SKYSTONE Scoring

prepared by
Hans Wolf
2019-2020 Season

hans.wolf@Verizon.net

FTC FORUM

- The content in the presentation and answer to questions today are our initial understanding of the SKYSTONE game rules

- Official game rule clarifications can only be done through the FTC Forum
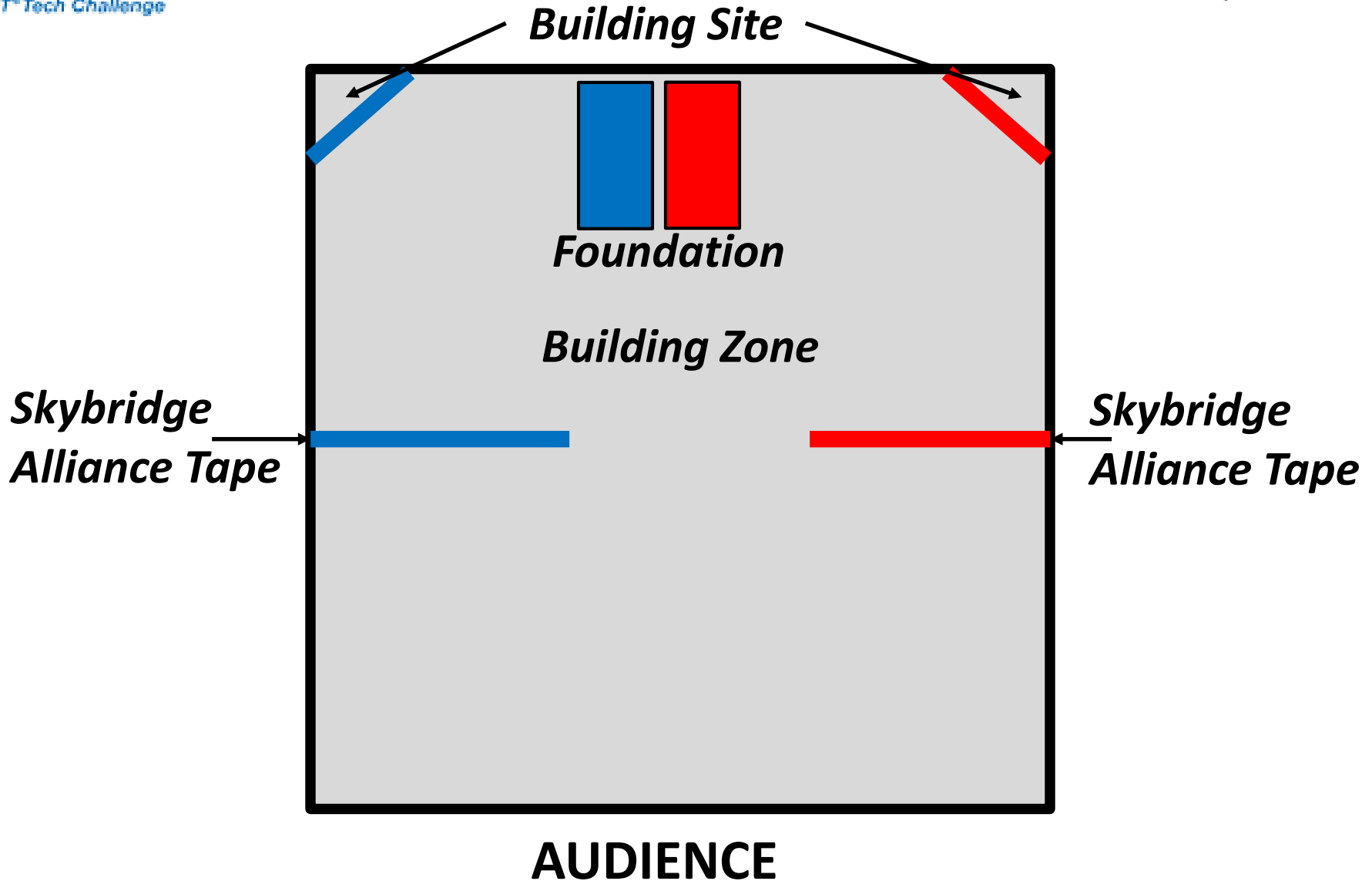https://ftcforum.usfirst.org/

Types of Scoring Objects

- Stone: 56 yellow rectangle blocks approximately 8x4 inches

- Skystone: 4 yellow stones that have an image

- Foundation: Alliance specific (red and blue) area that is used to build a *Skyscraper*

- Capstone: Team supplied scoring element

- Robot: Alliance robots can be parked in a scoring zone during scoring periods

Scoring Zones

Building Site

Foundation

Building Zone

Skybridge
Alliance Tape

Skybridge
Alliance Tape

AUDIENCE

Scoring Periods

- Competition *Match* is 2 minutes and 30 seconds that consists of three (3) scoring periods:
  - Autonomous Period: First 30 seconds

  - Driver-Controlled Period: 2 minutes following autonomous period

  - End Game: Last 30 seconds of the *Driver-Controlled Period*

Autonomous Scoring

- Repositioning: Moving your *Foundation* to the corresponding *Alliance Building Site*
  - 10 points
  - Just needs to IN the Alliance Building Site
- Stone Delivery: Delivering *Stones* from *Quarry* under the *Alliance's Skybridge* to *Building Zone*
  - First two stones: 10 point for *Skystones* and 2 points for *Stones*
  - 2 points for all remaining *Stones* or *Skystones*
  - Stones can be de-scored during autonomous
  - Robot must be Completely In the Building Zone for Stones to count

Autonomous Scoring

- Navigating: Robot parked over the *Alliance's Skybridge* tape at the end of autonomous
  - 5 points
- Placing: Each stone placed in the Foundation at the end of autonomous earns 4 points

Driver-Controlled Scoring

- Stone Delivery: Delivering *Stones* from *Quarry* under the *Alliance's Skybridge* to *Building Zone* earn 1 point
  - Robot needs to be Completely In the Building Zone
- Placing: Each stone placed in the Foundation at the end of *Match* earns 1 point
- *Skyscraper Bonus: Alliance* will earn 2 points for each *Skyscraper* level of the tallest *Skyscraper*

End Game Scoring

- Capping: Place *Alliance Capstone* on top of *Skyscraper* earns 5 points plus 1 point for each level of the *Skyscraper*
  - *Capstone cannot be in contact with the robot*
  - *See Game Manual Part 2 for examples*
- Foundation Moved: Moving *Foundation* Completely Out of the *Building Site* during End Game.
  - 15 points – *Foundation* must be in the *Building Site* prior to the start of end game
- *Parking:* Robot *Parked In* the Alliance's *Building Site* at end of match
  - 5 points
- Scores are calculated when all game elements come to rest

Questions?

Comments?