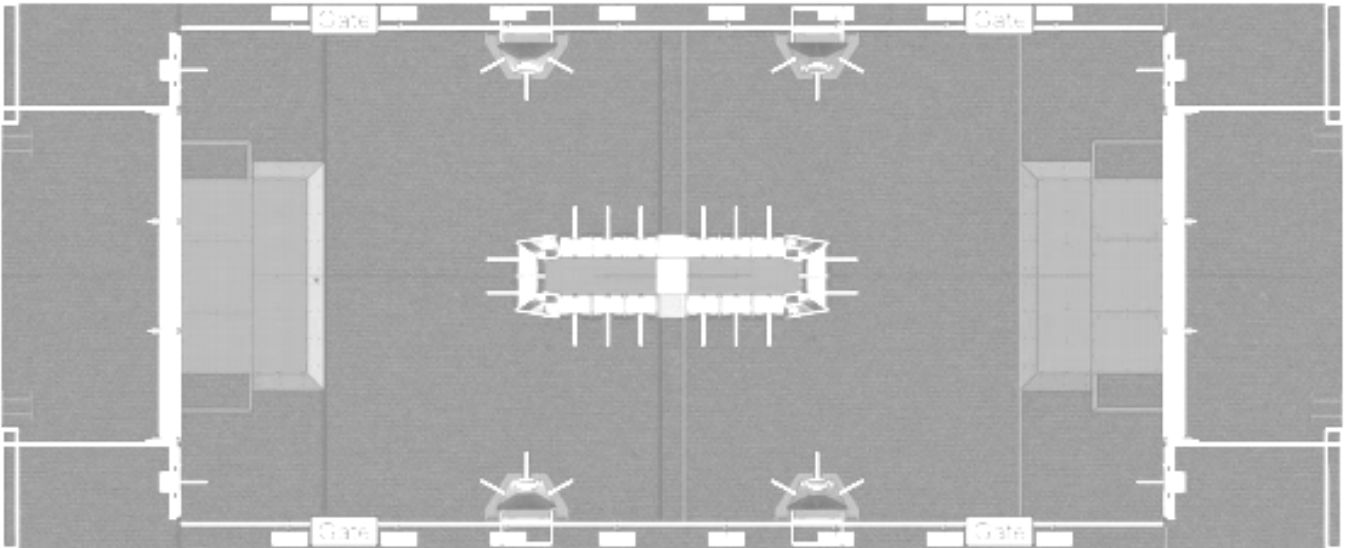


2019 Destination: Deep Space Driver's Test

Name _____

1. Label the following assuming the Red Alliance starts on the right and the Blue Alliance starts on the left (You can use the letters but make it completely clear what you are labeling IN ITS ENTIRETY. Use shading if needed):
 - a. The Red Alliance Station
 - b. The Red Alliance Cargo Ship Line(s)
 - c. The Red Alliance Hab Zone(s)
 - d. The Red Alliance Rocket(s)
 - e. The Blue Alliance Debot(s)
 - f. The Blue Alliance Hab Platform(s)
 - g. The Blue Alliance Cargo Ship(s)
 - h. The Blue Alliance Loading Station(s)



