



## Team Update 07

### General Notes

- *GE-17025, Airship Assembly* in the [2017 Field Components drawing package](#) has been updated to include information about the ROPE retention strap attached to the AIRSHIP.

### Section 3.4.2 GEAR Sets

Once a ROTOR is started, it remains turning for the duration of the MATCH. ROTORS only start if GEARS are installed in ROTOR order: 1, 2, 3, and then 4. The order of GEAR placement within a ROTOR GEAR set is not important. To start ROTOR 1, the PILOT places the GEAR in the GEAR slot at the top of the STEAM TANK, opposite the stack light for ROTOR 1.

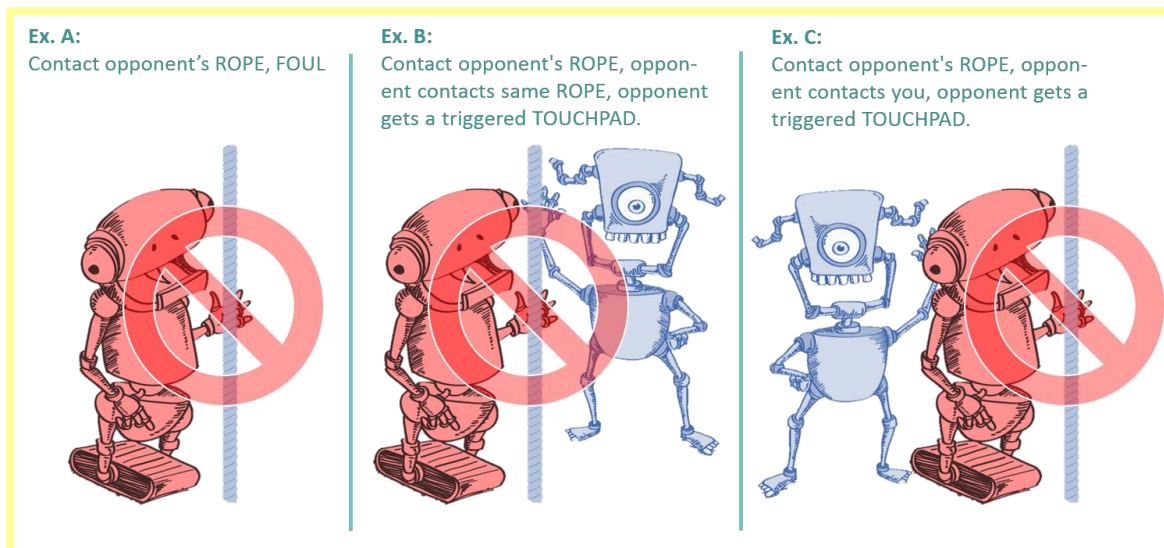
### Section 3.9 TOUCHPAD

While a force less than 75 lbs (~34 kg) applied to the TOUCHPAD plate once it's fully pressed is not likely to damage the TOUCHPAD, be aware that any damage, even if a result of less than 75 lbs of pressure force, is a violation of G15.

### Section 7.4 FIELD Interaction

- G20. Let 'em climb: don't touch their ROPES.** During the final thirty (30) seconds of a MATCH, ROBOTS may not contact an opposing ALLIANCE'S ROPE.

*Figure 7-3: Don't touch opponents' ROPES in the final thirty (30) seconds of the MATCH.*



Violation: FOUL. If an opposing ROBOT contacts the offending ROBOT or the ROPE, the opposing ROBOT is considered to have triggered an un-triggered TOUCHPAD at the end of the MATCH.