



Team Update 19

04/05/2016

GENERAL

- The following drawings have been updated as described below.
 - GE-16004_REV_A (tape has been added to mitigate the risk of BOULDERS resting just inside the High GOAL opening)
 - GE-16028_REV_C (a steel brace has been added to reinforce the Cheval de Frise platform)
 - GE-16029_REV_A (Low Bar material and assembly has been updated as described in *Team Update 15*)
 - GE-16155 (removed)
 - GE-16156 (removed)
 - GE-16178_REV_A (additional holes have been added to accomodate change to GE-16028_REV_C)
 - GE-16239_revA (added)
 - GE-16242 (added)

ADMIN MANUAL

7.4.3.1 Michigan District Championship

- At the 2016 Michigan District Championship, because of the number of teams in attendance, the event will have a 16 Alliance playoff, rather than a standard 8 Alliance playoff. The first round of this playoff, the Octofinals, will be played similarly to a standard Quarterfinal playoff, under the same rules, with the 8 winning Alliances then advancing to the Quarterfinals. Once the top 8 Alliances have been determined, the process will proceed as described in the *Game Manual, Section 5, The Tournament*. Alliance selection will follow the same serpentine draft and process as the standard 8 Alliance selection described in the *Game Manual, Section 5, The Tournament*, but with 16 Alliances rather than 8. With the exception of the 'Alliance Selection Results' category, points at the Michigan District Championship will be awarded as described in *Section 7.4.1*, and will be multiplied by three and summed with district event points, just like all other districts, in determining final season point totals for Teams. As an example, a team winning the Engineering Inspiration Award at the Michigan Championship will earn 24 points, the standard 8 points as shown in *Section 7.4.1*, multiplied by three, as with other Districts.

In place of the ‘Alliance Selection Results’ category in *Section 7.4.1*, Teams at the Michigan District Championship will be assigned points per the table below. Please note these points will not be multiplied by three as points at District Championships normally would be in determining final season point totals for Teams. Instead, the points are added, just as shown, to Teams’ season point totals, in place of the ‘Alliance Selection Results’ points shown in *Section 7.4.1*.

Alliance	Captain	First Pick	Second Pick
Alliance 1	48	48	1.5
Alliance 2	46.5	46.5	3
Alliance 3	45	45	4.5
Alliance 4	43.5	43.5	6
Alliance 5	42	42	7.5
Alliance 6	40.5	40.5	9
Alliance 7	39	39	10.5
Alliance 8	37.5	37.5	12
Alliance 9	36	36	13.5
Alliance 10	34.5	34.5	15
Alliance 11	33	33	16.5
Alliance 12	31.5	31.5	18
Alliance 13	30	30	19.5
Alliance 14	28.5	28.5	21
Alliance 15	27	27	22.5
Alliance 16	25.5	25.5	24

As an example, the Team picked second for Alliance 11 would earn 16.5 points, and these points would be added, without multiplying, to the Team’s season total.

The first playoff round, with 16 Alliances, is the Octofinals. As in Quarterfinals, the first Alliance to win 2 matches will advance. Each team earns 5 points for each Match in which they participated and only if their Alliance advances.

Eight Alliances advance from the Octofinals to the Quarterfinals using the same advancement rules from Quarterfinals to the Semifinals defined in *Game Manual, Section 5.4.3*, but with 16 Alliances narrowing to eight.

All Timeout and Backup rules per *Game Manual, Section 5.5.6* apply during Octofinals. Octofinals are played on two separate Fields, and as such, reference to the Field Reset Signal preceding an Alliance’s Match in T21 and T24 refers to the Field Reset Signal for the last Match played in the tournament, which in most cases will be the Match just played on the opposite Field.

GAME MANUAL

Section 3.1.4 The TOWER

- The starting STRENGTH of a TOWER will not be changed for District Championships.

Section 5.5.9 Special Equipment Rules

- **T26-1** The only equipment, provided it does not block visibility for FIELD STEWARDS or audience members or jam or interfere with the remote sensing capabilities of another Team, including vision systems, acoustic range finders, sonars, infrared proximity detectors, etc. (e.g. including imagery that, to a reasonably astute observer, mimics the Vision Guides), that may be brought in to the CASTLE are as follows:
 - A. the OPERATOR CONSOLE,
 - B. non-powered signaling devices,
 - C. reasonable decorative items,
 - D. TEAM STANDARDS and devices, if needed, to assist placement in the Standard Holder,
 - E. special clothing and/or equipment required due to a disability
 - F. devices used solely for the purpose of planning or tracking strategy provided they meet all of the following conditions:
 - i. do not connect or attach to the OPERATOR CONSOLE
 - ii. do not connect or attach to the FIELD or ARENA
 - iii. do not connect or attach to another ALLIANCE member

- iv. do not communicate with anything or anyone outside of the ARENA.
- v. do not include any form of enabled wireless electronic communication (e.g. radios, walkie-talkies, cell phones, Bluetooth communications, Wi-Fi, etc.)
- vi. do not in any way affect the outcome of a MATCH, other than by allowing PLAYERS to plan or track strategy for the purposes of communication of that strategy to other ALLIANCE members.

G. non-powered Personal Protective Equipment (examples include, but aren't limited to, gloves, eye protection, and hearing protection)

Items B, C, E ~~and F~~, and G also apply to the DRIVE TEAM Member in the SPY BOX.

Violation: MATCH will not start until situation remedied.

Section 5.5.10.2 Team Selection of Defenses

- **T29** During Qualification and Quarterfinal MATCHES, ALLIANCES must inform the DC of their DEFENSE selections prior to moving to "Queue #1"
- **T30** During ~~Playoff~~ Semifinal and Final MATCHES, ALLIANCES must inform the DC of their DEFENSE selections prior to the conclusion of the MATCH or FIELD TIMEOUT which immediately preceeds their scheduled MATCH.