

Official Scorer Training

V2 2-26-2025

Official Scorer Overview



Note: Official Scorers should rotate position every 5 matches along with the referee. The tablet will indicate when it is time to rotate.



Each corner of the field will have a tablet for an official scorer and a referee to use.

The official scorer will have primary usage of the tablet to enter scores for the **reef and in the net**.

The referee will also use the tablet to enter auto leave, climbs, and fouls.

The referees can be used as a resource for questions on scoring and more.



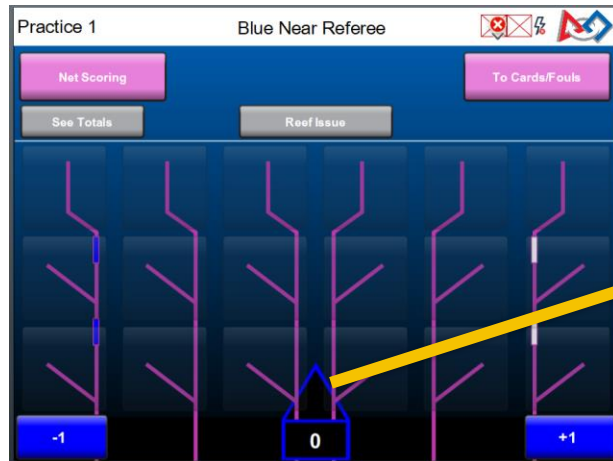
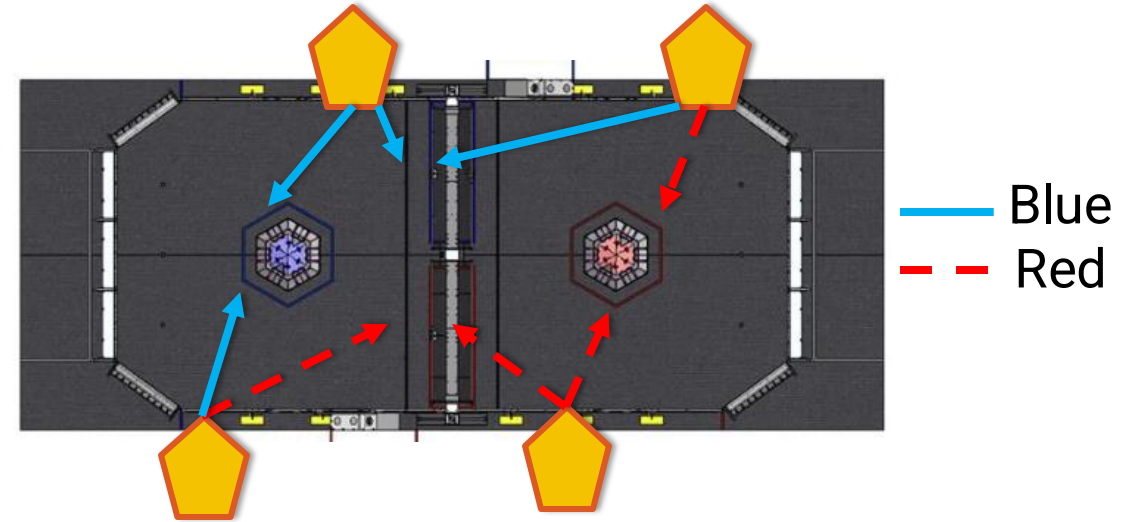
The Head Referee will be located in the center “**near side**” closest to the scoring table.

During the match, the official scorer will input scores for the **reef and the barge**. This will be recorded and displayed real-time and checked and submitted at the end of the match.

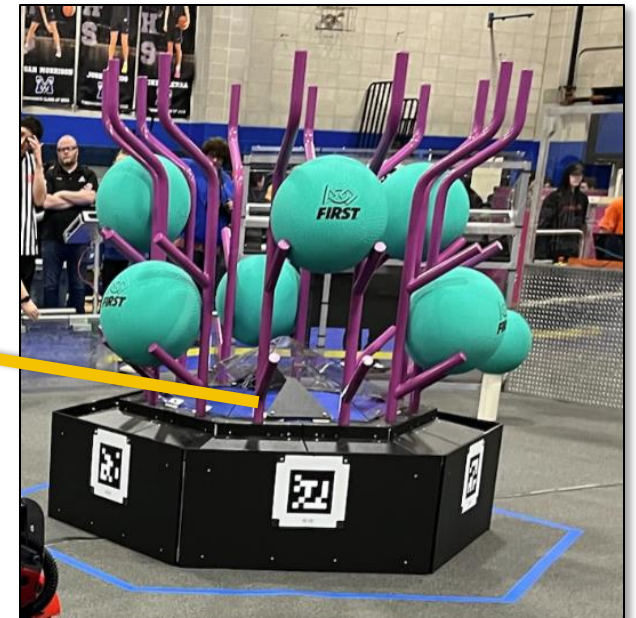
Scoring Responsibilities:

Scorers will be responsible for scoring the **half of the reef** facing them and the **closest net**.

Note: “Blue Near” and “Red Far” scorers will be scoring a net that is a different color than the reef they are scoring.



