



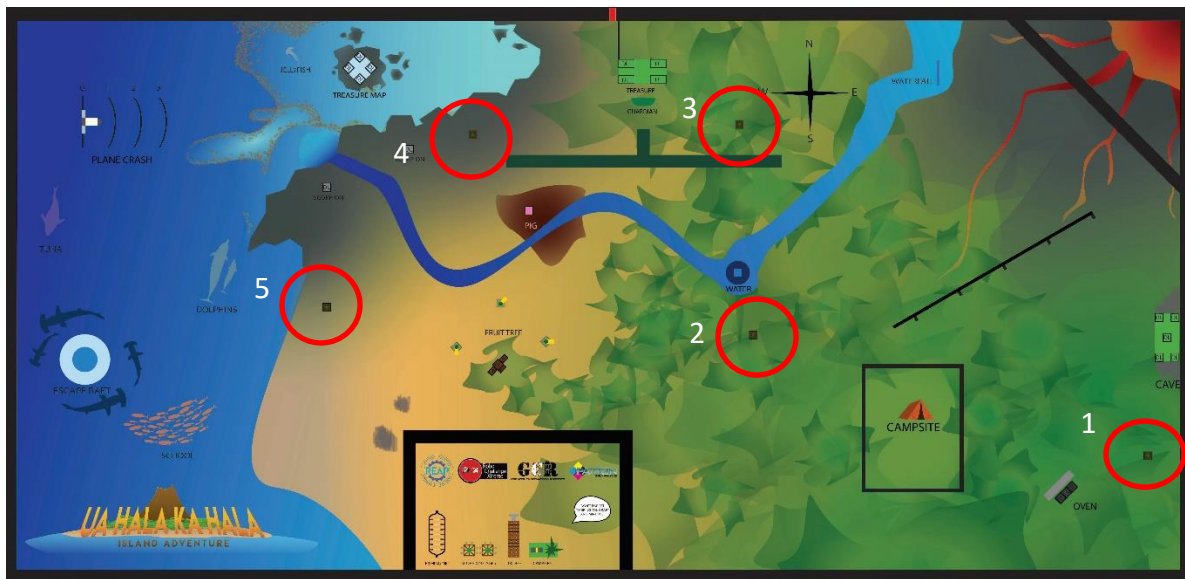
## Collect Firewood: Trees/ Touch Penalties Starting/Scoring Positions

The intent of this document is to show a close-up view of the mission object's "Starting" and "Scoring" positions in support of the Ua Hala Ka Hala Island Adventure Challenge's videos and documents, and the General Rules.

*This mission is going to cause some frustrations between the referee and team members. To be fair to the students, when considering the location of the Campsite, the students ability to score for the work completed is paramount.*

### Starting Position

The Trees will be placed across the mat on their mark.  
Trees will be numbered from 1 to 5.



Refer to the Coaches Meeting video for clarification, time 39:40.



Trees, are also the Touch Penalties for which teams will be accessed a Touch Penalty for touching the robot outside of the Safe Zone. Refer to the General Rules for the meaning of “Outside of the Safe Zone” and application of the Touch Penalty on the Team.

## Scoring

There are 2 ways to score the Trees/ Touch Penalties

### Anywhere on the Mat

Each team starts the Match with 5 Trees worth 5 Points each, 25 Points Total. At the end of the Match, any Tree left on the mat in any position (except the Campsite) is worth **5 Points each, 25 Points Total**.

Trees may be located anywhere on the mat, in the Safe Zone, or Extension of Safe Zone.

Trees may be standing, on their side, on their mark or off their mark.

Each Tree is scored separately.

### At the Campsite

Increase the Trees point value by relocating the Trees to the Campsite. Each Tree relocated to the Campsite is worth **10 Points each, 50 Points Total**.



Tree may be standing or lying on its side.

Partially or Completely in the Campsite.

Each Tree is scored separately.

## Touch Penalties

A Touch Penalty is assessed every time a team member touches the robot outside of the Safe Zone.

