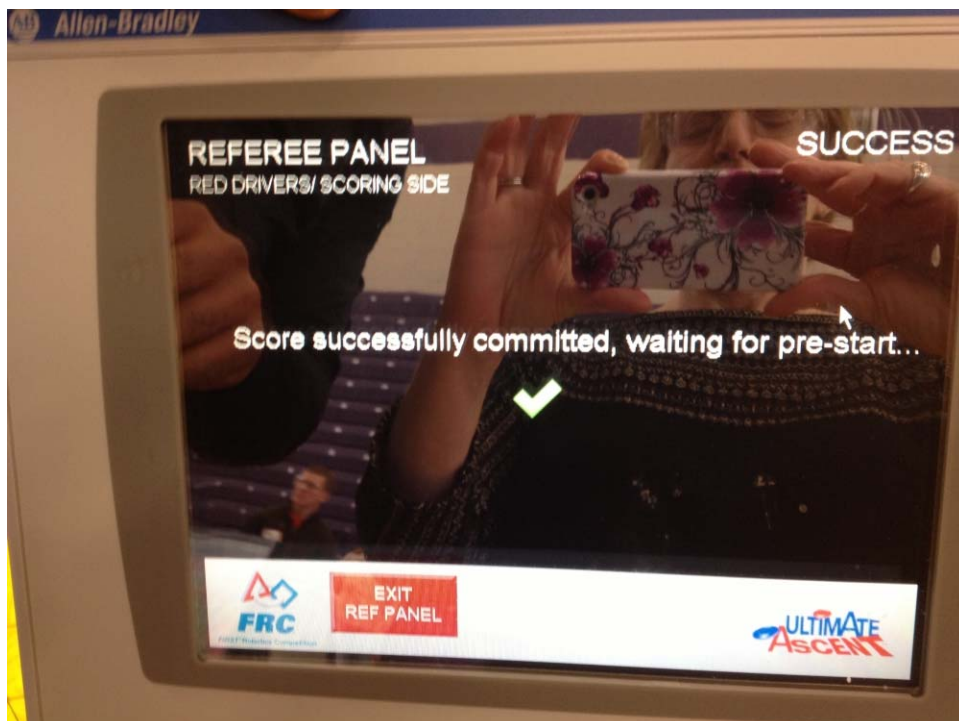
At the end of the match, the referee panel will change to the End Game panel, shown below.



You have a short period of time to enter the climb level for each robot in either the blue or red alliance (this screen is for the red alliance). Touch the appropriate climb level for each robot - in this example a level 2 climb has been entered for one robot. If there is no climb, you must enter 0. If needed, indicate an invalid climb on this screen as well.

Note – this number is the level achieved by the robot, not the number of points.

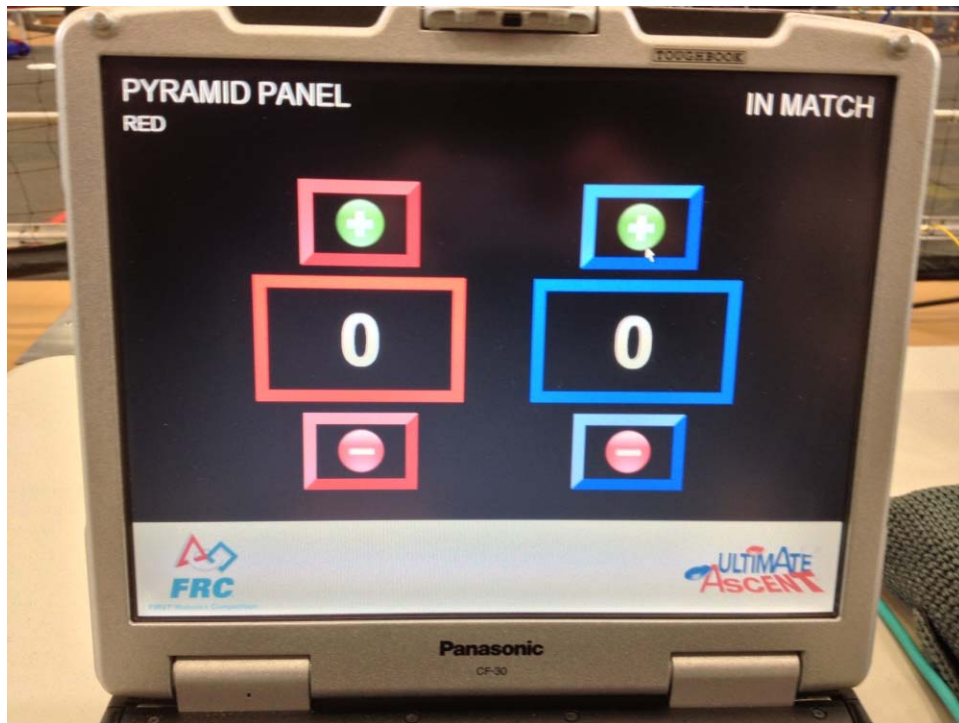
After 5 seconds the screen will switch to the pre-start screen. Never touch the EXIT REF PANEL button; this is used by the FTA only.