Official Scorer Triangle
indicator on the screen and reef helps align by marking center of reef half



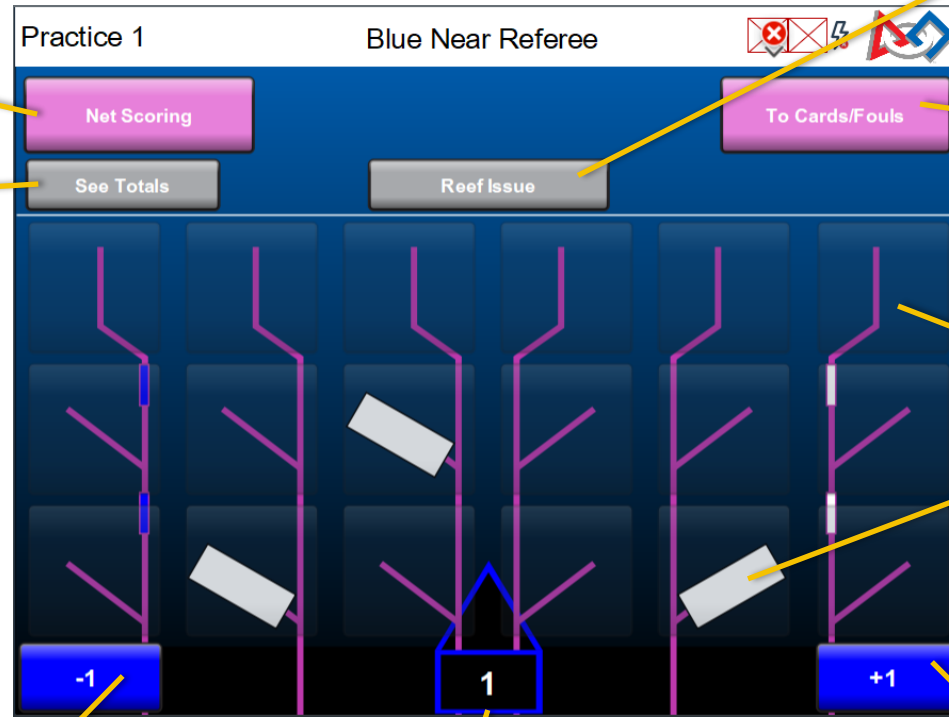
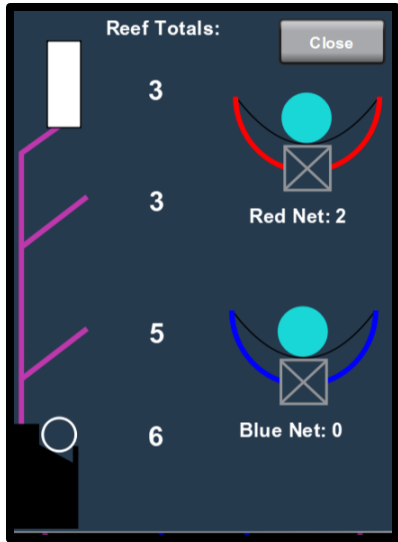
Primary In-Match Screen

Net Scoring

Press to enter net scoring

See Totals

Press to see overall scoring totals for entire reef and nets



Reef Issue

Press to indicate issue with reef scoring

To Cards/Fouls

Referee press to enter fouls

Coral Scoring

Press to toggle score/de-score coral in location

Coral graphic will appear to indicate score

L1: Press to decrease total in L1

Indicates total on your half of the L1 Trough

L1: Press to increase total in L1

Net Scoring Screen

Pressing "Net Scoring" brings up pop-up screen

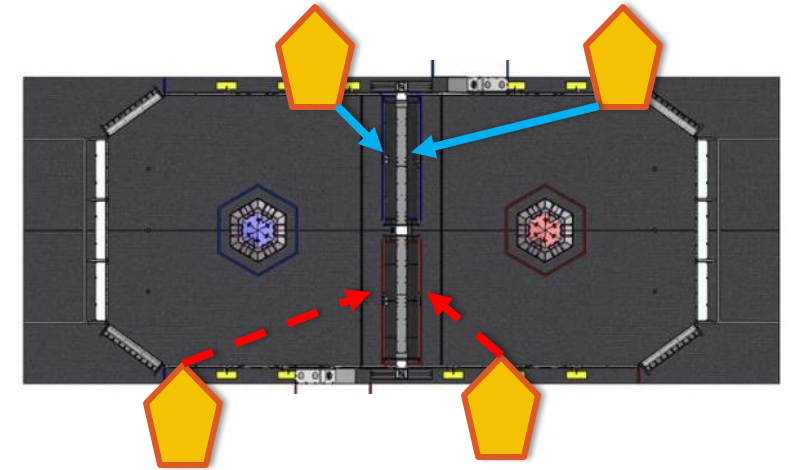


Indicates current Net total

+/-: Press +/- to increase or decrease total in Net

Close: Press to close pop-up

The pop-up can also be closed by pressing outside the pop-up.



