2022 Rapid React Driver's Test

Name _____

1. Label the following assuming the Red Alliance drivers are on the right and the Blue Alliance drivers are 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 Area
   b. The Red Alliance Hangar Zone
   c. The Blue Alliance Tarmac(s)
   d. The Blue Alliance Launch Pad(s)
   e. The Hub
   f. The Center Line
   g. The Terminal Area(s)
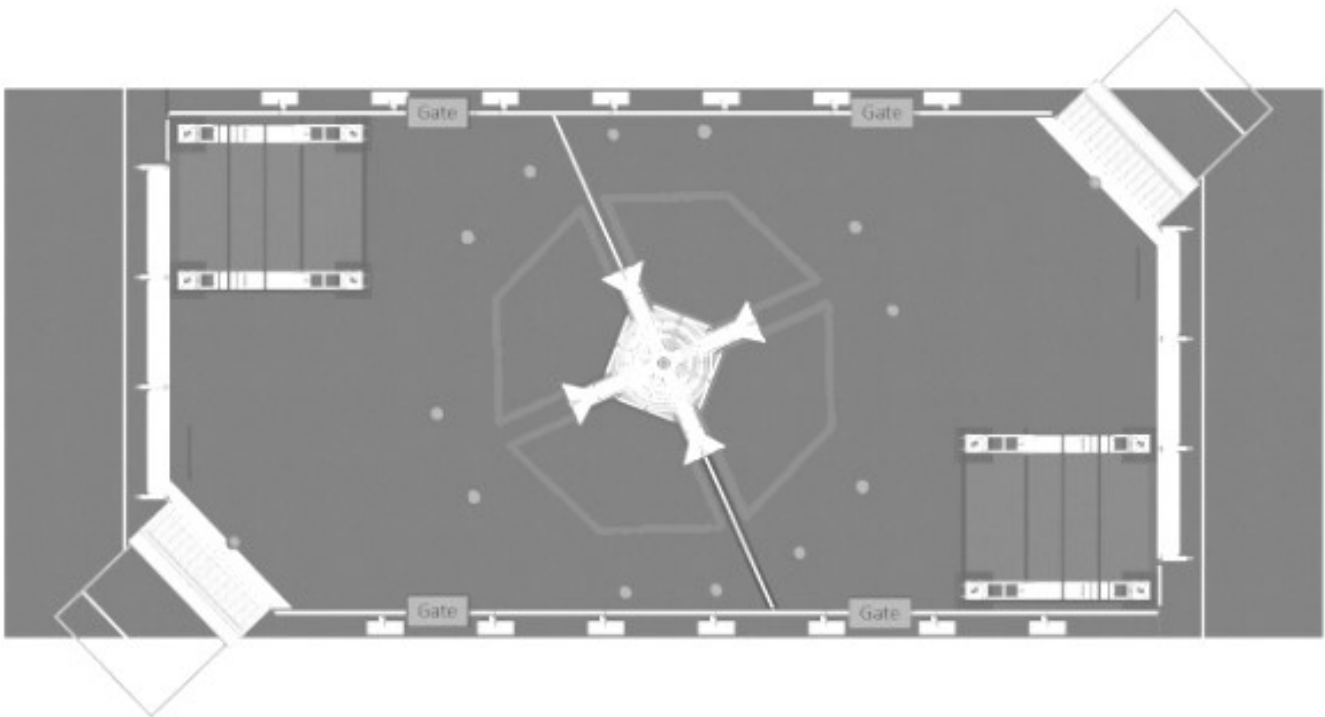
2. Fill out the chart:

