

Field Element Descriptions:

The FIELD is a 26 feet by 60 feet carpeted area, consisting of PEARLS, COINS, BROKEN CONTAINERS, COIN CAPSULES, CRATES, PEARL DISPENSERS, PEARL CAPSULES, SUBMARINE BARS, and SUBMARINE SITE.

PEARLS are 7 inch foam balls located near drivestation walls (3 per side) and in each alliance station, dispensed by the human player (5 each).

COINS are 7 inch plastic disks located in alliance COIN containers (50 each).

There are 2 BROKEN CONTAINERS, one for each alliance, each containing 50 COINS. Robots intake COINS from their alliance's BROKEN CONTAINER.

PEARL DISPENSERS are located next to each drivestation. The opening is 15 by 24 inches.

There are 2 COIN CAPSULES, used to score COINS. Each has 3 levels of scoring worth different point values.

There are 2 PEARL CAPSULES, one for each alliance, used to score PEARLS. Each CAPSULE has 2 levels of scoring, opening in the CAPSULE and a drawer. The net on the back of the CAPSULE prevents PEARLS from rebounding when scored.

Sensors inside CAPSULES detect the amount of pieces scored to provide live scoring. COIN CAPSULES have an indicator light that glows after 35 COINS are scored, letting the human player know when to recycle.

Each alliance will have 2 COLLECTION CRATES, 1 inside the CAPSULE and 1 next to the CAPSULE. These are used to collect and recycle scored COINS. Each crate is 16 inches tall; the base is 18 by 28 inches.

There are 2 SUBMARINE BARS, one for each alliance, in the middle of the field. Robots can hang on, touch, or park under the bar during RESURFACE. SUBMARINE BARS are 8 feet tall. The plank is 2 inches thick, 6 inches wide, and 12.5 feet long.

The SUBMARINE SITE is the middle 15 ft of the field, marked by the robot starting lines.