

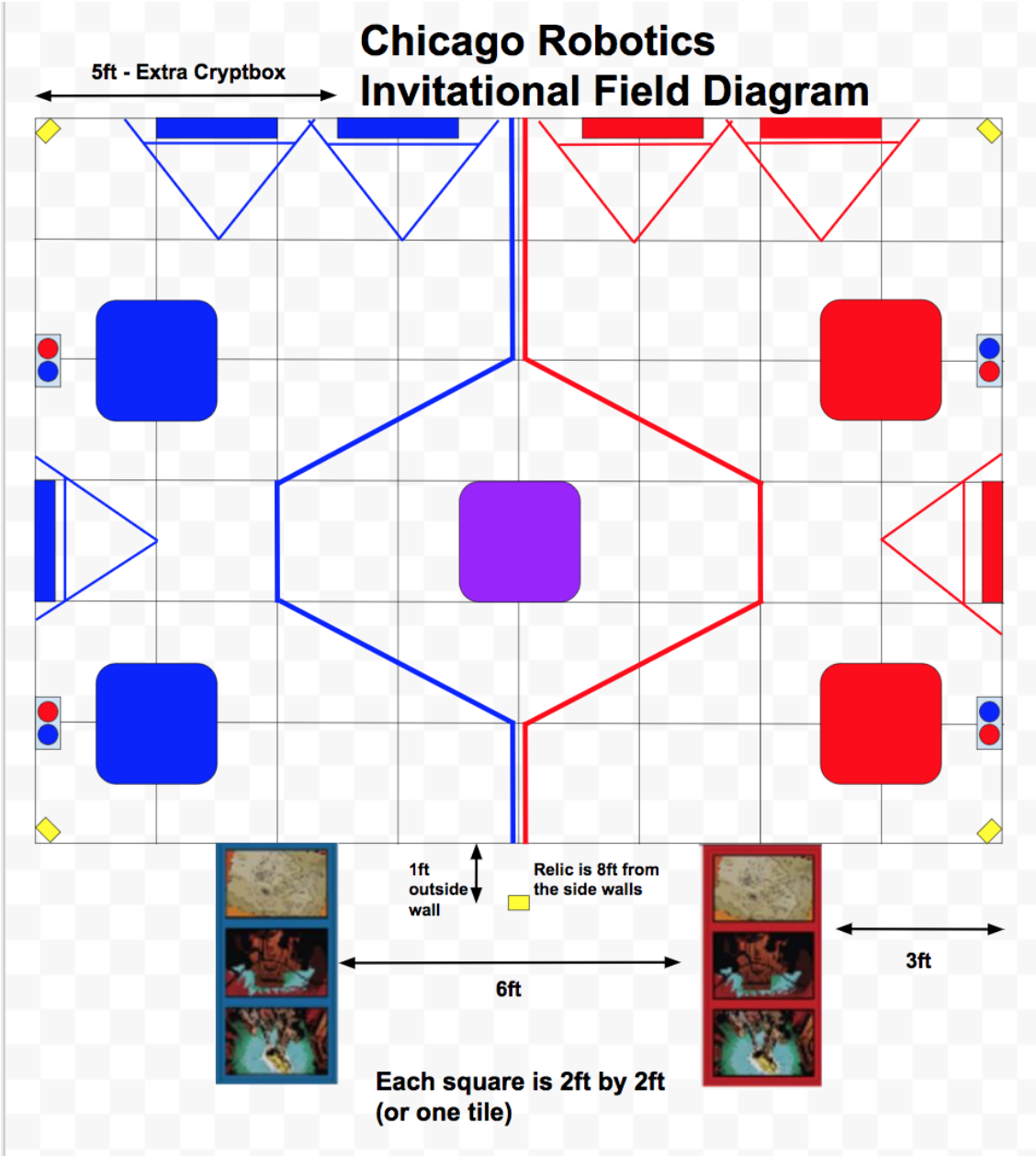
*Chicago Robotics Invitational*

*CRI 2018 Rules*

*For RELIC RECOVERY<sup>SM</sup>*

The following rules are in addition or modification to the most recent version of the *FIRST* Tech Challenge 2018 Game, RELIC RECOVERY<sup>SM</sup>, and its listed Game Manuals 1 and 2 for traditional events. Refer back to Game Manuals 1 and 2 for rules not explicitly listed here.

# Chicago Robotics Invitational 2018 Field Diagram



We will be adding:

- A cryptobox for each alliance on the back wall (and 24 glyphs). There will be a safe zone in front of the third cryptobox to allow parking there in autonomous
- A non-alliance specific relic extended 1ft outside of the playing field in between both relic mats
- A non-alliance specific balancing stone that will sit in the middle of the glyph pit.
- We are also extending the field side-side by 4ft (one field wall), a diagram is above.

New Rules:

Updates to GS4, GS7, GS10, GS12, GS14 & some notes below:

- GS3 – Control/Possession Limits of Glyphs – no changes (NOTE: added time should help move those glyphs!)
- GS4 – Glyph Hoarding – Once an alliance has successfully scored more than **20 30** Glyphs, the members of the Alliance may not collectively possess/control/block access to more than the number of Glyphs required for the Alliance to completely fill their Cryptoboxes. Violation of this rule will result in an immediate Major Penalty and an additional Minor Penalty assessed for each 5 seconds the rule violation persists per Glyph in excess of the limit. Intentional or repeated violations of this rule will escalate quickly to issuance of Yellow Cards to all members of the Alliance.
- GS7 – De-scoring Relics – Robots may not remove or reposition **the opposing team's** Relics In the opposing Alliance's Recovery Zone. In the event of any re-positioning (for example, if a Blue Relic is dropped into the Blue Recovery Zone, bounces to the Red Recovery Zone and knocks the Red Relic from one Scoring position to another) the opposing Alliance's Relic is awarded the maximum potential points (40 + 15 = 55).

