

2016 Stronghold Rule Quiz

Section 1: Arena

Question 1:

Match the areas of the field to their name.

Alignment line: _____

Outer works: _____

Auto line: _____

Neutral zone: _____

Batter: _____

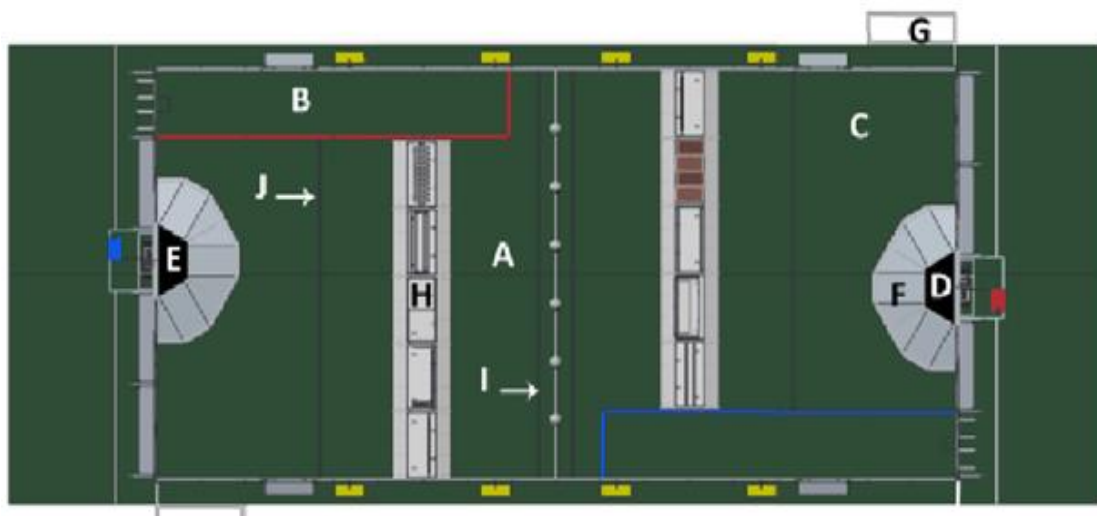
Red castle: _____

Blue castle: _____

Secret passage: _____

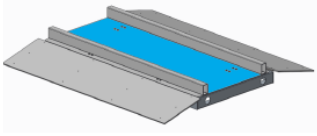
Courtyard: _____

Spy box: _____



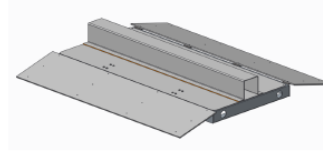
Question 2:

Fill in the names and category names of the defenses.



Category: _____

Name: _____



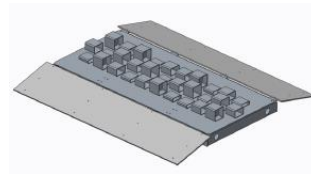
Category: _____

Name: _____



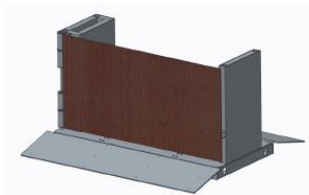
Category: _____

Name: _____



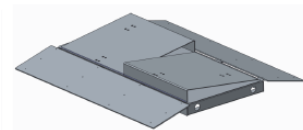
Category: _____

Name: _____



Category: _____

Name: _____



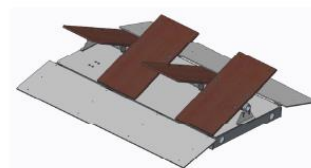
Category: _____

Name: _____



Category: _____

Name: _____



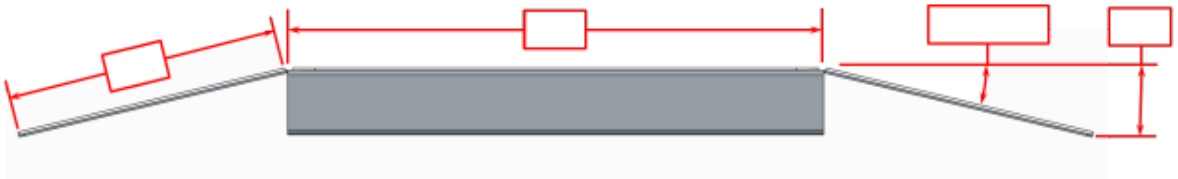
Category: _____

Name: _____

Question 3:

Dimension the following objects by filling in the red boxes with the correct dimensions or by filling in the blanks.

a. Scoring platform

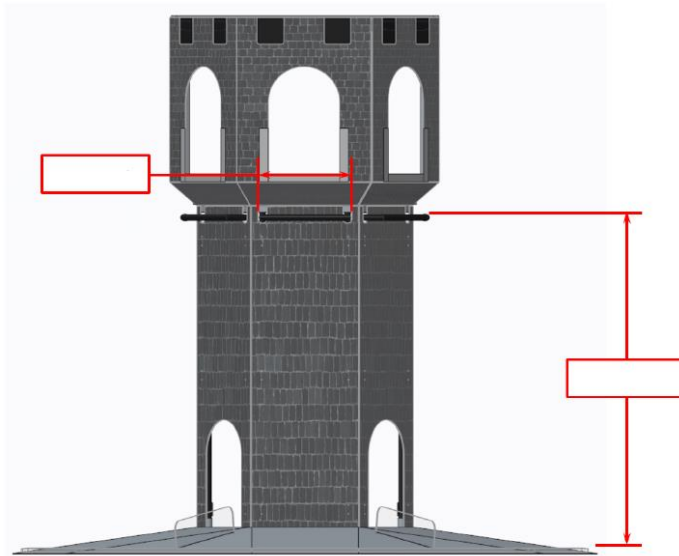


Width of scoring platform: _____

b. Low bar



c. Tower rung



d. Gap beneath portcullis: _____

e. Height of moat walls: _____

f. Height of rock wall: _____

g. Height of uneven terrain: _____ and _____ and _____

h. Height of bottom of the highest hole in the human player station: _____

Question 4:

True or false section. Questions apply to qualification and playoff matches.

- a. The outer works contains one defense from each category: _____
- b. The outer works contains an additional defense from any of the four categories, up to the audience to decide: _____
- c. The audience can select one defense: _____
- d. Each alliance chooses the remainder of their castle's defenses: _____
- e. The secret zones are bordered by aluminum extrusion: _____
- f. Human player stations have two openings for balls to go through: _____
- g. The drawbridge and the sally port door open only towards the neutral zone:

Section 2: Scoring & Game Rules

Question 1:

Write the number of points and ranking points you get from each action, then fill in the table below. Questions apply to qualification matches.

- a. Winning the match: ____ points, ____ ranking points
- b. Tying the match: ____ points, ____ ranking points
- c. Crossing a defense for the first time: ____ points, ____ ranking points
- d. Crossing a defense for the second time: ____ points, ____ ranking points
- e. Breaching the outer defense: ____ points, ____ ranking points
- f. Reaching a defense in auto: ____ points, ____ ranking points
- g. Crossing a defense in auto: ____ points, ____ ranking points
- h. Scoring into the high goal: ____ points, ____ ranking points
- i. Scoring into the low goal: ____ points, ____ ranking points
- j. Weakening a tower: ____ points, ____ ranking points
- k. Scoring into the high goal in auto: ____ points, ____ ranking points
- l. Scoring into the low goal in auto: ____ points, ____ ranking points
- m. Challenging the tower: ____ points, ____ ranking points
- n. Scaling the tower: ____ points, ____ ranking points
- o. Capturing the tower: ____ points, ____ ranking points