Pyramid Panels

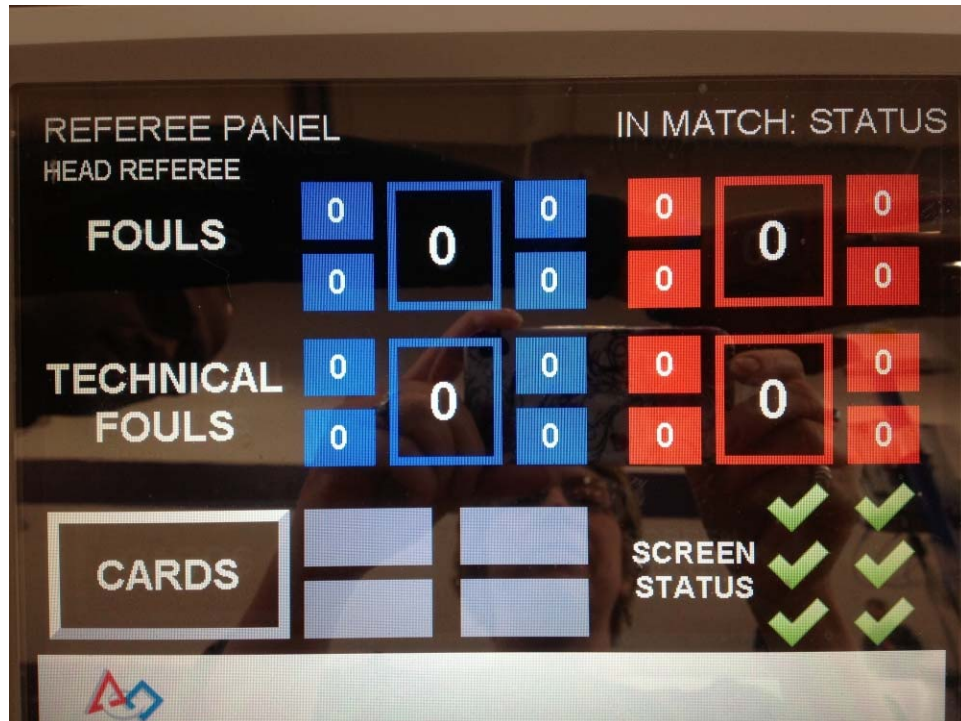
There are two field reset scorers who enter the number of pyramid goals on laptops located on the scorekeepers table. Each scorer enters the number of discs in both the red and blue pyramid goals using the screens below. To add a goal, hit the + button. To remove a goal, hit the – button.

Note – the number to be entered is the total number of discs in the goal, not the total number of points.



Head Referee Panels

Below is the screen shown during the match.