2. Fill out the chart:

Two types of Sandstorm Bonus points	Point Value

3. Fill out the chart:

Five ways to get points after the Sandstorm period	Point Value

4. Fill out the chart:

Four ways to get Ranking Points	Ranking Points Awarded

5. How long is each match? _____ Sandstorm? _____
6. True or False? Each robot on an Alliance must be staged anywhere within their Hab Zone to begin the Match.
 - a. If false, why? _____
7. True or False? Each robot on an Alliance may be staged with one Cargo and one Hatch Panel to begin the Match.
 - a. If false, why? _____
8. Each team on an Alliance gets to prepopulate _____. (Circle the correct answer)
 - a. One of their Cargo Ship Bays with a Null Hatch Panel
 - b. One of their Cargo Ship Bays with either a Cargo or a Null Hatch Panel
 - c. Two of their Cargo Ship Bays each with either a Cargo or a Null Hatch Panel
 - d. Two of their Cargo Ship Bays, one with a Cargo and the other with a Null Hatch Panel
9. What Game Piece(s), if any, are staged in each of the two Alliance Wall-facing Cargo Ship Bays? (Circle the correct answer)
 - a. A Cargo
 - b. A Null Hatch Panel
 - c. One Bay will have a Cargo and the other Bay will have a Null Hatch Panel determined at random
 - d. Both a Cargo and a Null Hatch Panel
 - e. They are not staged with any Game Pieces
10. Prepopulated Cargo that are in scoring position at the end of the Match are worth? _____
 Prepopulated Null Hatch Panels that are in scoring position at the end of the Match are worth? _____
11. True or False? During the Sandstorm Period, a Robot's Bumpers may not break the plane defined by the opponents' Cargo Ship Line.
 - a. If false, why? _____
12. True or False? A Robot can only hold up to one of each Game Piece at the same time.
 - a. If false, why? _____
13. True or False? Game Pieces, both Cargo and Hatch Panels, that leave the Field will be returned to the Field at the approximate point of exit by a Field Staff.
 - a. If false, why? _____
14. A Robot is playing aggressive defense and slams into the opponents' Rocket. As a direct result, a Hatch Panel falls off the Rocket which causes a Cargo to roll out as well. What would be the penalty given?
 - a. _____
15. True or False? There is no penalty for purposefully contacting an opponents' Rocket anytime during the match as long as no Game Pieces are de-scored.
 - a. If false, why? _____
16. True or False? The Red Alliance has a Robot playing defense on the Blue Alliances' side of the field. Another Red Alliance Robot may break the plane of the Blue Alliances' Cargo Ship Line with their Bumpers as long as their Bumpers do not full cross the line.
 - a. If false, why? _____
17. True or False? When a Robot is completely beyond its opponents' Cargo Ship Line no part of the Robot, except its Bumpers, may be outside its Frame Perimeter.
 - a. If false, why? _____
18. True or False? A Robot's Bumpers may not break the plane of the opponents' Hab Zone at any point during the Match.
 - a. If false, why? _____
19. What are the two requirements that must be met in order to receive a Hab Climb Bonus?
 - a. _____
 - b. _____

20. Which of these areas/situations may a Robot not contact an opponent Robot during the match? (Circle each correct answer)

- a. When the opponent Robot's Bumpers are making contact with their Loading Station
- b. When the opponent Robot's Bumpers are fully contained within their Hab Zone
- c. When the opponent Robot's Bumpers are making contact with their Rocket or their Cargo Ship
- d. When the opponent Robot has been Disabled within the past 10 seconds
- e. When the opponent Robot has fallen over within the past 10 seconds
- f. When the opponent Robot's Bumpers are breaking their Cargo Ship Line
- g. When the opponent Robot's Bumpers are partially within their Hab Zone during the final 30 seconds

21. True or False? Team members may only enter the Field if the Field LEDs are green unless explicitly instructed by a Referee or an FTA and they must enter through an open gate.

- a. If false, why? _____

22. What is the penalty for a Foul? _____

What is the penalty for a Tech Goul? _____

23. True or False? The definition of a Yellow Card is:

"A penalty assessed for egregious Robot or team member behavior or rule violations which results in a team being Disqualified for the Match."

- a. If false, why? _____

24. True or False? Two Yellow Cards within the same tournament phase results in a Red Card.

- a. If false, why? _____

25. Robots may not pin an opponent's Robot for more than _____ seconds. The pinning Robot has to separate by at least _____ feet to end the pin and has to wait for _____ seconds before attempting to pin the same Robot again.

26. A fallen opponent Robot attempting to right themselves may not be contacted for the first _____ seconds.

27. If an Alliance Captain in the Playoffs wants to call a Timeout, how much time do they have to submit their Timeout coupon after the Arena reset signal preceding their Match? _____

28. If an Alliance Captain called a Timeout and now wants to call up a Backup Team, at least how much time must be remaining in the Timeout? _____

29. If an Alliance Captain wants to call up a Backup Team without using a Timeout, how much time do they have to submit their Backup Team coupon after the Arena reset signal preceding their match? _____

30. The first order sort of qualification ranking is your ranking score. What is the second order sort for ties?

- a. _____