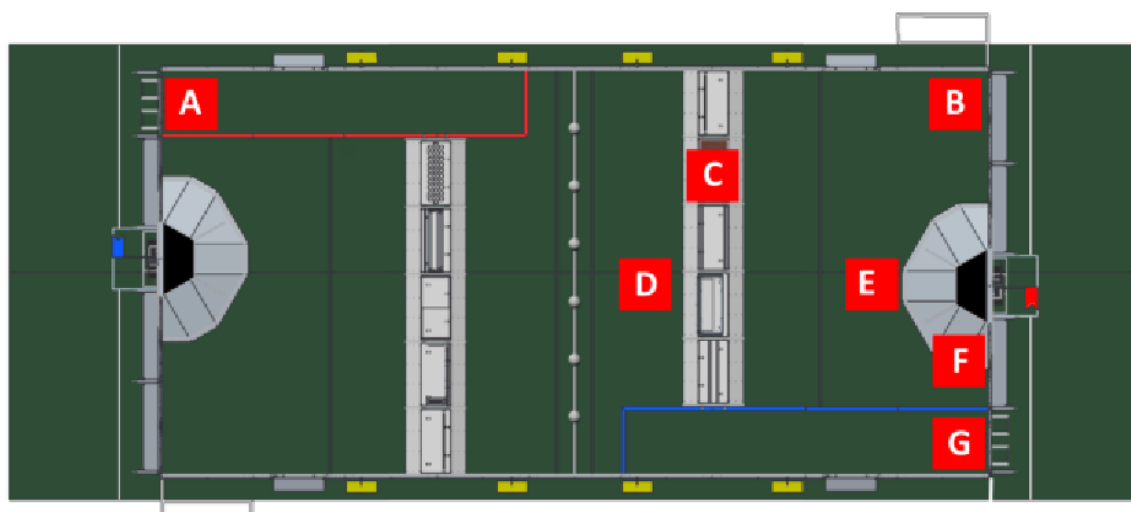
Action	AUTO	TELEOP		Qual.	Playoff
REACHING a DEFENSE					
CROSSING an UNDAMAGED DEFENSE					
BOULDER in Low TOWER GOAL					
BOULDER in High TOWER GOAL					
CHALLENGE (per ROBOT)					
SCALE (per ROBOT)					
BREACH					
CAPTURE					

Question 2:

Consider the following locations on the field for a red robot and whether it would be legal for that robot to shoot a boulder into the castle from that location. Sort the locations into their respective lists.

Legal: _____

Illegal: _____



Question 3:

Match areas to their rule on a robot on the blue alliance playing defense.

A: Yes, at all times

B: Yes, except during the last 20 seconds

C: No

a. Blue secret passage: _____

b. Blue courtyard: _____

c. Neutral zone: _____

d. Blue defenses: _____

Question 4:

Match areas to their rule on the number of robots in the blue alliance allowed in that area.