Near side scorers = red net
Far side scorers = blue net

— Blue
- - Red

Net Scoring Mismatch



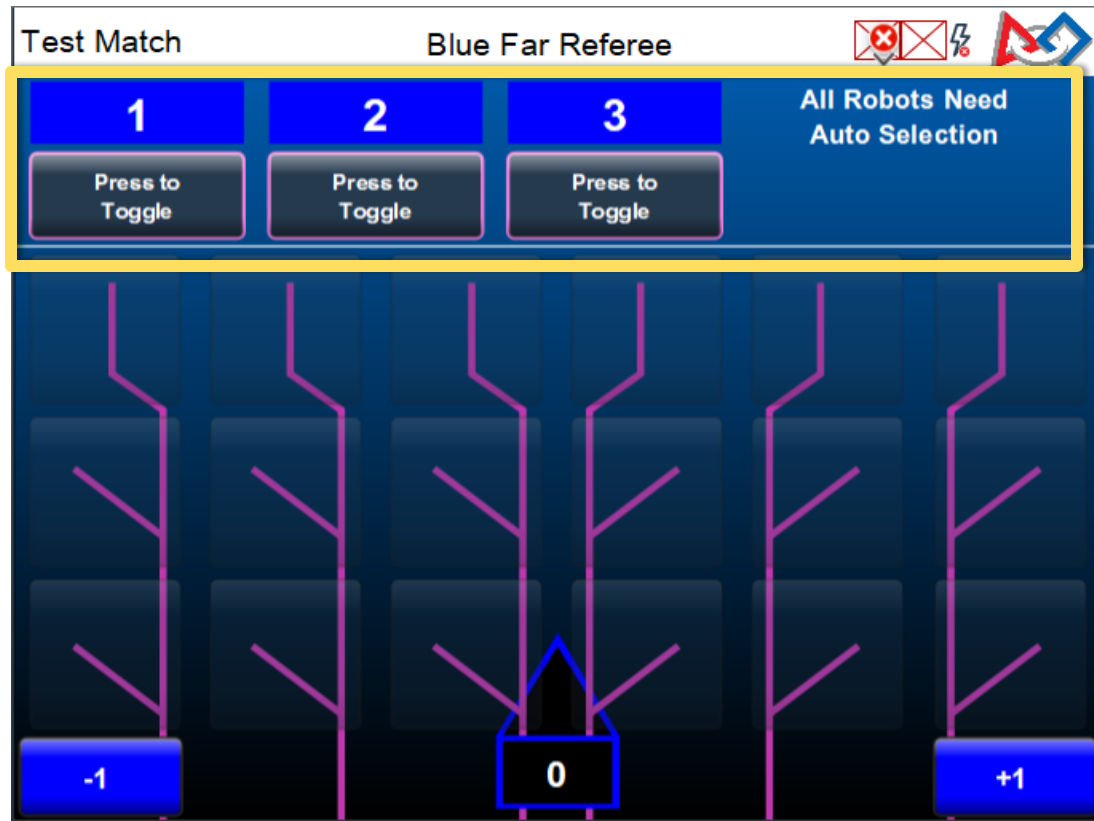
Yellow highlights around the “Net Scoring” Button and Algae number indicate there is a **mismatch**.

Both scorers must agree on the total in the net. Total input by the other scorer are shown.

- If there is a mismatch, **double check** that the number of algae scored matches the input number and adjust as needed.
- If there is still a mismatch, consult your referee and the issue can be resolved at the end of the match.

Match Process: AUTO

AUTO is the first 15 seconds of the match. Scorers will ensure all reef and net scores in AUTO are entered, referees will verify and submit.

