

Team Update 11

02/16/2016

GENERAL

■ No changes

ADMIN MANUAL

■ No changes

GAME MANUAL

Section 2.2.3.1 CASTLE WALL

■

Table 2-2: TOWER STRENGTH Light States and Meanings

Light State	Meaning
Off	FIELD is ready for the MATCH to begin, all personnel should be off the FIELD at this time. Or Tower has been WEAKENED during a MATCH.
Bottom two-thirds Green	FIELD is safe to enter
Pulsing at 0.5-1 Hz for three (3) seconds	The final twenty (20) seconds of the MATCH has begun
Top one-third in opposing ALLIANCE color (Red or Blue)	TOWER has been CAPTURED.

Section 3.4.6 ROBOT to ROBOT Interaction

- **G24** Strategies aimed at the destruction or inhibition of ROBOTS via attachment, damage, tipping, ~~or~~ entanglements, or deliberately putting a BOULDER on an opponent's ROBOT are not allowed.

Violation: FOUL and YELLOW CARD. If harm or incapacitation occurs as a result of the strategy, RED CARD

Section 3.4.7 ROBOT Gameplay

- **G25-C** blocking GOAL(S) while in contact with its own BATTER using anything outside its FRAME PERIMETER except its BUMPERS

Section 3.4.8 Human Actions

- **G37** DRIVE TEAM members may not contact anything outside the zone in which they started the MATCH (either the CASTLE or SPY BOX) for the duration of the MATCH, unless for personal safety.

Violation: FOUL. If strategic (~~i.e. for a net points gain~~), RED CARD ~~for the ALLIANCE~~

Section 4.10 Control, Command & Signals System

■ **R57** Blue Box

The D-Link DAP1522 radio distributed from 2011-2015 is not legal for the 2016 *FIRST* Robotics Competition ~~Competition~~ unless the wireless functionality is disabled.

- **R63** No form of wireless communication shall be used to communicate to, from, or within the ROBOT, except those required per R57 and R62 (e.g. radio modems from previous *FIRST* competitions and active Bluetooth devices are not permitted on the ROBOT during competition).

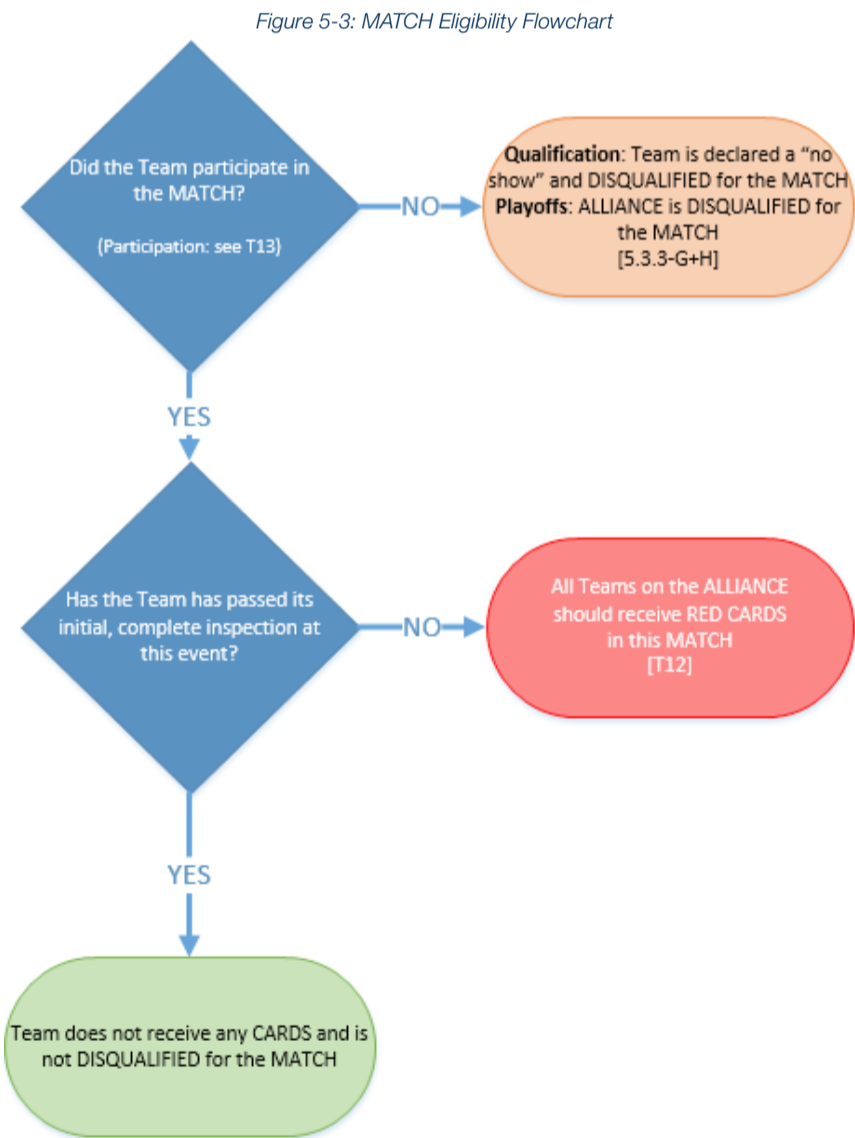
Devices that employ signals in the visual spectrum (e.g. cameras) and non-RF sensors that don't receive human-originated commands (e.g. "beam break" sensors or IR sensors on the ROBOT used to detect FIELD elements) aren't wireless communication devices and thus R63 doesn't apply.

