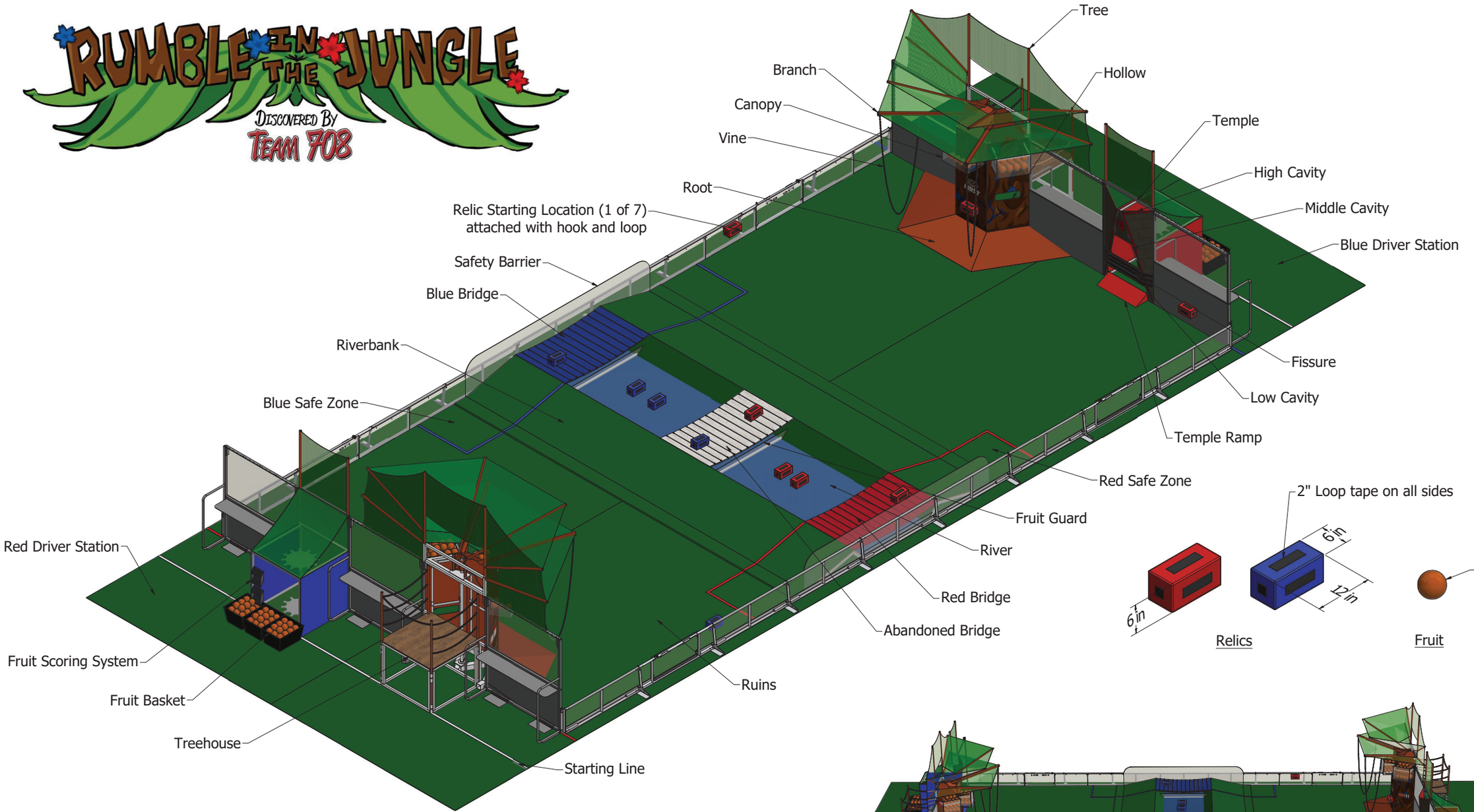
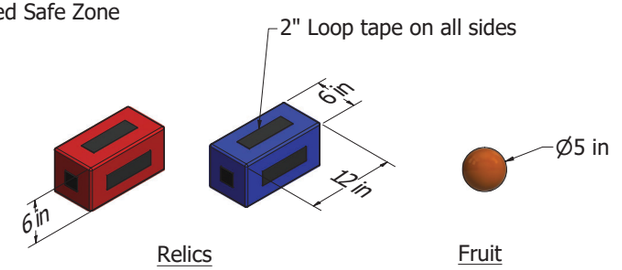
RUMBLE IN THE JUNGLE