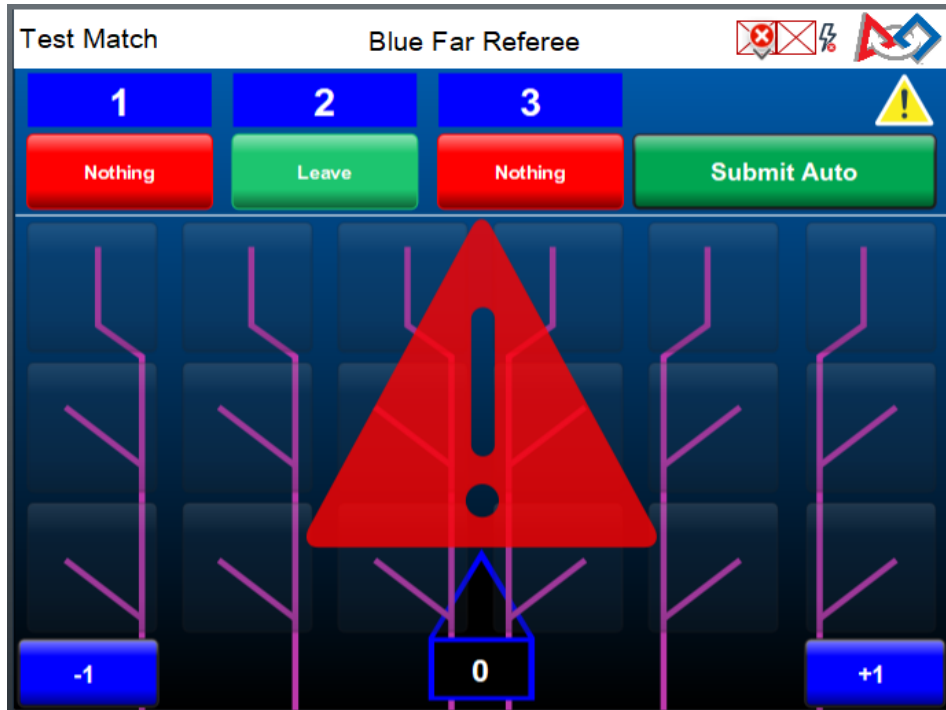


On the Red Near and Blue Far tablets the **referee** will also submit “LEAVE” scores during AUTO.

Per Game Manual Section 6.5: Assessment of CORAL scored on the REEF and ALGAE scored in the PROCESSOR or NET continues for up to 3 seconds after the ARENA timer displays 0:00 following AUTO.

Robots and scoring elements may continue to move at the end of the AUTO. Work with referees to make scoring assessments quickly and accurately.

Match Process: AUTO



DON'T PANIC! After AUTO a warning will appear **every match** to indicate that AUTO counts need to be submitted.

The referee should verify the scores on the AUTO reef and press "Submit Auto" as soon as possible.

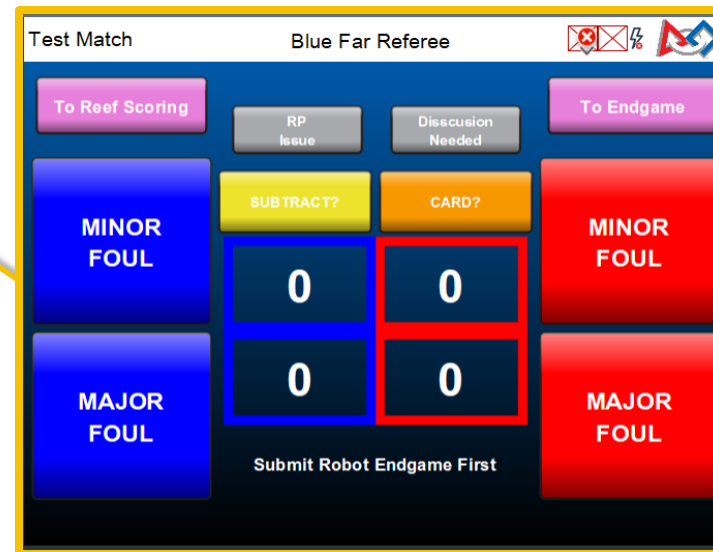
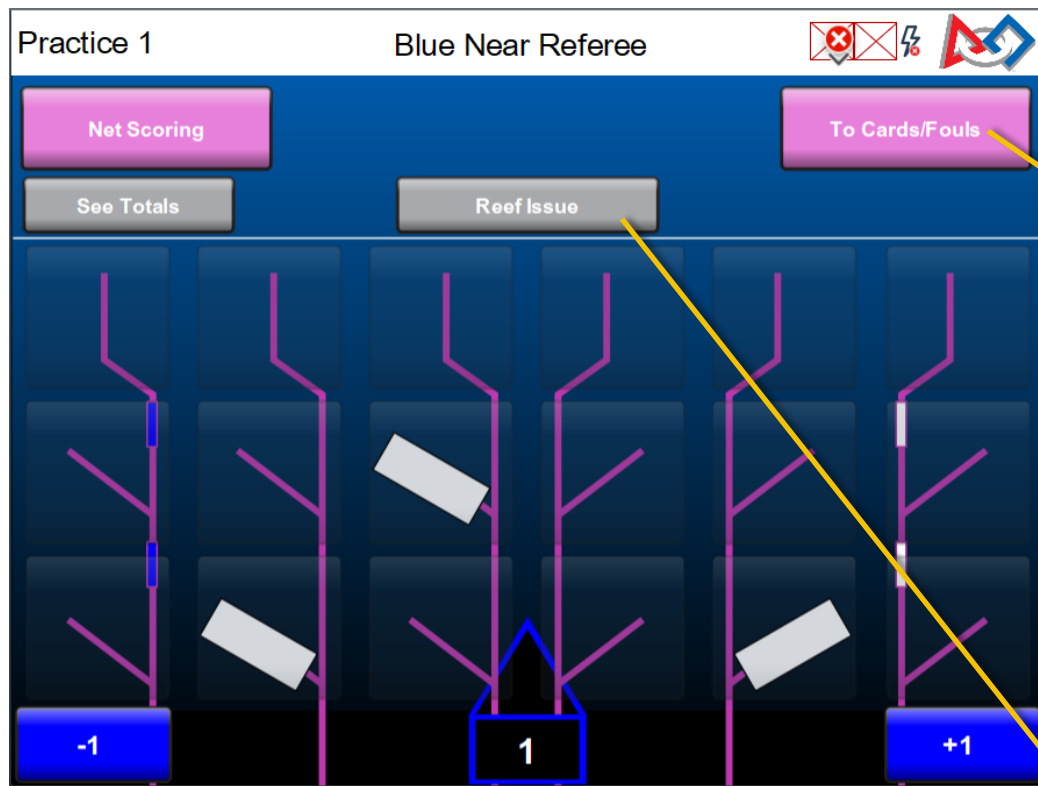
Scorers should wait before entering additional scored coral until the tablet transitions to the TELEOP screen and the warning triangle goes away.

