

NOTE Counter Assessment

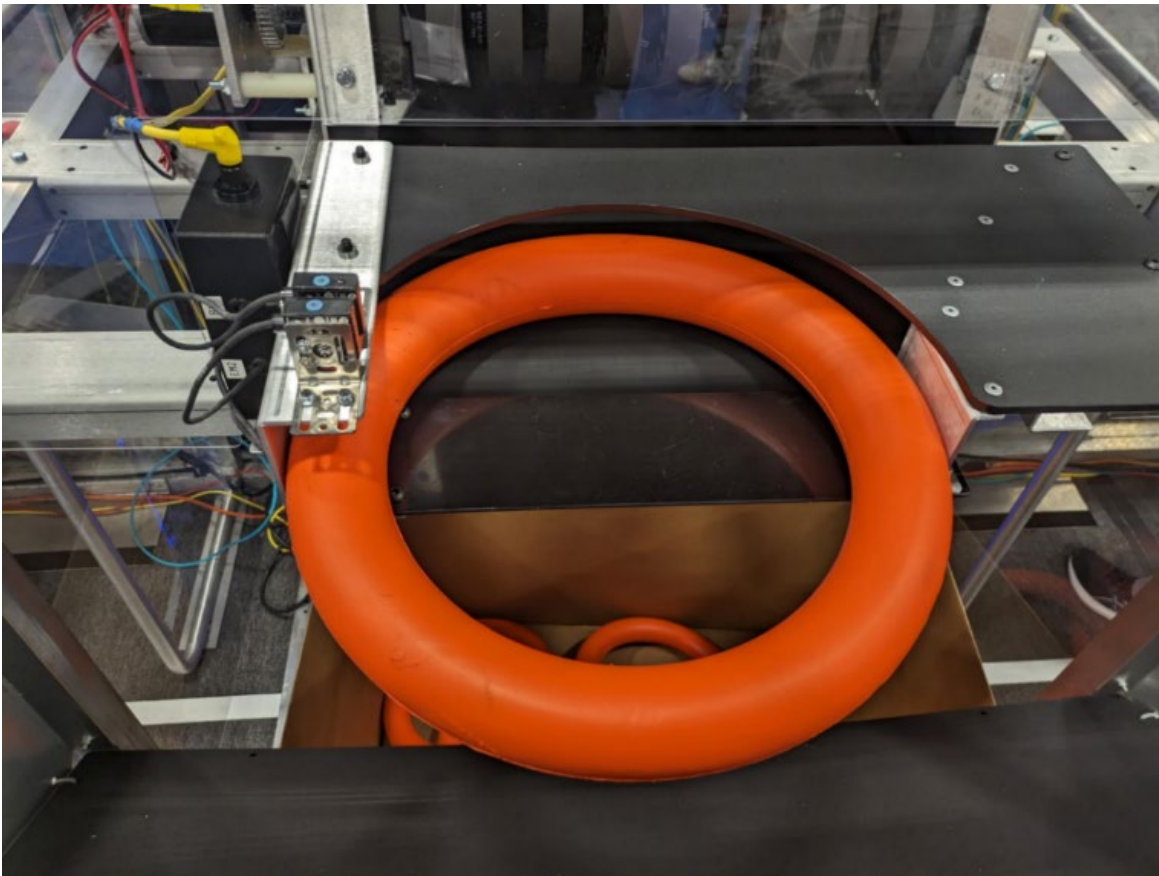
This document provides guidance regarding potential NOTE counter jamming and timing conditions. It does not provide insight on every possible scenario but presents example scenarios to set guidelines. While jamming observed so far has been infrequent, we want FIELD STAFF to be prepared in case it occurs.

To summarize Section 10.2 MATCH Replays, a MATCH is replayed if 3 criteria are met:

1. there was an ARENA FAULT,
2. the Head REFEREE determines the ARENA FAULT affected the outcome of the MATCH (as described in [Section 10.2 MATCH Replays](#)), and
3. any team on the affected ALLIANCE desires a replay.