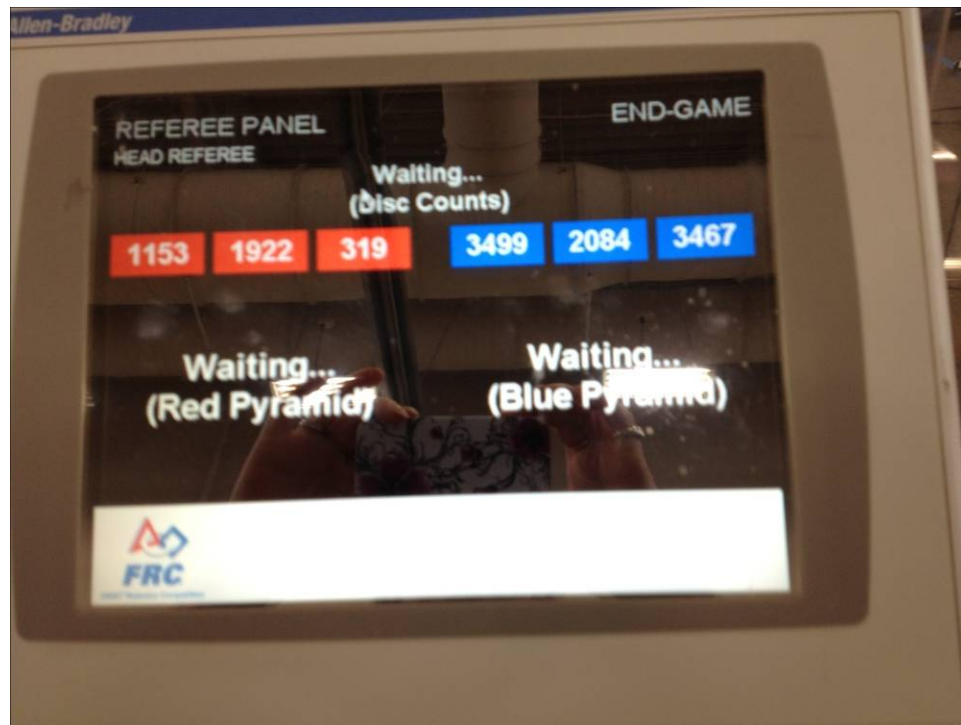
This panel cannot be used to enter fouls or technical fouls; if you need to enter a foul, ask one of the referees to enter it on their panel.

The total number of fouls and technical fouls for each alliance is shown in the boxes, as well as the total number entered on each of the four referee panels.

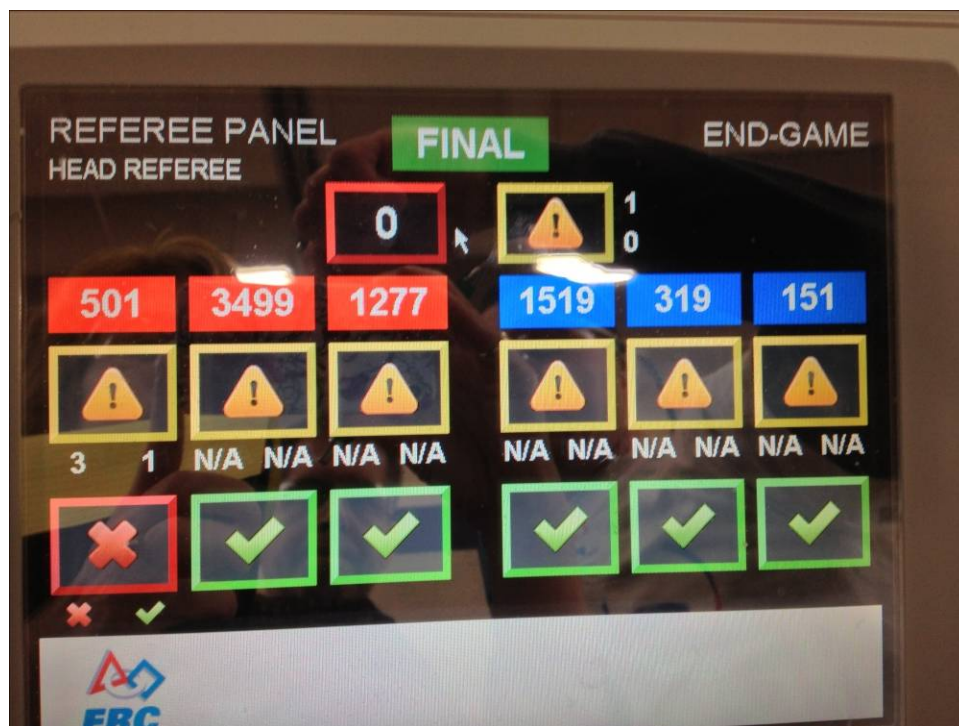
The status of the four referee panels and the two pyramid panels are shown on the lower right. An error symbol will show if a panel is not functioning.

If a referee has indicated a card may be warranted, the button corresponding to that referee will be lit.