Note: After AUTO, is submitted the system will track which locations were scored in AUTO. For the rest of the match, scorers can just continue to enter scores to match the current state of the REEF.

Match Process: TELEOP

During the rest of the match scorers continue to enter scores in real-time.

The referee will use the tablet to enter cards and fouls.



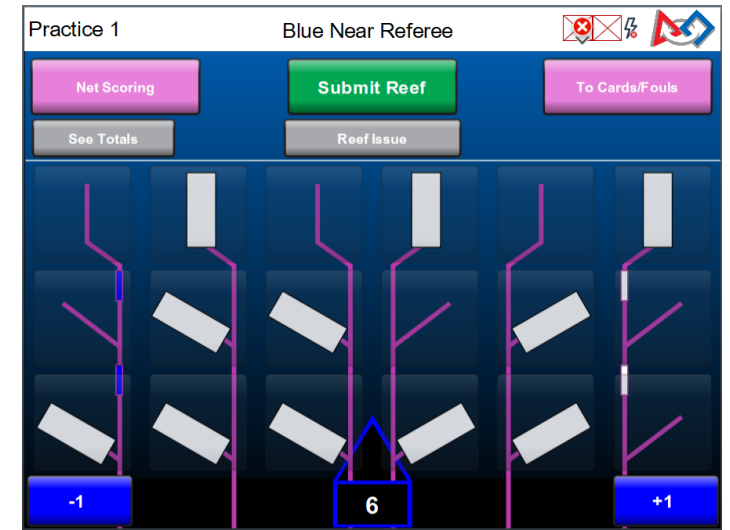
If during a match, there is a question about a score on the reef that will need to be answered before scores are finalized – you should press the **“Reef Issue”** Button.

Match Process: End of Match

At the end of the match the referees will navigate to a screen to verify and enter the parks and cage climbs. After climbs are submitted the screen returns to reef scoring.

Scorers will ensure all reef and net counts have been entered and the referee will verify the counts and the **referee** will hit the “**Submit Reef**” button.

All mismatches must be resolved before submitting the score.



Per Game Manual Section 6.5: assessment of CORAL scored on the REEF and ALGAE scored in the PROCESSOR or NET continues for up to 3 seconds after the ARENA timer displays 0:00 following TELEOP.

Robots and scoring elements may continue to move at the end of the match. Work with referees to make scoring assessments accurately and use this time to resolve any issues.