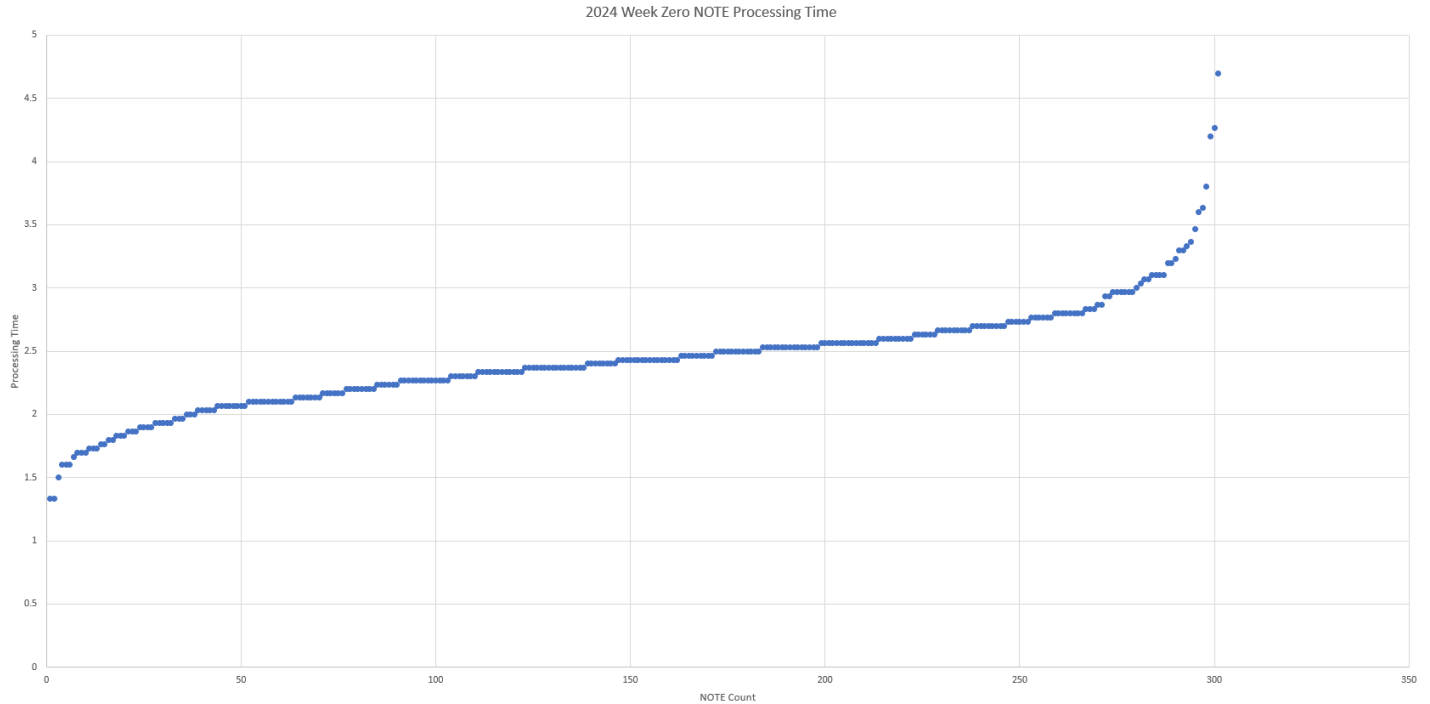
Example A: A NOTE stuck in the path of the sensor array as shown in Figure 1 is an ARENA FAULT. However, a NOTE that is in the path of the sensor array has been counted correctly, and therefore cannot affect the outcome of the MATCH on its own. This includes a NOTE in this position at the end of the MATCH.

Figure 1: NOTE stuck in line of sight of beam break sensors



Example B: A NOTE tumbles in the counter but is not stuck (i.e. lodged). This is not an ARENA FAULT, regardless of how long it tumbles. See Figure 2 for ring processing times observed at the official Week Zero event, which shows that 93% of observed NOTES were processed within 3 seconds.

Figure 2: 2024 Week Zero NOTE Processing Time



Example C: A NOTE is stuck and cleared by another NOTE or FIELD STAFF, such that the NOTE is scored as if it hadn't been stuck (e.g. before AMPLIFICATION expires). This is an ARENA FAULT, but because the score was captured correctly, the outcome of the MATCH was not affected.

Example D: A NOTE is stuck and cleared by another NOTE or FIELD STAFF, but the delay results in the NOTE being scored incorrectly (e.g. it got stuck during AUTO but didn't pass the sensor array until 8 seconds into TELEOP). This is an ARENA FAULT and is replayed if the discrepancy in points affected the outcome of the MATCH (criteria 2) and a team on the affected ALLIANCE desires a replay (criteria 3).

Example E: A NOTE is in the counter after scoring assessment is over (see [Section 6.5 Scoring](#)) and has not passed the sensor array. It is assumed that it was tumbling in the counter unless the Head REFEREE confirms it was jammed. If jammed, it is an ARENA FAULT, and criteria 2 and 3 are assessed. If it is not due to a jam, the NOTE is not considered scored.