



<< SCAN FOR VIDEO EXPLANATION

REBUILT GAME ELEMENTS 2026

OUTPOST: Collects balls that the Human Player can throw into the Hub or drop using the arm into the robot, they can also drop one at a time



FUEL: Each ball in the hub is worth 1 point.

FUEL

DEPOT: 24 Balls start in this area.



DEPOT

TRENCH: The Trench has a 22" Clearance that robots can drive under

TRENCH

OUTPOST

TOWER

BUMP

HUB

TOWER: Can climb in Auto on first rung for 15 points. (2 Robot Max)
Endgame: Rung 1 (Bottom): 10points, Rung 2 (middle) 20points, Rung 3 (Top) 30points

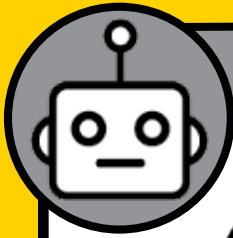
BUMP: This is 6" height at the middle that robots can drive over.

HUB: This is where the fuel will be thrown by the Human player or the robot will shoot into. Each Fuel Scored = 1 point



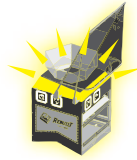
REBUILT GAME PLAY 2026

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AUTONOMOUS Code Driven

FIRST 20 SECONDS OF THE MATCH



- **BOTH Hubs are ACTIVE** (lit up & able to score)
- Robots can be pre-loaded with 8 fuel.
- Most points determines which 2 shifts each alliance has their hub activated during Teleop period (see below).
- Buzzer signals end of auto period.

SCORING



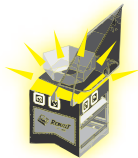
- **FUEL:** 1 point for each scored in the hub.
- **TOWER:** up to 2 robots can climb for a max of 15 points each.



TELEOP Human Driven

REMAINDER OF THE MATCH IS SPLIT INTO 6 SHIFTS:

TRANSITION SHIFT



- Hub is active for **BOTH** alliances to score fuel.
- Team with the **LEAST AUTO** points will be first to have their hub active in alliance shift 1.

SCORING



- **FUEL:** 1 point for each scored in the hub.

ALLIANCE SHIFT 1



- Hubs take turns being active during the 4 alliance shifts.
(Which team's hub is active depends on who got the most/least points in auto.)



- **FUEL:** 1 point for each scored in their activated hubs.

ALLIANCE SHIFT 2



- The team with an **ACTIVE** hub can score points by shooting fuel in their hub.



ENERGIZED RANKING POINTS: Go to the team(s) who score 100 fuel*.

ALLIANCE SHIFT 3



- The team with an **INACTIVE** hub can play defense & gather fuel.



SUPERCHARGED RANKING POINTS: Go to the team(s) who score 360 fuel*.

ALLIANCE SHIFT 4



**Points thresholds are subject to change as the season progresses*

END GAME



- Hub is **ACTIVE** for **BOTH** alliances to score.
- Robots can earn point by climbing the tower.



- **TOWER:** Points awarded based on which level the robot reaches at the end of the match.



AFTER THE MATCH

Final ranking points are awarded after the match ends.



TRAVERSAL RANKING POINT: Goes to teams who earn 50 points on the tower during auto & end game.



WINNER RANKING POINT: 3 ranking points go to the teams on the winning alliance for the match, or 1 ranking point for a tie.