Section 5.4.3

- The higher seeded ALLIANCE will always be assigned to the Red side of the FIELD. Additionally, ALLIANCE ~~CAPTAINS~~ Leads will always be assigned to the center PLAYER STATION, the first pick will be assigned to the station to their left while they're facing the FIELD, and the second pick will be assigned to their right while they're facing the FIELD.

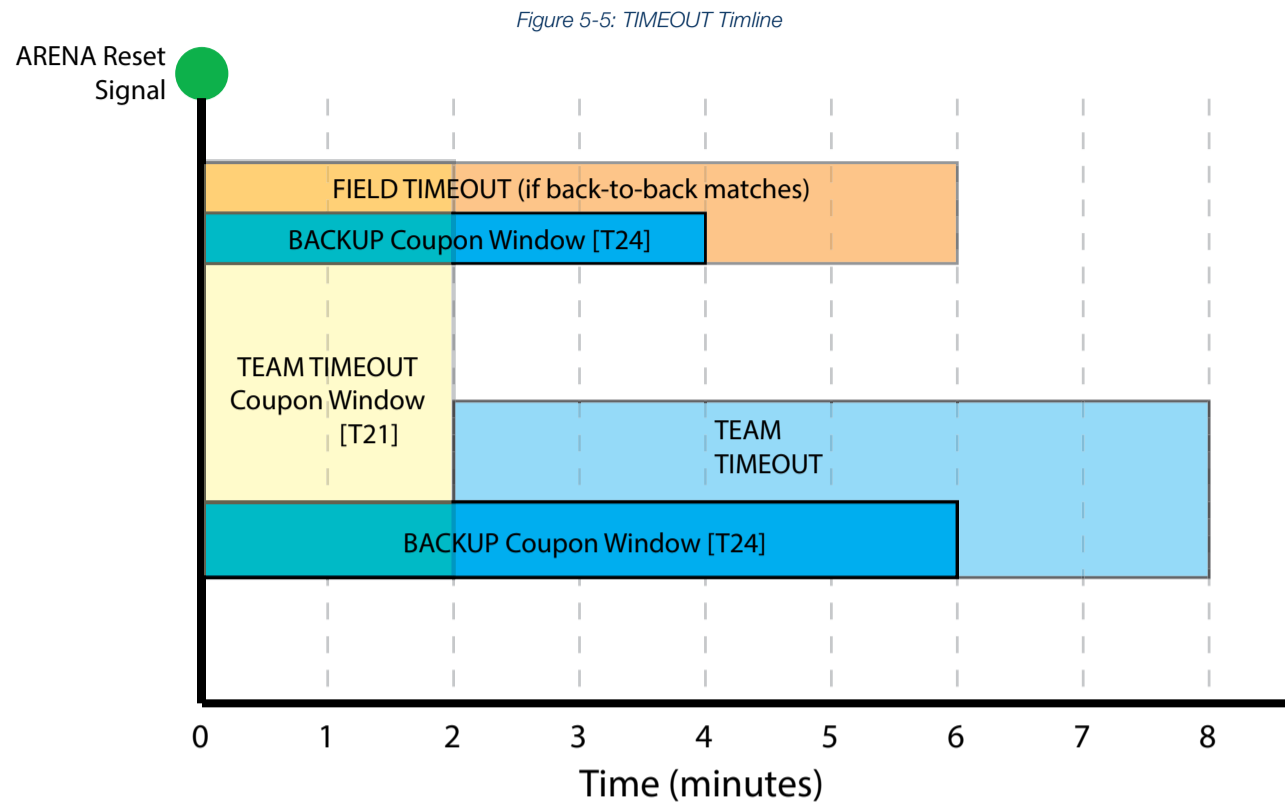
Section 5.5.2 Eligibility and Inspection

- References in image updated:



Section 5.5.6 TIMEOUT and BACKUP TEAM Rules

■ References in image updated:



- **T21** If an ALLIANCE wishes to call a TIMEOUT, they must submit their TIMEOUT coupon to the Head REFEREE within two (2) minutes of the ARENA reset signal preceding their MATCH. If there is no preceding MATCH, the TIMEOUT coupon must be submitted no later than two (2) minutes before the scheduled MATCH time. The TIMEOUT will begin two (2) minutes after the ARENA reset signal (i.e. at the end of the TEAM TIMEOUT Coupon Window depicted in Figure 5-5).
- **T22** There are no cascading TIMEOUTS. If an ALLIANCE calls a TIMEOUT during a FIELD TIMEOUT, the FIELD TIMEOUT will immediately expire two (2) minutes after the ARENA reset signal and the ALLIANCE'S TIMEOUT will begin.

Section 6 Glossary

- **ALLIANCE CAPTAIN:** a designated student representative from an ALLIANCE in a Playoff MATCH displaying the ALLIANCE CAPTAIN identifier (e.g. hat or armband)