Three ways to earn points in Auto	Point Value

3. Fill out the chart:

Two ways to earn points in Teleop (excluding Hanger)	Point Value

4. Fill out the chart:

Four ways to get points from the Hanger	Point Value

5. Fill out the chart:

Four ways to get Ranking Points	Ranking Points Awarded

6. How long is Auto? _____ How long is Teleop? _____
7. True or False? Each robot may be staged with up to 2 of their Alliance Cargo to start the Match.
   a. If false, why? _____
8. True or False? Cargo not staged in the Robots at the start of the Match will be placed in the Terminal closest to its Alliance Area.
   a. If false, why? _____
9. To start the Match, a Robot must be placed so that its bumpers _____. (Circle the correct answer)
   a. Are in contact with the Hab
   b. Are fully contained within one of its Alliance Tarmacs
   c. Break the plane of the Center Line
   d. Break the plane of at least one of its Alliance Tarmacs
10. True or False? During the Auto, a Robot's Bumpers may not break the plane of the Center Line.
    a. If false, why? _____
11. True or False? A Robot can only Control up to 2 Cargo at a time, regardless of color.
    a. If false, why? _____
12. True or False? Cargo that leaves the Field, other than via the Terminal, will be returned to the Field at the approximate point of exit by a Field Staff.
    a. If false, why? _____
13. True or False? A Robot may not Repeatedly score or gain greater-than-Momentary control of Cargo caught when released by an Upper Exit.
    a. If false, why? _____
14. True or False? A Robot may not contact (either directly or transitively through Cargo) an opposing Robot whose bumpers are contacting a Launch Pad on either side of the field, regardless of who initiates the contact.
    a. If false, why? _____
15. A Cargo Bonus is awarded for Alliances who score _____ or more Alliance colored Cargo in the Hub. If at least _____ Alliance colored Cargo are scored in Auto, this threshold drops to _____.
16. Other than the Audience Display, where on the field can a Drive Team look to determine their Cargo Bonus progress? _____
17. Which of these scenarios would likely result in a penalty being called? (Circle all that apply)
    a. Two or more Alliance Robots working together to block the opposing Alliance Robots from accessing their Hangar.
    b. A single Robot blocking all access to a Terminal.
    c. A single Robot blocking one of the Lower Exits by straddling it.
    d. An Alliance is holding five opponent Cargo between their robots but none are holding more than two.
18. Which of these scenarios would likely result in a penalty being called against you? (Circle all that apply)
    a. Your Robot has a Component outside its Frame Perimeter and initiates direct contact with an opponent Robot inside their Frame Perimeter with that Component but no damage is caused.
    b. You get into a pushing match with an opponent Robot. You see them starting to tip over so you immediately back away but they tip over anyway.
    c. Your Robot has a Component outside its Frame Perimeter and while you are not moving an opponent Robot drives into that Component which damages their Radio and impairs their Robot.

19. Which of these scenarios would likely result in a penalty being called against you? (Circle all that apply)
    a. You contact an opponent Robot who is fully contained within their Hanger Zone before the final 30 seconds of the match.
    b. You contact an opponent Robot who is contacting their Low Rung before the final 30 seconds.
    c. You contact an opponent Robot who is contacting their Mid Rung before the final 30 seconds.
    d. During the final 30 seconds of the match, you contact an opponent Robot whose Bumpers are at least partially in their Hangar Zone but not fully contained within the Hanger Zone.
20. Robots may not Pin an opponent's Robot for more than _____ seconds. The Pinning Robot has to separate from the pinned Robot by at least _____ feet or either Robot has moved from where the Pin was initiated by at least _____ feet to pause the Pin count and has to wait for _____ seconds before attempting to Pin the same Robot again.
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 Foul? _____
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. 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? _____
26. 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? _____
27. 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? _____
28. The first order sort of qualification ranking is your ranking score. What is the second order sort for ties?
    a. _____
29. When is Cargo allowed to be thrown into the Field by a Human Player? _____
30. Which Human Player is allowed to throw Cargo into the Field? _____
31. What is the Purple Plane? _____
32. True or False? During Teleop, Cargo may only be introduced to the Field through the Guard.
    a. If false, why? _____
33. Which of these scenarios would likely result in a penalty being called against you as a Human Player? (Circle all that apply)
    a. You have more than three of your Alliance Cargo in a single Terminal.
    b. A ball is stuck at the field-side opening of the Terminal and you momentarily reach out to retrieve it.
    c. As a way to be helpful, you grab an opponent Cargo to give it to the opposing Alliance Human Player.
    d. You accidentally deliver your Cargo to an opponent Robot.
    e. Towards the end of the match you walk over to your Drive Team to assist in lining up the Robot to climb. You were in the Terminal closest to your Alliance Area.
    f. You are in front of the Starting Line when the match begins. You are staged at the Terminal closest to your Alliance Area.
    g. After the Match, you enter any Cargo in the Terminal back into the Field.
    h. You get in the way of the opponent Human Player as a way to slow them down.