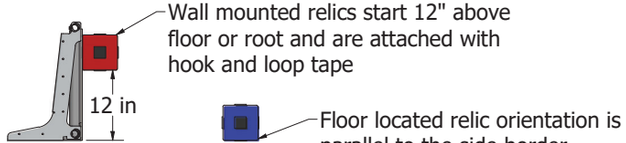
Discovered By Team 708



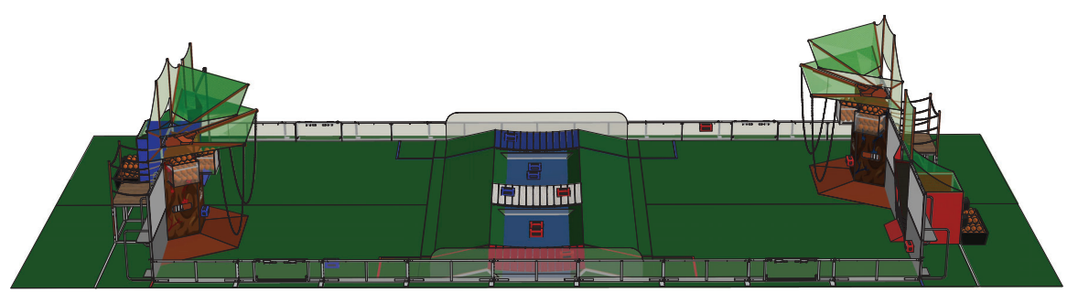


Relics

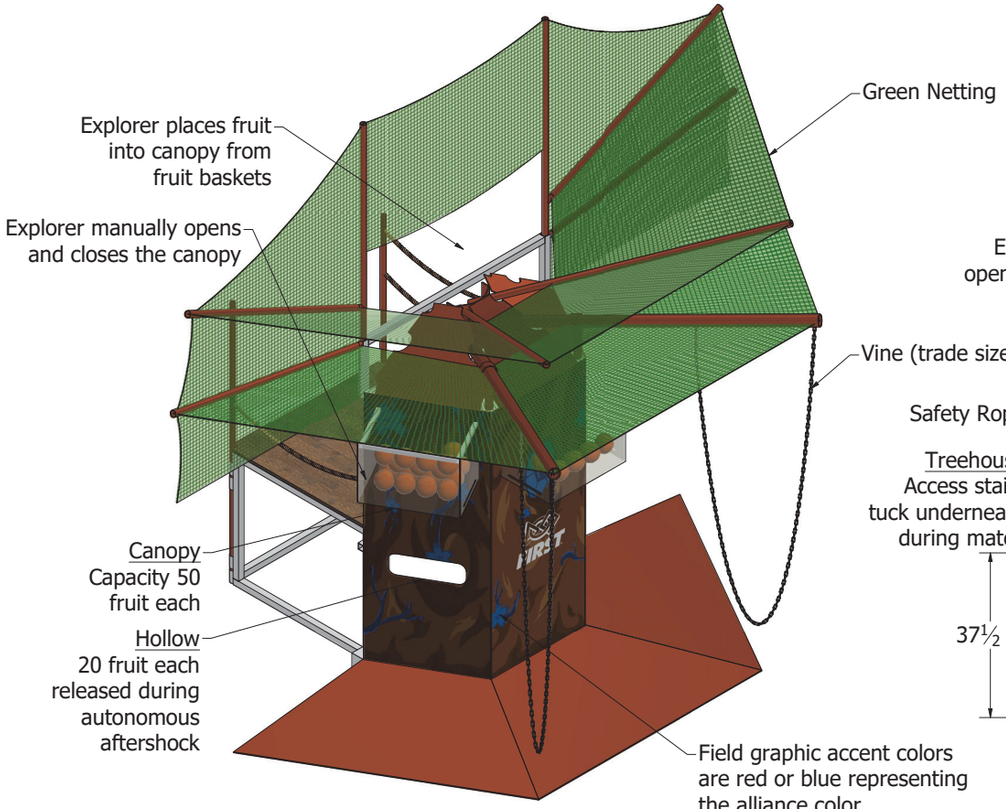
Fruit



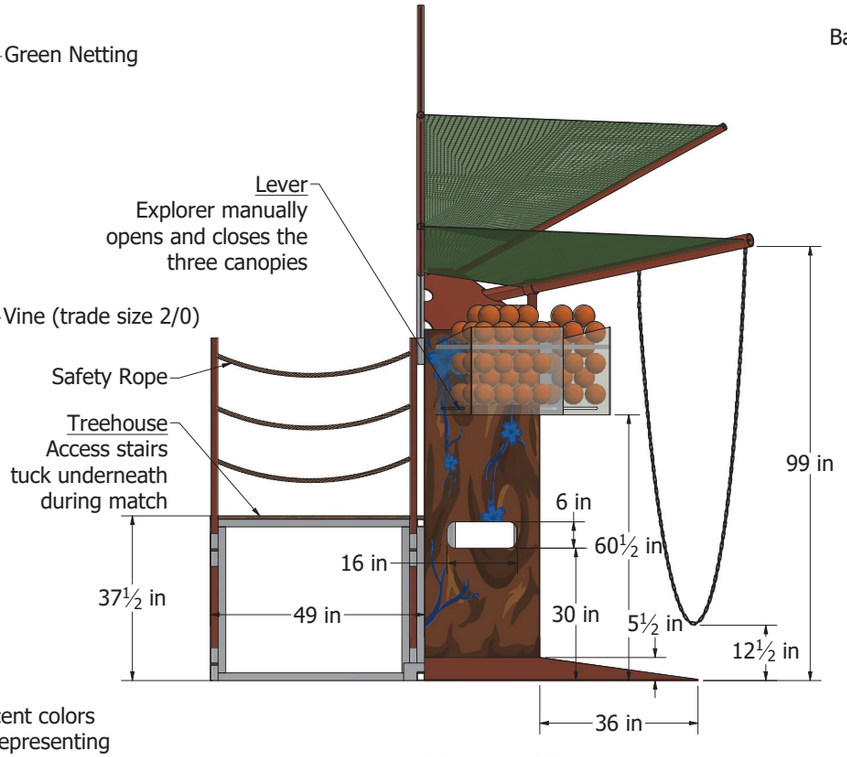
Relic Starting Locations



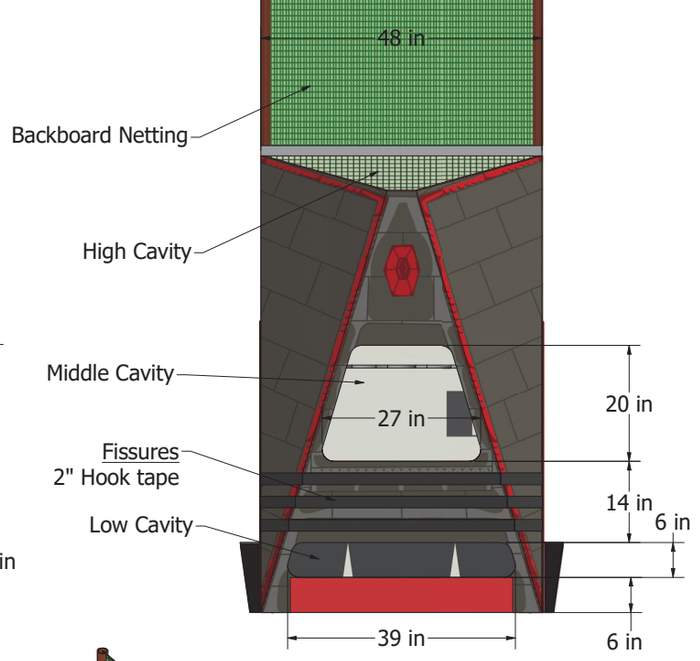
Side View of Field



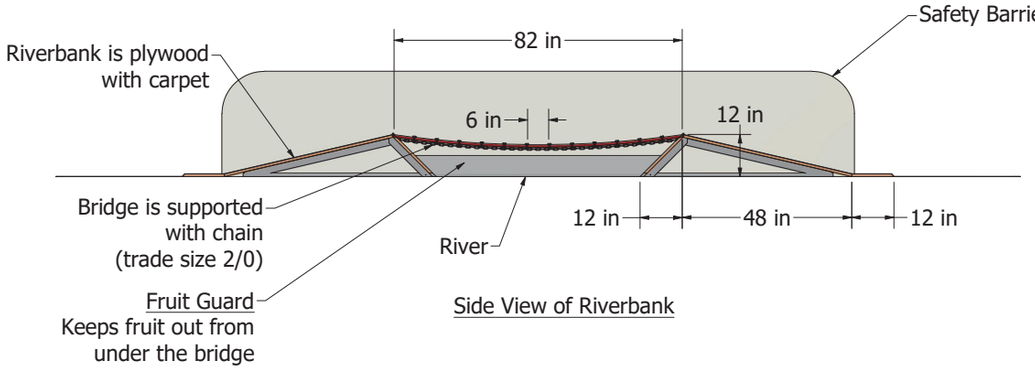
Isometric of Tree



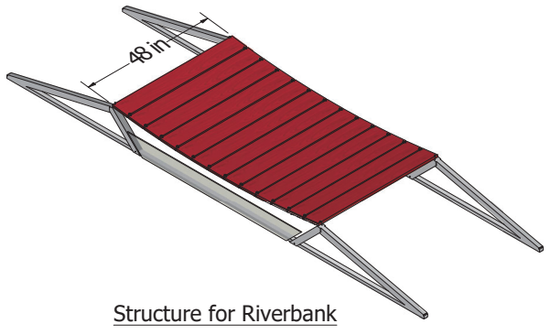
Side View of Tree



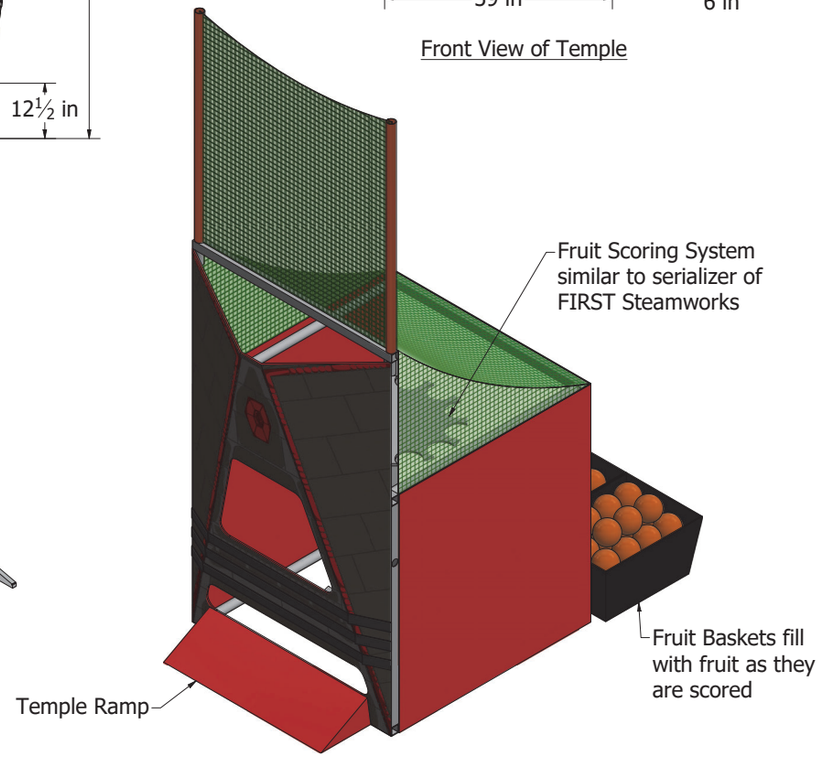
Front View of Temple



Side View of Riverbank



Structure for Riverbank



Isometric of Temple

RUMBLE in the JUNGLE Scoring

The below table details the different ROBOT actions that can take place during the course of a MATCH and the associated points and ranking points for each:

Action	Criteria	MATCH Points AUTO	MATCH Points TELE-OP (Qualification Matches Only)	MATCH Points TELE-OP (PLAYOFFS Only)	Ranking Points (Qualification Matches Only)
AUTO mobility	For each robot that breaks the plane of the RIVERBANK by T=0	10	-	-	-
RELIC	Scored on TEMPLE	30	15	15	-
TEMPLE RESTORED	All relics collected and scored on TEMPLE.	-	-	100	1
VINE CLIMB	Each ROBOT that has climbed their tree's VINE and is not touching the ROOT, CARPET or CANOPY at the end of the MATCH	-	50	50	-
ROOTED	Each ROBOT that is positioned on the TREE ROOTS at the end of the MATCH and not touching CARPET	-	20	20	-
TREE INHABITED	Earning at least ninety (90) ENDGAME points: VINE CLIMB or ROOTED actions	-	-	100	1
Tie	Completing a MATCH with the same number of points as your opponent	-	-	-	1
Win	Completing a MATCH with more points than your opponent	-	-	-	2

The below table details scoring for the FRUIT over the course of a MATCH:

	AUTONOMOUS Points per FRUIT			TELE-OP Points per FRUIT		
# of RELICS Scored	**Low CAVITY**	**Middle CAVITY**	**High CAVITY**	**Low CAVITY**	**Middle CAVITY**	**High CAVITY**
0 - 1	2	2	2	1	1	1
2 - 5	2	2	4	1	1	2
6 - 7	2	2	2	1	1	1

The below table details the starting locations and quantities for FRUIT:

Starting Point	Quantity	Max Quantity on Field
Per Canopy	50	300
Per Robot	20	120
Per TREE	40	80
FRUIT that does not start in a ROBOT is placed in a FRUIT BASKET behind the Drivers Station, for the ALLIANCE to use during the TELEOPERATED Period.		

RUMBLE in the JUNGLE Rules

1. GAME Rules

1.1. When a DRIVE TEAM loads their ROBOT onto the RUINS for a MATCH they may elect to pre-load up to twenty (20) FRUIT in or on their ROBOT such that they are fully and only supported by the ROBOT. Any FRUIT not preloaded in a ROBOT is transferred to a FRUIT BASKET in their ALLIANCE STATION.

FRUIT that exits the RUINS over a GUARDRAIL, TREE, or TEMPLE during a MATCH are placed back into the RUINS approximately at the point of exit or in the corner of the GUARDRAIL by FIELD STAFF (REFEREES, FTAs, or other staff working around the FIELD) at the earliest safe opportunity.

Note that ROBOTS may not deliberately cause FRUIT to leave the RUINS.

1.2. **Don't keep FRUIT in the CAVITY GOALS.** Once FRUIT has been scored in a CAVITY, an ALLIANCE must make a concerted, good-will effort to transport FRUITS to the EXPLORER in the TREEHOUSE for placement in a CANOPY.
Violation: FOUL. If strategic, TECH FOUL and YELLOW CARD.