A: As many as desired

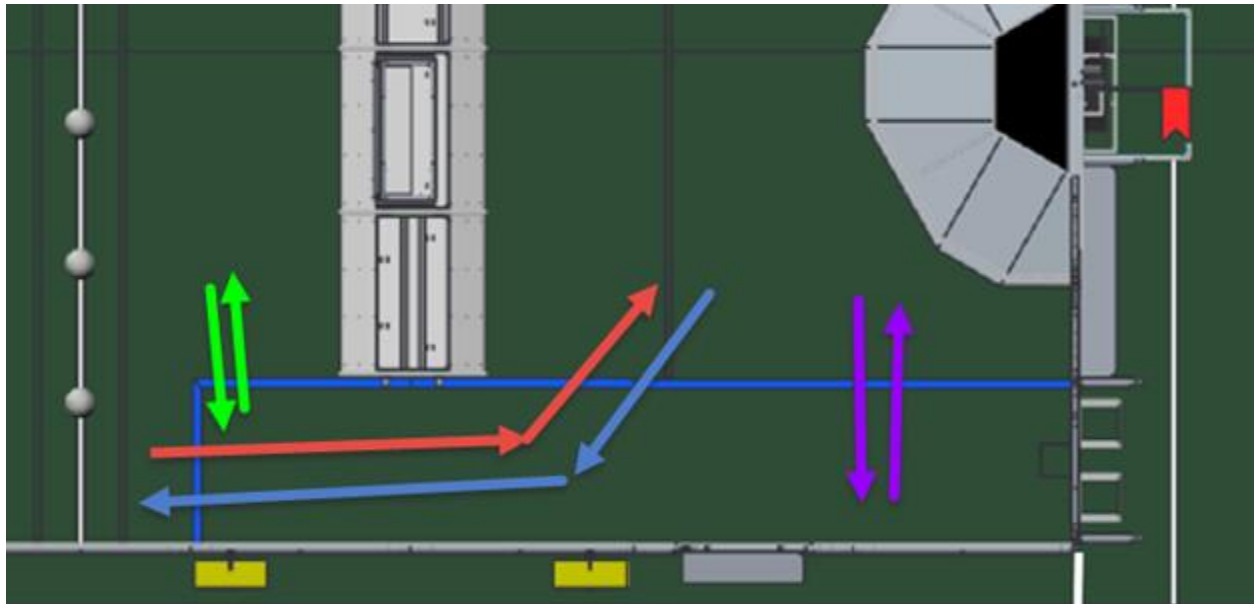
B: Only one

C: None

- a. Blue secret passage: _____
- b. Blue courtyard: _____
- c. Blue courtyard in auto: _____
- d. Red courtyard: _____
- e. Neutral zone: _____
- f. Outside the field (any part of the robot): _____

Question 5:

Consider the following four paths of a robot on the red alliance moving into and out of the blue secret passage. Mark their legality below.



a. Green path: _____

b. Red path: _____

c. Blue path: _____

d. Purple path: _____

Question 6:

Fill in the blanks with the correct numbers.

- a. Auto is _____ seconds long and teleop is _____ minutes _____ seconds
- b. Robots can be in contact with (possessing, touching, etc.) _____ balls at a time in teleop
- c. Robots can be in contact with (possessing, touching, etc.) _____ balls at a time in auto
- d. Each castle can have a maximum of _____ boulders at a time
- e. Robots can pin a robot for at most _____ seconds, then must back off _____ feet and wait _____ seconds before they can pin the robot again

Question 7:

True or false section.

- a. Boulders can only be introduced into the field through the human player station walls, by human players, during teleop: _____
- b. Robots can push or shoot balls over the outer works into the courtyard as long as they are not touching the outer works: _____
- c. Robots can drive onto the outer works, push balls into the courtyard, and then drive backwards off the outer works to pick up another ball: _____
- d. Robots can bring a ball into the courtyard by fully crossing over the outer works, give it to another robot, and then drive back to pick up another ball: _____

*If necessary

Question 2:

True or false section.

- e. The first order sort in qualification matches is by WLT: _____
- f. The first order sort in elimination matches is by WLT: _____
- g. The second order sort in qualification matches is by auto points: _____
- h. The second order sort in qualification matches is by auto points: _____
- i. Withholding allowance is 30 pounds: _____

Section 4: Robot

Question 1:

Fill in the blanks with the correct numbers.

- a. The max frame perimeter allowed is _____ and robots can extend at most _____ beyond that perimeter
- b. Robots have a height limit of _____ until the last _____ seconds of the match, when the height limit is _____
- c. Robots have a starting configuration height of _____
- d. Robots have a max weight of _____, excluding the bumpers and battery
- e. Robots cannot cost more than _____, and all non-KOP items cannot cost more than _____ each
- f. Bumpers must cover at least _____ of each side, be backed by _____ x _____ plywood, be between _____ and _____ above the floor, and weigh no more than _____