**The Naked Relic may be de-scored and removed/moved from the opposing Alliance's Recovery Zone. However, keep in mind that "De-scoring an opposing Alliance Specific Relic will be penalized, even if it is accidental." If the opposing Alliance Specific Relic was de-scored or moved to a lower scoring position due to deliberate interaction of any type with the Naked Relic there will be an additional Major Penalty on top of the maximum score for the de-scored Alliance Relic.**

Example: Red has their two alliance specific relics and the naked relic scored on their relic mat. The blue alliance has scored 2 of their alliance specific relics and wants to grab the naked relic. If the blue alliance gains control of the naked relic without disturbing/changing the scoring state of the red alliance relics, this is legal. If the blue alliance gains control of the naked relic and knocks over/changes the scoring state of one or both red alliance relics, the relics are scored as 55pts (standing + in zone 3) and a major penalty is award for each relic that had its scoring state changed.

- GS8 – Interfering with Access to Cryptobox – no changes (NOTE: each alliance now has 3 safe zones.)
- GS10 – Controlling or Blocking access to Relics – Robots may not Control, Trap, or Block access to an opposing Alliance’s Relic. **Robots may not Control, Trap, or Block access to the Naked Relic if it has Zero Score value for the Alliance (See <GS14>).** The first instance will result in an immediate Major Penalty and an additional Minor Penalty assessed for every five seconds that the rule violation persists. If the referee declares a Controlling, Trapping, or Blocking access Penalty, the offending Robot must move away at least 3 ft. (0.9 m), approximately 1.5 floor tiles from the opponent’s Relic. Additional occurrences of violations of this rule will escalate to Yellow Cards quickly.
  - The intent of this rule is to allow Robot access to their Relics. Blocking means denying ALL access, so general Robot movement with respect to other Robots should not be considered in violation unless there is no other way to traverse the Playing Field to get the Relic. Also, note that this rule requires attempted action on the part of the opposing Alliance.
- GS11 – Blocking access to Balancing Stone – no changes (NOTE: only applies to opposing Alliance Balancing Stones. The neutral Center Balancing Stone is exempt.)
- GS12 – Balancing Stone Interference – Robots may not interfere with the opposing Alliance’s Robot or **opposing Alliance’s** Balancing Stone while that Robot is attempting to Balance on **their Alliance Balancing Stone** during the End Game. Once a Robot is in contact with the Balancing Stone this rule will apply. The first instance will result in a warning with any following violations resulting in a Major Penalty and an additional Minor Penalty assessed for every five seconds that the rule violation persists. The intent of this rule is to allow Robots to Balance on **their Alliance Balancing Stone** Balancing Stones without interference. Additional occurrences of violations of this rule will escalate to Yellow Cards quickly.
  - **This rule only applies to opposing Alliance Balancing Stones. The neutral Center Balancing Stone is exempt; however, rules regarding general robot**

**behavior (e.g., egregious behavior <G27> and purposely tipping/damaging another robot <G16>) must be followed.**

- GS14 – Relic Control – Robots may Control or Possess their own Alliance’s Relics at any time but may only Score their Relic (i.e. reach over the Playing Field Wall) during the End Game or when the Relic is eligible to be Scored (whichever is earlier). **Robots may only Control, Possess, or Score the Naked Relic during the End Game or when eligible to be Scored (whichever is earlier). The Naked Relic may be Controlled, Possessed, or Scored once Two (2) Cryptobox Ciphers are solved prior to the start of End Game. The Naked Relic and its eligibility to be scored is independent of the Two (2) alliance specific relics. See below:**
  - If One (1) Cryptobox Cipher is correctly solved prior to the start of End game, an alliance is permitted to Score **One (1)** of their Alliance Specific Relics Early.
  - If a second (2) Cryptobox Ciphers are correctly solved prior to the start of End game, an alliance is permitted to score their second alliance specific relic **AND** the naked relic.
- **Alliance** Relics that are moved Outside the Playing Field Wall (by their Alliance) before they are eligible will have zero Score value. **If the Naked Relic is Controlled, Possessed, or Scored before it is eligible it will have Zero Score value for the Alliance and the Alliance will receive a Double Major Penalty. The non-offending Alliance will remain eligible to score the Naked Relic.**
  - **<GS10> Controlling or Blocking access to Relics applies if the Naked Relic has Zero Score value for the Alliance. Intentional or repeated violations of this rule will escalate quickly to issuance of Yellow Cards to all members of the Alliance.**
- GS16 – Scoring Relics – no changes. (**NOTE:** Applies to all relics.)

## Other Game Modifications:

- Total of 72 glyphs per field (36 brown, 36 grey)
- Each robot must start with at least one, optional 3rd glyph per alliance (if the alliance opts for 2 glyphs, 3rd goes to the pile)
- 30 second Auto, 3 min Driver Controlled (45 sec End Game)

