The Game:
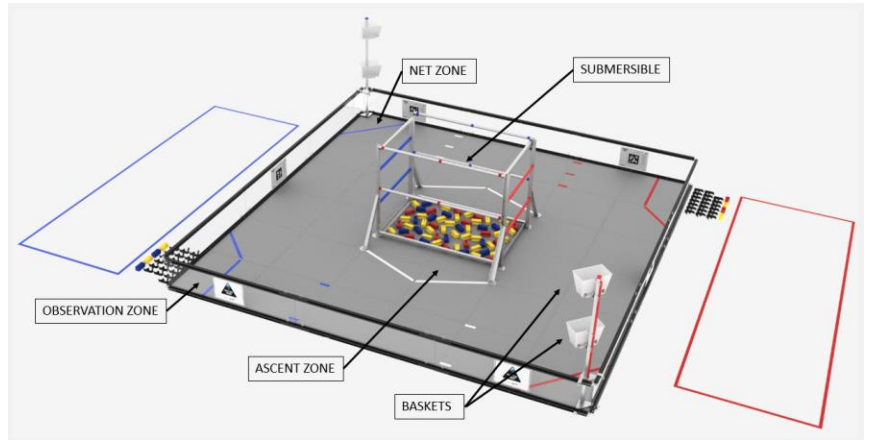
In INTO THE DEEP℠ presented by RTX, two competing ALLIANCES collect deep sea SAMPLES to score in their NET ZONE or BASKETS, work with HUMAN PLAYERS to create SPECIMENS to score on the CHAMBERS of the SUBMERSIBLE and ASCEND from the depths before time runs out.

During the first 30 seconds of the MATCH the ROBOTS operate autonomously. Without guidance from their drivers, the ROBOTS score SAMPLES in their BASKETS or NETS, or SPECIMENS on the CHAMBERS. They can collect additional SAMPLES to score in BASKETS or make into SPECIMENS and PARK before the end of the period.

During the remaining 2 minutes of the MATCH, human drivers take control of their ROBOT. ROBOTS collect and sort SAMPLES from under the SUBMERSIBLE in the center of the FIELD. The yellow SAMPLES are scored in the BASKETS and the ALLIANCE SPECIFIC red and blue SAMPLES are returned to the OBSERVATION ZONE for the HUMAN PLAYERS to collect.

HUMAN PLAYERS can pick up SAMPLES delivered to the OBSERVATION ZONE and add a hanging CLIP to create a SPECIMEN. SPECIMENS can then be returned to the OBSERVATION ZONE on the FIELD where ROBOTS can pick them back up and score them on the CHAMBERS located on the SUBMERSIBLE.

As time runs out, ROBOTS can either PARK in the OBSERVATION ZONE or race back to climb the RUNGS on the SUBMERSIBLE so they can ASCEND out of the deep.

The ALLIANCE that earns the most points wins the MATCH!

Auto Scoring:

PARKED in OBSERVATION ZONE: .... 3 points
LEVEL 1 ASCENT: .... 3 points
SAMPLE in NET ZONE: .... 2 points
SAMPLE in LOW BASKET: .... 4 points
SAMPLE in HIGH BASKET: .... 8 points
SPECIMEN on LOW CHAMBER: .... 6 points
SPECIMEN on HIGH CHAMBER: .... 10 points

Teleop Period Scoring:

SAMPLE in NET ZONE: .... 2 points
SAMPLE in LOW BASKET: .... 4 points
SAMPLE in HIGH BASKET: .... 8 points
SPECIMEN on LOW CHAMBER: .... 6 points
SPECIMEN on HIGH CHAMBER: .... 10 points

End Game Scoring:

PARKED in OBSERVATION ZONE: .... 3 points
LEVEL 1 ASCENT: .... 3 points
LEVEL 2 ASCENT: .... 15 points
LEVEL 3 ASCENT: .... 30 points