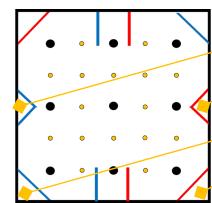# POWER PLAY
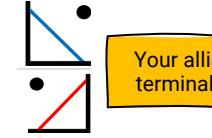presented by Raytheon Technologies

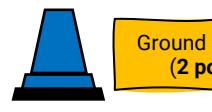## Autonomous Period | 0:00-0:30

Navigation

End this period by being parked in either your alliance's substation or terminal nearest to the alliance substation. (**2 points**)
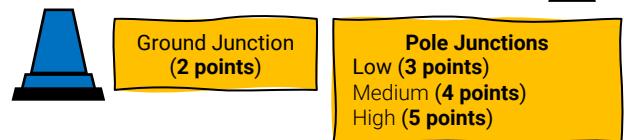
Cones
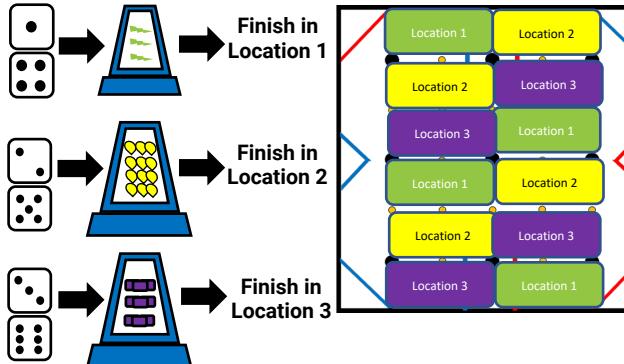
Your alliance-side terminal (**1 point**)

Ground Junction (**2 points**)

Pole Junctions
Low (**3 points**)
Medium (**4 points**)
High (**5 points**)

Signal Bonus (Advanced)

Finish in Location 1

Finish in Location 2

Finish in Location 3

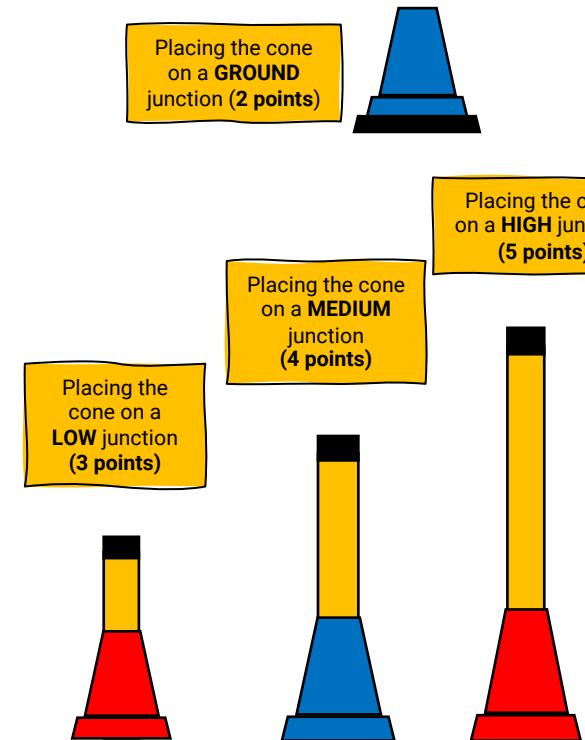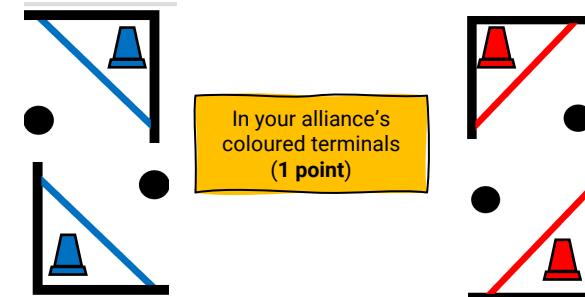| Location 1 | Location 2 |
Location 2	Location 3
Location 3	Location 1
Location 1	Location 2
Location 2	Location 3
Location 3	Location 1

Parking completely in the correct random location
With default POWERPLAY Sleeve (**10 points**)
With own design Sleeve (**20 points**)

Driver-Controlled Period | 0:30-2:00

Cones

In your alliance's coloured terminals (**1 point**)

Placing the cone on a GROUND junction (**2 points**)

Placing the cone on a LOW junction (**3 points**)

Placing the cone on a MEDIUM junction (**4 points**)

Placing the cone on a HIGH junction (**5 points**)

End Game | 2:00-2:30

Junction Ownership

Blue Wins!

Red Wins!

A team Beacon

The alliance with the top cone on the junction (**3 points**)

Ownership using own custom beacon (**10 points**)

Circuit

A completed 'circuit' of owned junctions. Where a line of consecutive owned junctions connects the two alliance's terminals. (**20 points**)

Junctions connect diagonally, horizontally or vertically. Terminals can connect to nearest 3 junctions.

Navigation

End the game parked in an alliance terminal (**2 points**)