The intent of this rule is to ensure FRUIT is returned to the CANOPIES and RUINS in a timely manner. Additional rules will be put in place to ensure a timely return of the FRUIT to the CANOPIES and to avoid a lack of game pieces in the RUINS.

1.3. **Don't cross or contact the opposing ALLIANCE'S BRIDGE.** ROBOTS may not contact or otherwise interfere with the opposing ALLIANCE'S BRIDGE. ROBOTS should not interfere with the ABANDONED BRIDGE.
Violation: *FOUL. If strategic and subsequential contact, TECH FOUL.*

1.4. The number of RELICS required to complete TEMPLE RESTORED increases from 7 to 10 RELICS during PLAYOFFS.

1.5. **Defense is allowed, except on RIVERBANK or in SAFE ZONE.**

1.5.1. A ROBOT that is fully contained in the SAFE ZONE or breaks the perpendicular plane of the SAFE ZONE may not be contacted by an opposing ROBOT.
Violation: TECH FOUL

1.5.2. No pinning, however incidental contact on the RIVERBANK is allowed. Do not block access to or from the RIVER or ABANDONED BRIDGE for more than 3 seconds.
Violation: FOUL. If strategic and subsequential contact, TECH FOUL.

1.5.3. At all other locations, There's a 3-count on pins. ROBOTS may not pin an opponent's ROBOT for more than three (3) seconds. A ROBOT will be considered pinned until the ROBOTS have separated by at least six (6) feet. The pinning ROBOT(s) must then wait for at least three (3) seconds before attempting to pin the same ROBOT again.
Violation: FOUL for every five (5) seconds in which the situation is not corrected. If extended and egregious, RED CARD.

2. AUTONOMOUS Period Rules

2.1. **Stay on your side of the RIVERBANK.** During AUTONOMOUS, no part of a ROBOT'S bumper may enter the RIVER or cross a BRIDGE.
Violation: FOUL. If contact with an opposing ROBOT on their side of the RIVER (either direct contact or transitive contact through another object), TECH FOUL.

3. ROBOT Rules

3.1. **Maximum ROBOT HEIGHT is 36 inches**. ROBOT height, as measured when it's resting normally on a flat floor, may not exceed 36 in. (~91 cm) above the carpet during the MATCH.

3.2. **Don't be larger than 120 inches**. A ROBOT'S STARTING CONFIGURATION may not have a FRAME PERIMETER greater than 120 in. (~304 cm).

3.3. **Don't extend more than 9 inches**. ROBOTS may not extend more than 9 in. (~23 cm) beyond their FRAME PERIMETER.

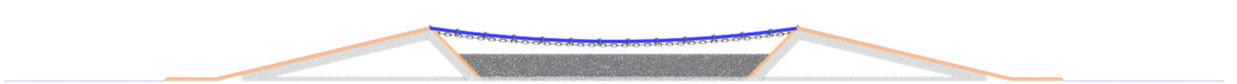
Expect to have to demonstrate a ROBOT'S ability to constrain itself per above during Inspection. Constraints may be implemented with either hardware or software.

3.4. **Only 1 RELIC at a time.** ROBOTS may not control more than one RELIC at a time.
Violation: FOUL. If strategic, TECH FOUL and YELLOW CARD.

3.5. **Don't throw RELICS at all.** A ROBOT may not launch a RELIC.
Violation: YELLOW CARD

3.6. **Leave opponent's RELICS alone.** A ROBOT may only possess a RELIC of their ALLIANCE color. Incidental contact of opponent's RELIC is allowed.
Violation: FOUL. If strategic, TECH FOUL and YELLOW CARD.

3.7. **Let 'em CLIMB.** Don't touch an opposing ROBOT's VINES during ENDGAME.

3.7.1. During the ENDGAME, a ROBOT may not contact, either directly or transitively through a FRUIT or RELIC, an opponent's ROBOT that is contacting its VINE or ROOT.

Violation: FOUL and AUTOMATIC VINE CLIMB scored at the end of match if ROBOT was prevented from CLIMBING.