



# Scoring System

## Results Key

Red Alliance		
Column	Description	Key
AG	Autonomous Beacon Claimed	Number of Beacons claimed
AH	Autonomous Cap Ball Removed	True = Cap Ball removed False = Cal Ball not removed
AI	Autonomous Particles scored in Center Vortex	Number of Particles scored
AJ	Autonomous Particles scored in Corner Vortex	Number of Particles scored
AK	Autonomous Robot 1 location	0 = Not Parked, 1 = On Center Vortex, 2 = Completely on Center Vortex, 3 = On Corner Vortex, 4 = Completely on Corner Vortex
AL	Autonomous Robot 2 location	0 = Not Parked, 1 = On Center Vortex, 2 = Completely on Center Vortex, 3 = On Corner Vortex, 4 = Completely on Corner Vortex
AM	Driver Controlled Beacons Claimed	Number of Beacons claimed
AN	Driver Controlled – Particles Scored in Center Vortex	Number of Particles scored
AO	Driver Controlled – Particles scored in Corner Vortex	Number of Particles scored
AP	End Game – Cap Ball	0 = Not scored, 1 = Low, 2 = High, 3 = Center Vortex Capped
AQ	Minor Penalty Incurred	Number of minor penalties incurred by the Red Alliance
AR	Major Penalty Incurred	Number of major penalties incurred by the Red Alliance
AS	Minor Penalty Awarded	Number of minor penalties incurred by the Blue Alliance, awarded to the Red Alliance
AT	Major Penalty Awarded	Number of major penalties incurred by the Blue Alliance, awarded to the Red Alliance
Blue Alliance		
Column	Description	Key
AU	Autonomous Beacon Claimed	Number of Beacons claimed
AV	Autonomous Cap Ball Removed	True = Cap Ball removed False = Cal Ball not removed
AW	Autonomous Particles scored in Center Vortex	Number of Particles scored
AX	Autonomous Particles scored in Corner Vortex	Number of Particles scored
AY	Autonomous Robot 1 location	0 = Not Parked, 1 = On Center Vortex, 2 = Completely on Center Vortex, 3 = On Corner Vortex, 4 = Completely on Corner Vortex
AZ	Autonomous Robot 2 location	0 = Not Parked, 1 = On Center Vortex, 2 = Completely on Center Vortex, 3 = On Corner Vortex, 4 = Completely on Corner Vortex
BA	Driver Controlled Beacons Claimed	Number of Beacons claimed



BB	Driver Controlled – Particles Scored in Center Vortex	Number of Particles scored
BC	Driver Controlled – Particles scored in Corner Vortex	Number of Particles scored
BD	End Game – Cap Ball	0 = Not scored, 1 = Low, 2 = High, 3 = Center Vortex Capped
BE	Minor Penalty Incurred	Number of minor penalties incurred by the Blue Alliance
BF	Major Penalty Incurred	Number of major penalties incurred by the Blue Alliance
BG	Minor Penalty Awarded	Number of minor penalties incurred by the Red Alliance, awarded to the Blue Alliance
BH	Major Penalty Awarded	Number of major penalties incurred by the Red Alliance, awarded to the Blue Alliance