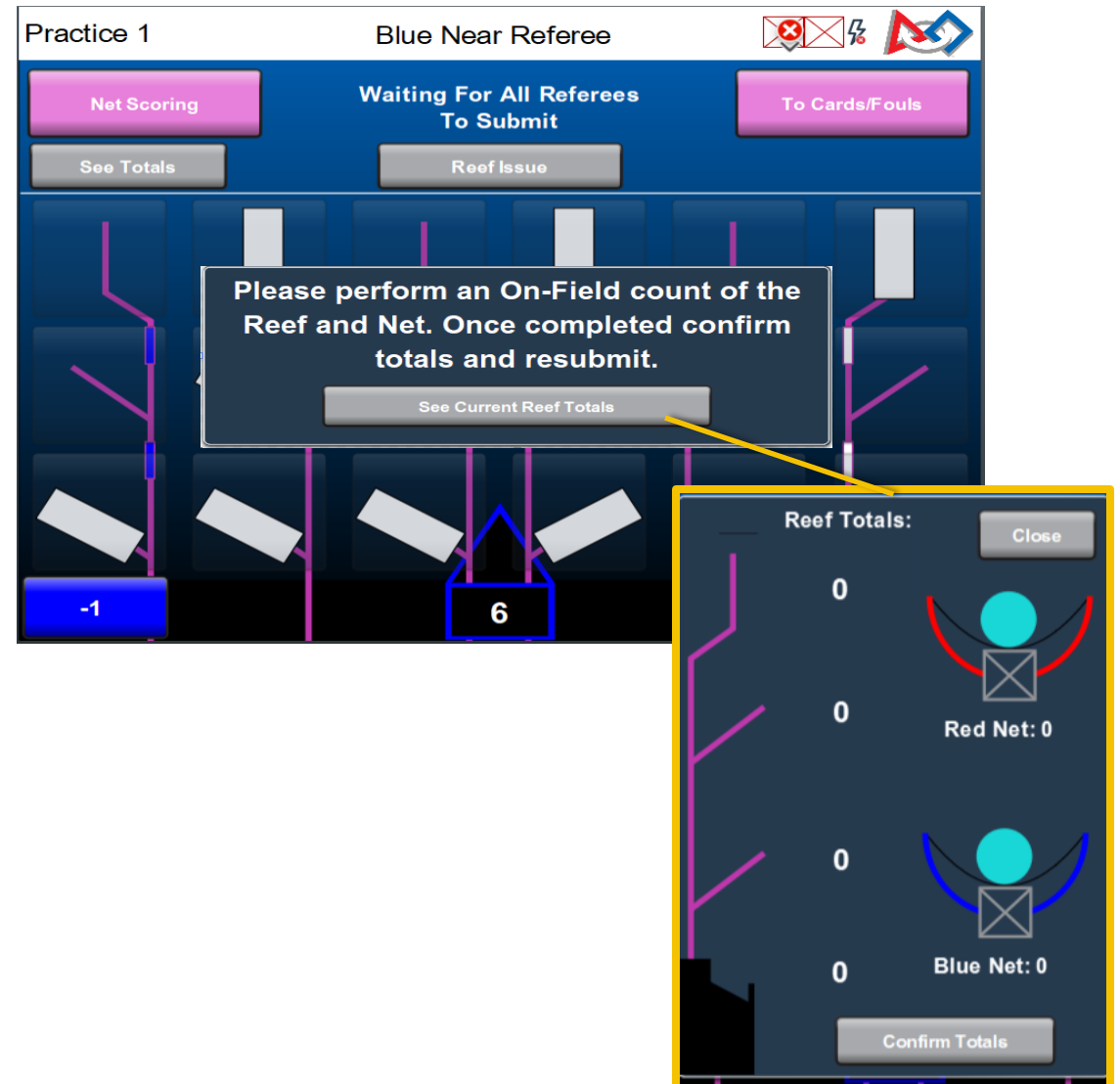
Match Process: Reef Issue

In the event someone has pressed the “reef issue” button during the match, the head referee may authorize an on-field count of the reef.

In this event the team signs will turn purple, and a pop-up notification will show on the tablet.

At this time, the referee will be allowed onto the field to verify any counts or questions.

Work with your referee using the “Reef Totals” pop-up to confirm the total counts on the reef. Confirm the count with a button on that pop-up, fix any errors, and submit scores.



Example Scoring Coral in L1

Section 6.5.1: A CORAL is scored in the trough (L1) of the REEF if it is not in contact with a ROBOT on that ALLIANCE, not

- A. scored on any other level of the REEF, and contacting the trough, or
- B. fully or partially supported by a CORAL in contact with the trough.

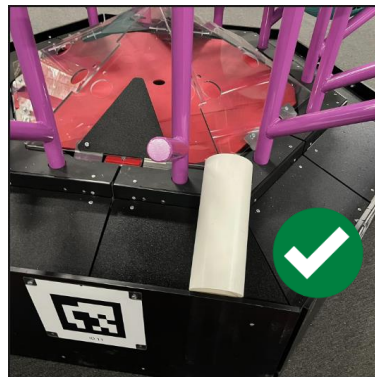
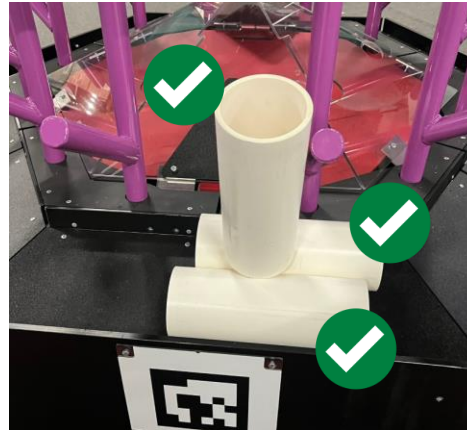
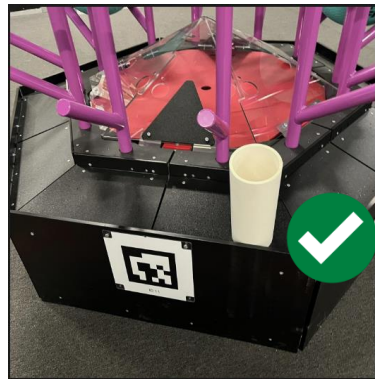
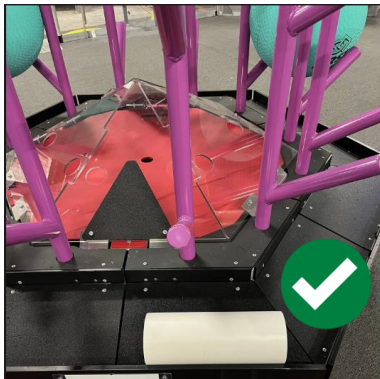
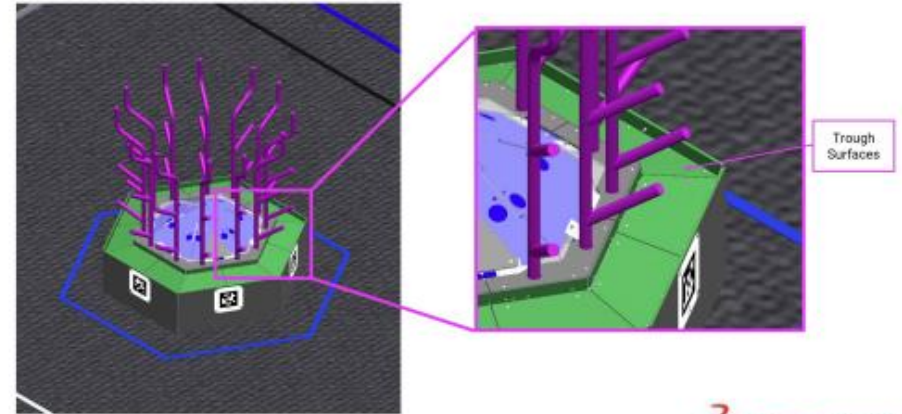