At the end of the match the following screen will appear while the referees and scorers enter the final counts.



After 5 seconds the Head Referee End Game panel will appear.



The two boxes on the top show the total number of pyramid goals. If the two scorers enter the same number of discs, that number will appear. In this example both scorers entered 0 for red. If the scorers entered different numbers, the error symbol will appear and both numbers will be shown on the side of the box. In this example, one scorer entered 1 for blue and the other entered 0. When you reconcile the mismatch, hit the box with the error symbol, which will cycle through from 0 to 6 until the proper number is displayed.

Note – this number is the total number of discs in the goal, not the total number of points.

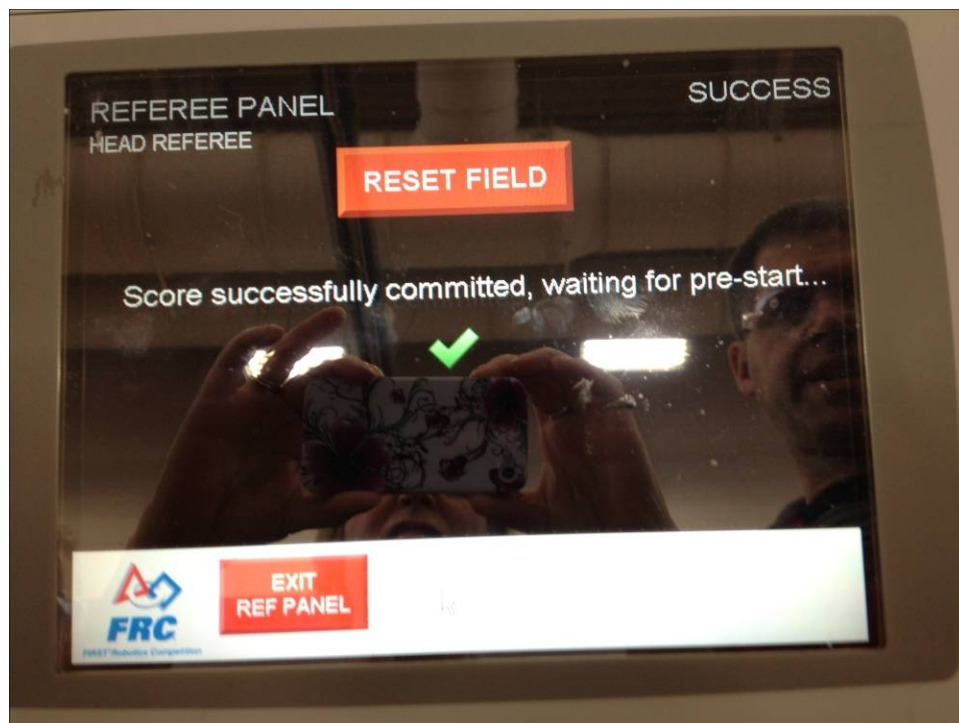
The next row shows the team numbers for both alliances. Below each team number is shown the climb level entered by the referees. If both referees enter the same number, that number will appear. If the two referees entered different numbers, the error symbol will appear and both numbers will be shown underneath the box. If a referee did not enter a climb level, N/A is shown and the error symbol appears. In this example the near referee entered level 3 for team number 501 while the far referee entered climb level 1. For the other robots, no climb level was entered so N/A is shown for all.

Once you reconcile the mismatch, hit the box with the error symbol, which will cycle through from 0 to 3 until the proper number is displayed.

Note – this number is the level achieved by the robot, not the number of points.

The bottom row of boxes indicates valid or invalid climbs. If both referees indicated a valid climb for a particular team – CLIMB GOOD – then the box will display a green check. If at least one referee indicated an invalid climb, then the box will display a red X. In this example the near referee indicated an invalid climb, and the far referee indicated a valid climb for team 501.

When you are finished with the scoring, hit the FINAL button at the top and the scores will be sent to the scorekeeper. The screen will switch to the one below.



When it is safe for the field resetters and team members to enter the field, hit the RESET FIELD button. This will turn the LED lights under the driver stations to green. Never touch the EXIT REF PANEL button; this is used by the FTA only.

Any score entered in error can be changed by the scorekeepers, but avoid this whenever possible as it causes delays in the schedule.