

During Autonomous, Robots operate on pre-programmed instructions. Teams cannot interact with their Robot, with the exception for an emergency stop. Each Team starts on the Initiation Line and can achieve points by driving forward, off of it. The Pillars can be pushed in or disturbed for points; but they must be fully connected to Keystone to score during TeleOp.

_____ Each robot can preload with up to one Building Block of Knowledge *or* seven Nuggets of Knowledge. If Teams choose the Building Block, they may place them under the Keystone. By placing them in predetermined-by-color squares, they earn additional points. Lastly, Teams earn points by driving behind the Initiation Line.

For TeleOp, Alliances grab their controllers. One way Robots can score is filling Pillars with Nuggets in one of two ways: a lower port, or a high port located at the top of the Pillar. After ten Nuggets are scored, the equivalent to 1.14 pounds, the Pillar will gain the next of eight total Levels. Each Level will net an Alliance additional points.

The second way to score is by using Building Blocks in the Grid. When Human Players complete Runes using Blocks, Alliances gain more points. Human Players complete Runes by dropping the Building Blocks into the Grid, creating a predetermined pattern; STEM's symbols.

During Endgame, Alliances have two objectives; restore the Pillars by placing Capstones on top of their respective Pillar or Park in their Parking Zones located in the corners of their Driver's Station or on either Ramp. All Endgame points are scored after the Match is completed. The Alliance with more points when the Match ends, wins.