Figure 5-7: Trough Surfaces

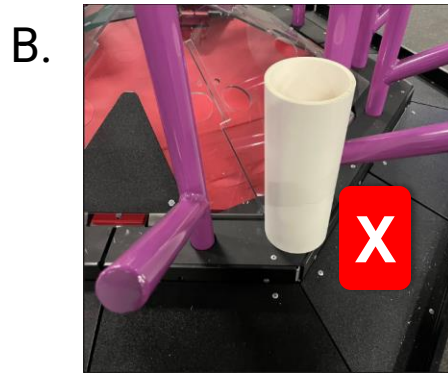
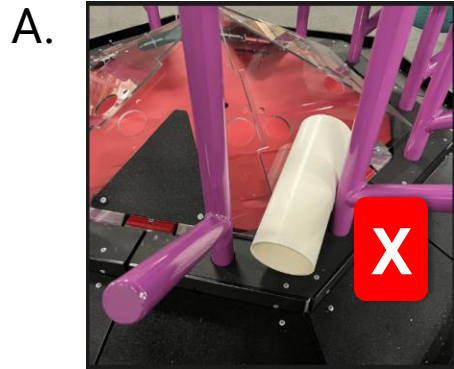


3D SOLIDWORKS
Modeling Solutions Partner

In all examples on this page all the coral count.

The coral are all either touching the trough or fully/partially supported by a coral touching the trough.

Example Scoring Coral in L1



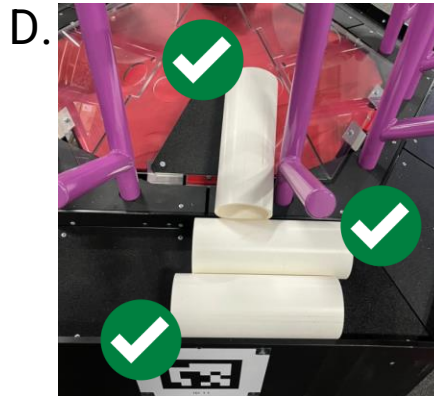
In examples A & B, the coral does not score.

It is neither in contact with the trough or supported by a coral in the trough.



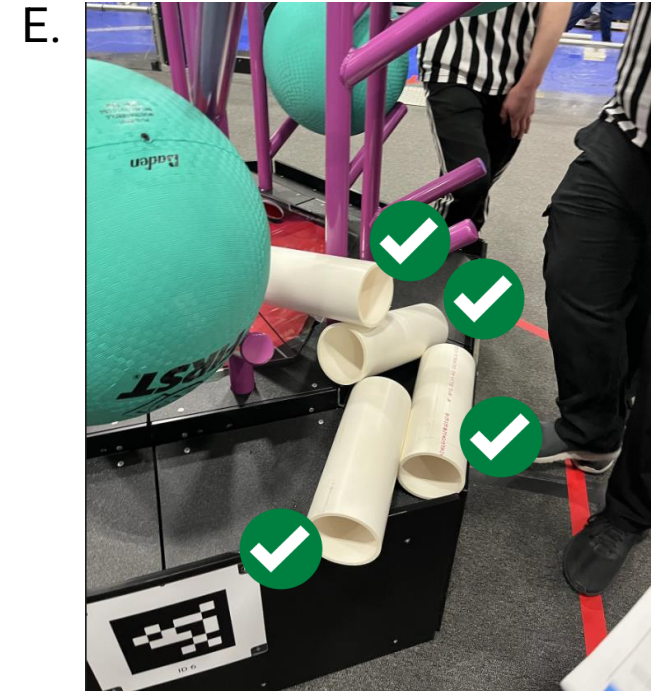
*In example C, the topmost coral **does not** count.*

It is neither in contact with the trough or supported by a coral in the trough.



