

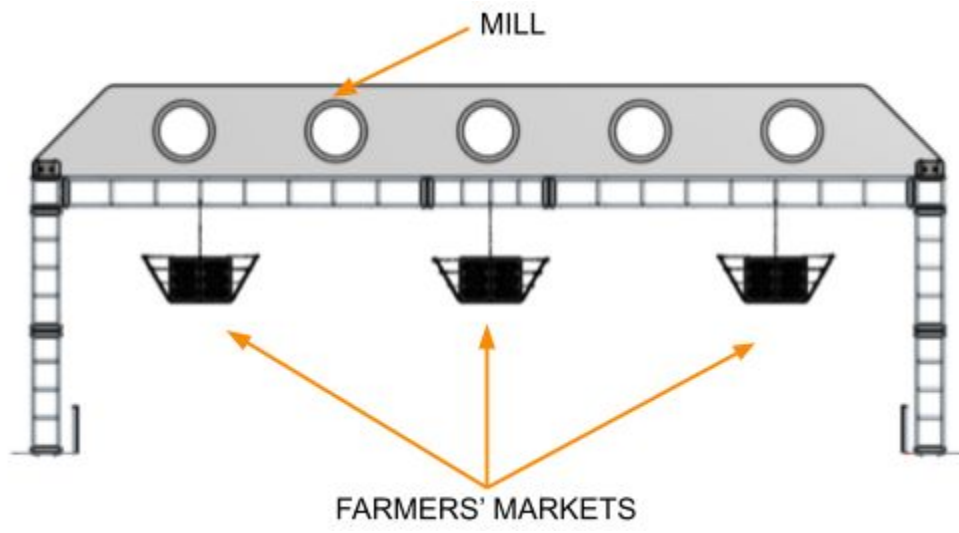
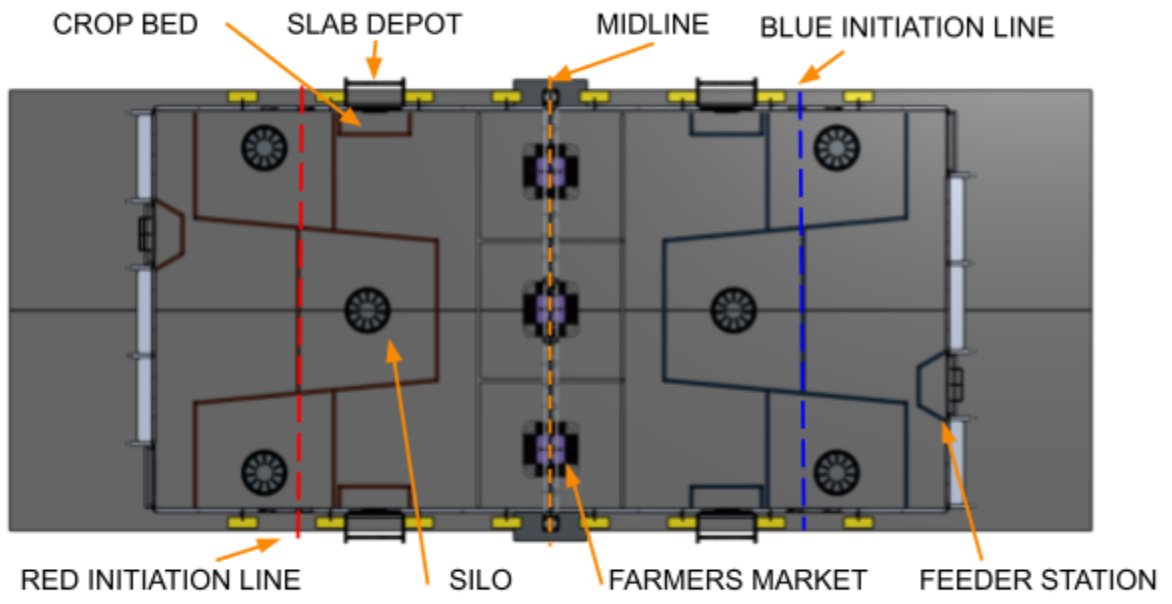
FARMING

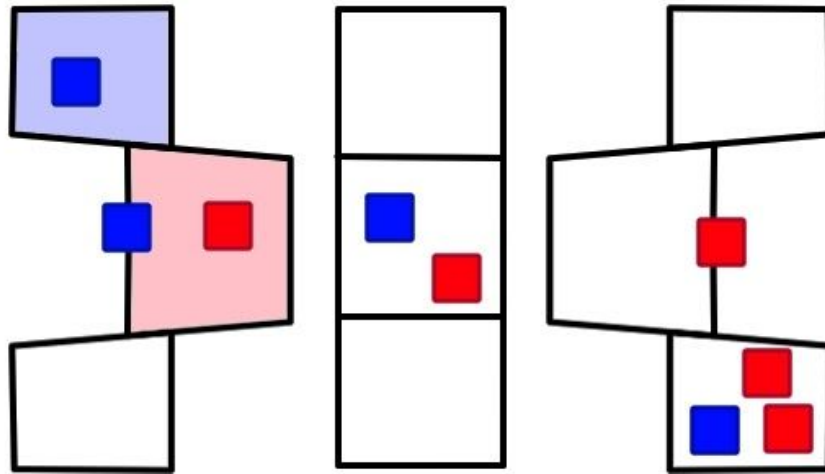


AWARD	ACTION	AUTO	TELEOP	QUAL.
GETTING TO WORK EARLY	Cross the INITIATION LINE before the end of the AUTONOMOUS PERIOD	4		
MAJORITY	Have more CROPS in a SILO or FARMERS' MARKET than your opponent	8	4	
MINORITY	Have at least one CROP in a SILO or FARMERS' MARKET	4	2	
CULTIVATION	Have a ROBOT'S BUMPERS fully contained within a PLOT	4	2	
CROPS PROCESSED	FORTY FIVE MILL POINTS			1 ranking point
SILOS FORTIFIED	THREE TOPPERS PLACED			1 ranking point
WIN	Finish the game with more points than your opponent			2 ranking points
TIE	Finish the game with as many points as your opponent			1 ranking point

Simultaneous Scoring	One Farmer	Two Farmers	Three Farmers
CROP Passed Through MILL	5	10	15
SLAB Placed on SILO	10	20	30

Period Breakdown	Time
Autonomous Period Starts	0:00
First INSPECTION of field	0:10
Autonomous Period Ends	0:20
Second INSPECTION of field	0:20
Third INSPECTION of field	0:30
Endgame Begins	2:00
Game Ends	2:30





In order for a robot to be considered cultivating a plot, it's bumpers must be fully enclosed within the plot. Furthermore, if robots from both alliances are in a plot, neither alliance can be considered cultivating that plot.



X	✓
2:13	2:10
<p>At 2:13, the red alliance has more balls in the goal.</p>	<p>At 2:10, the blue alliance has more balls in the goal.</p>

Although the red alliance had more balls at 2:13, the blue alliance had more balls at the inspection, and thus earns more points. POINTS IN FARMER'S MARKETS ARE NOT PER ELEMENT PLACED.