

Team Update 21

04/19/2016

GENERAL

- No changes

ADMIN MANUAL

- No changes

GAME MANUAL

Section 2.2.3.1 CASTLE WALL > Human Player Station

- For *FIRST* Championship Playoff MATCHES, a 4th Standard Holder will be installed above the Human Player Station, centered over the BRATTICE, to hold the Standard for the ALLIANCE member not listed on the LINEUP for that MATCH.

Section 3.1.4 The TOWER

- Each TOWER starts the MATCH with ~~eight (8)~~ ten (10) STRENGTH.

Section 3.4.9 BOULDER Rules

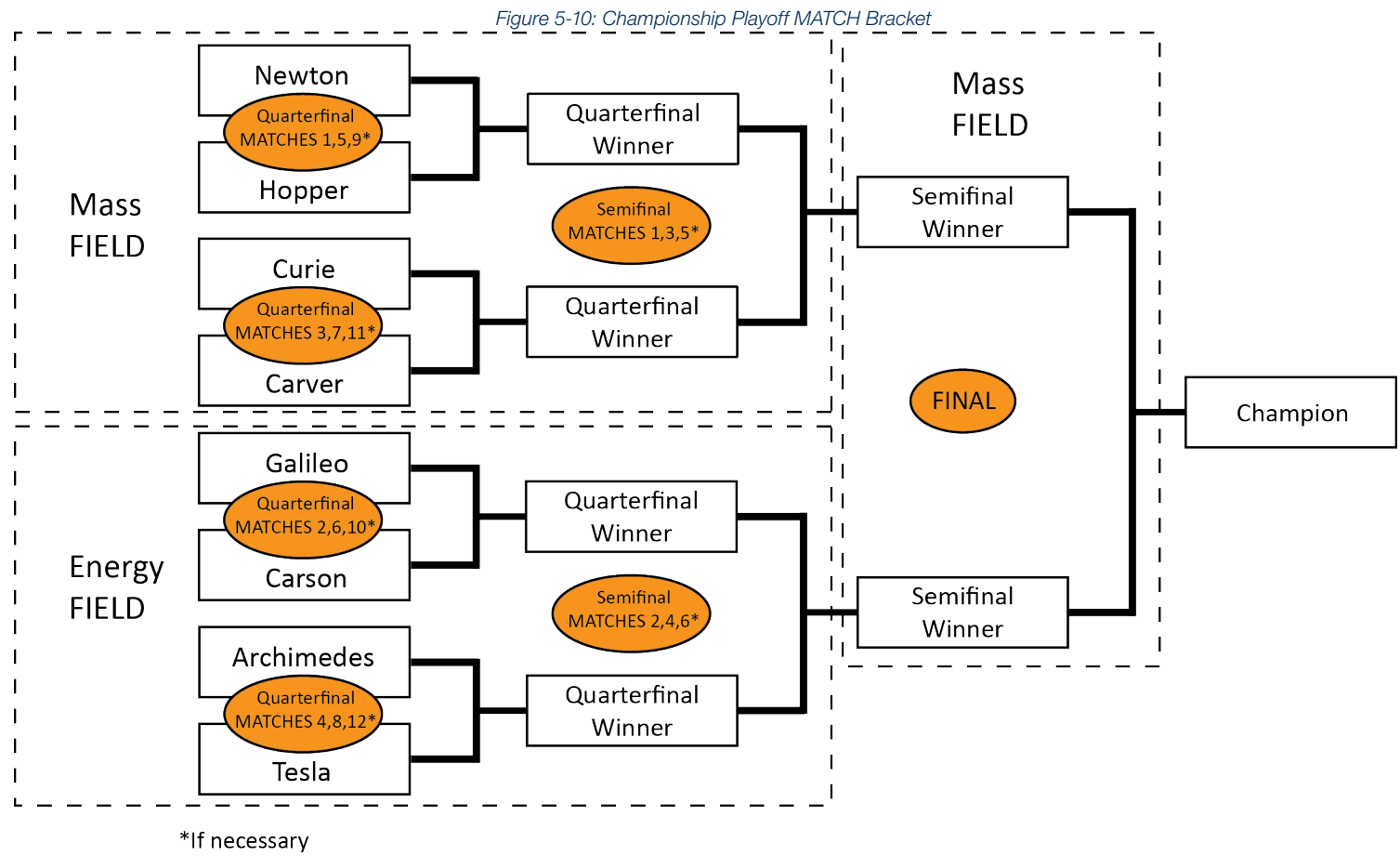
- **G12** The following actions are prohibited with regards to interaction with ARENA elements (item C excludes use of the PLAYER STATION hook-and-loop tape, plugging in to the provided power outlet, and plugging the provided Ethernet cable in to the Driver Station computer and items A-E exclude any DEFENSE, **opponent's** RUNGS, and BOULDERS)
- **G41**

For example, if a Red ROBOT is CROSSING the Blue OUTER WORKS and a Blue ROBOT causes a BOULDER to bounce off of the Red ROBOT and through the OUTER WORKS, there is no violation of this rule as the action was caused by the Blue ROBOT.

A ROBOT will be in violation of G41 if it, while CROSSING the OUTERWORKS with a BOULDER in its CONTROL, causes a different BOULDER (e.g. a BOULDER paused in the OUTERWORKS) to complete a transition from the NEUTRAL ZONE to the COURTYARD, regardless of how the BOULDER got from the NEUTRAL ZONE to the OUTERWORKS.

Section 5.6.3 FIRST Robotics Competition Championship MATCH Bracket

■ Figure 5-10 has been edited to change the order of MATCHES so that all odd-numbered Quarterfinal and Semifinal MATCHES are played on the Mass FIELD, and even-numbered MATCHES are played on the Energy FIELD.



Section 5.6.4 TIMEOUTS

■ For the Einstein Tournament, each ALLIANCE will be issued one TIMEOUT coupon for use as described in Section 5.5.6 TIMEOUT and BACKUP TEAM Rules.

T37 If an Einstein ALLIANCE wishes to call a TIMEOUT, the ALLIANCE CAPTAIN must submit their TIMEOUT coupon to the Head REFEREE (or their designee) on the FIELD that will host their next MATCH within two (2) minutes of the ARENA reset signal from the previous MATCH and associated FIELD. If there is no preceeding 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 5-11).