When a Touch Penalty is assessed, the team loses the ability to score with that Tree and must restart the robot in the Safe Zone.

A Tree is taken for each Touch Penalty assessed.

The referee will take the Tree at a convenient time during the Match.

## Rule for the Ua Hala Ka Hala Island Adventure Challenge

Trees which are delivered to the Campsite are safe from Touch Penalties.

Any Tree in the Campsite, partially or completely, is safe from being taken as a Touch Penalty.

## Touch Penalties Assessed

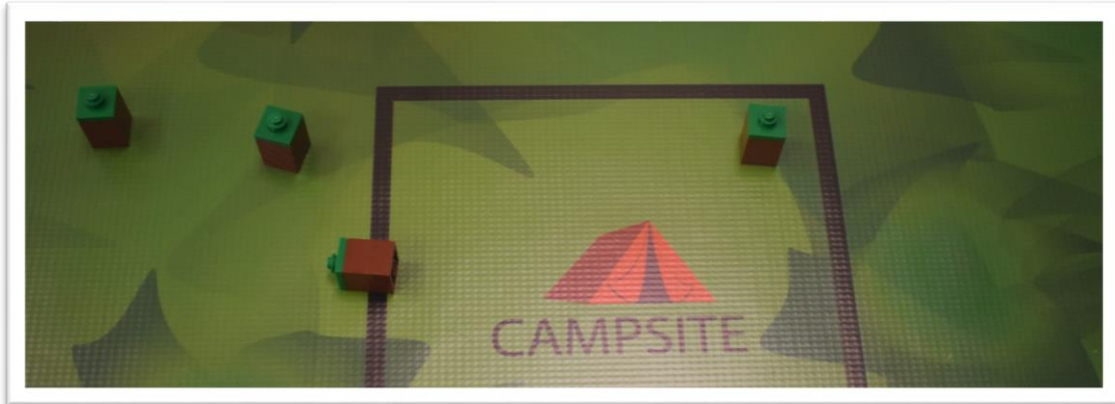


Touch Penalties are assessed from the East Wall to the West Wall across the board.

Touch Penalties are assessed starting with Tree 1 first, through Tree 5 last.

If a Tree is moved by the robot, the order Trees are taken when Touch Penalties are assessed is based on the location of the Tree at that time during the Match.

### Scenario 1(pictured)



1 Touch Penalty was assessed, the referee removed the Tree from the mat.

End of the Match Scoring:

1 Tree completely in the Campsite, 10 Points.

1 Tree partially in the Campsite, 10 Points.

2 Trees on the mat(not in the Campsite) 5 points each, 10 points combined.

1 Tree taken as Touch Penalty, 0 Points.

**Total 30 Points**

### Scenario 2(pictured)



All 5 Trees are in the Campsite at the end of the Match,

**Score 10 Points each, Total 50 Points.**

A few clarifications to answer some Q&A at Coaches Meetings. Follow all the General Rules that pertain to “In the Safe Zone”, “Out of the Safe Zone” and “Touch Penalties”.

1. Trees may be taken as a Touch Penalty any time the Tree is NOT in the Campsite.
2. Trees are scored based on their location at the end of the Match.
3. If a Tree is in the Campsite when a Touch Penalty is assessed, that Tree can not be taken for a Touch Penalty, even if it is the Eastern most Tree.
4. If a Tree is moved to the Campsite, but subsequent robot action moves the Tree out of the Campsite. That Tree may be taken for a Touch Penalty.
5. Referees may take up to 5 Touch Penalties. If the Team is assessed an additional Touch Penalty, No Tree is taken, No points are lost. The team must restart the robot in the Safe Zone as it did for all other Touch Penalties.
6. If the Team is assessed a Touch Penalty, with all the Trees in the Campsite, No Tree is taken, Team restarts the robot in the Safe Zone. If subsequent robot action moves a Tree out of the Campsite, the referee will not take that Tree for the Touch Penalty when all the Trees were safe in the Campsite.  
Trees will only be taken for current Touch Penalties.