*In example D, the topmost coral **does** count.*

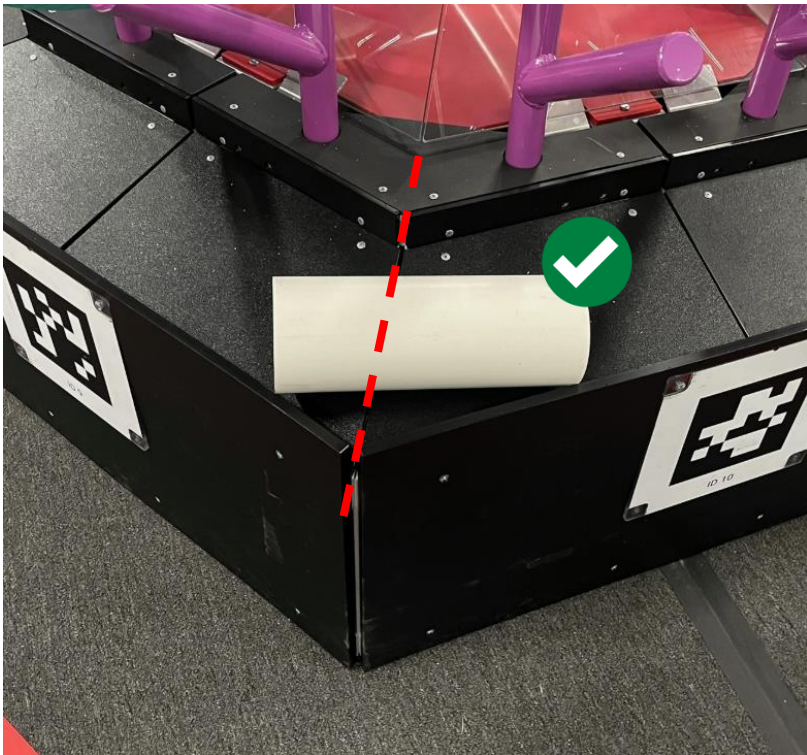
It is partially supported by a coral in the trough.



In example E, all 4 coral count.

They are all either touching the trough or partially supported by a coral touching the trough.

Coral in L1 between both sides



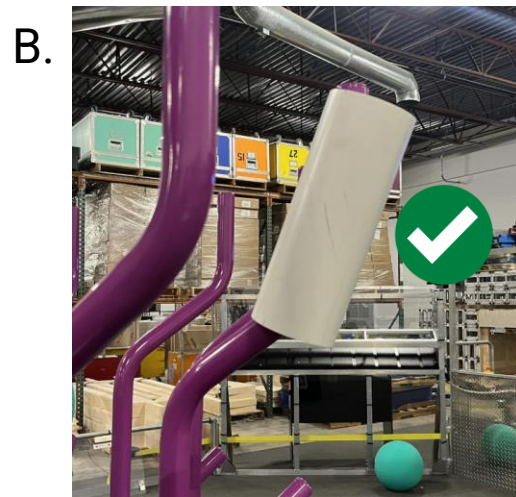
For coral that is crossing the halfway point on the reef, the scorer that has the **majority of the coral** on their side should enter the score.

Scorers should remain at their tablets during the match but may need to communicate with hand signals to the opposite scorer to ensure accuracy.

For scores that are too close to call that cannot be resolved during the match use the “Reef Issue” button for the referee to assist with verification after the match.

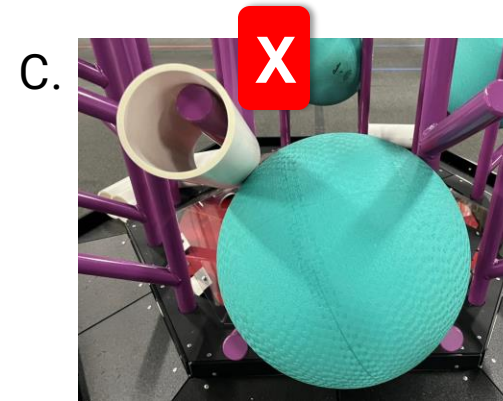
Scoring Coral in L2-L4

Section 6.5.1: A CORAL is scored on L2-L4 BRANCH if the BRANCH is inside the volume of the CORAL and the CORAL is not in contact with a ROBOT on that ALLIANCE or an ALGAE. Only 1 CORAL can be scored per BRANCH.



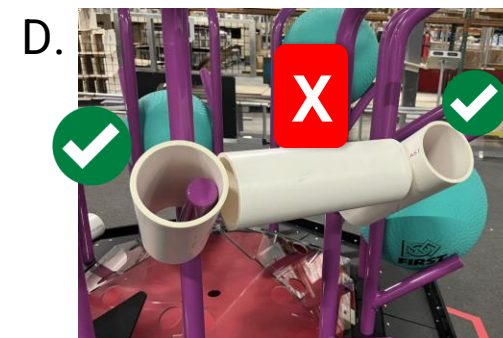
In examples A & B, the coral scores.

The branch is inside of the volume of the coral and the coral is neither in contact with an alliance robot nor an algae.



*In example C, the coral **does not** score.*

The coral is in contact with an algae.



*In example D, the center coral **does not** score.*

A branch is not inside the volume of the center coral.

Scoring in the NET

Section 6.5.1: An ALGAE is scored in a NET if it is above the NET and within the perimeter of the NET, contacting the NET or ALGAE contacting the NET, and not in contact with a ROBOT on that ALLIANCE.



Both robots and humans can score algae in the net.

As the net fills up, the algae may be more challenging to see and count.

Scorers should stay at their tablet during the match but may need to move around slightly to get a better view of the field.