

# FRC 2826 - Wave Robotics

## Kickoff Rules Worksheet

**The purpose of this worksheet is to identify the important rules and strategies.**

Make sure you answer the questions in order! Otherwise you may think of a strategy that is illegal or miss out on a killer strategy! While this may seem time-consuming, we're actually doing this to save time by making sure everyone thoroughly understands the rules. Remember, If we don't do something right the first time we need to make time to do it again.

## Basic Rules

### Shape of the field

- List the zones/field markings on the field. Think about what makes each of these important.
- List the field elements. What is the purpose of each of these elements?

### Game pieces

- List the game pieces.
- What kind and how many game pieces can robots start the match with?
- Where are the rest of the game pieces at the beginning of the match?
- Are there any restrictions on the number of game pieces that can be possessed at once?

### How to get points

#### Gameplay

- List **EVERY** way to score points and their point values. Do all of them involve game pieces? Are they repeatable? Are there diminishing returns (eg: 2017 gears per rotor going up, 2011 tubes on lower levels are worth less)? Do points change during elims? **Do not dismiss any scoring method as worth too little or being too hard to think about.**
- Where on the field is each kind of game piece acquired? Can game pieces be stolen from opponents?
- Are game pieces returned to the game after being scored? If so, where? Which alliance has control of them?
- Is there any way to create closed-loop scoring (eg: 469 in 2010, secret passage sniping in 2016)?
- Where on the field is each kind of game piece scored? Are there multiple locations or ways to score game pieces?
- Are there any restrictions on where game pieces can be scored? Example: in 2017, fuel can only be scored in your own launchpad; in 2016, boulders cannot be shot over defenses

## Auto

- Where can robots start on the field?
- How do you score points in auto?
- What is the max score in auto?
- Is there a Rank Point associated with auto?

## Teleop

- How do you score points in teleop?
- What is the maximum score of a single robot?
- Is there a Rank Point associated with teleop?

## Endgame

- How do you score points during the endgame, is there an endgame?
- Are there any additional penalties in the end game?
- Is there a Rank Point associated with the endgame?

## How to get penalties

- How many types of penalties are there in the game? What scoring has to be done to make up for each type of penalty.
- Write down the five most common penalties
- Do any of the penalties relate to zones on the field? For a penalty to happen which zones do which robots need to be in? IE: Can you be touching an opponent robot in the zone as long as you are not in the zone?

## Tournament Strategy

- How are teams ranked, how do you seed 1st?
- What are the ranking tiebreakers?