



Team Update 13

General Notes

- **Crib Sheet.** G01-1, added in this Team Update, has been included. A discrepancy between the [FIRST STEAMWORKS Crib Sheet](#) and the [2017 FRC Game & Season Manual](#) has been corrected in the crib sheet.

Section	#	Headline	Verbal Warning	FOUL	TECH FOUL	DISABLED	YELLOW CARD	RED CARD	Other
7. Game (GAME PIECE)	G01-1	Know your ROPE setup.							If quick fix, MATCH won't start until requirements are met. If not quick fix, default FIELD ROPE installed.

7. Game (GAME PIECE)	G27	One-GEAR limit.		✓	If strategic	if strategic	if strategic		
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Section 3.8 ROPE

Each default ROPE is knotted at the top, such that there's at least 7 ft. 2 in. (~218 cm) below the knot (see Figure 3-19), fused at the bottom, suspended from a notch at the end of each DAVIT, and ~~coiled and~~ stowed using the ROPE retention strap and loop pad (as described in GE-17025) on the outside of the AIRSHIP.

Section 7.1 Before the MATCH

G01-1 Know your ROPE setup. If a Team is using their own ROPE, it must be stowed using the ROPE retention strap and/or loop pad such that it is not deployed.

Violation: If fix is a quick remedy, the MATCH won't start until all requirements are met. If it is not a quick remedy the FIELD STAFF will install a default ROPE.

Section 7.7 Human Action Rules

H12. You can't bring/use anything you want. The only equipment that may be brought to the ARENA and used by DRIVE TEAMS during a MATCH is listed below. Regardless if equipment fits criteria below, it may not be employed in a way that breaks any other rules, introduces a safety hazard (e.g. a step stool or large signaling device in the confined space of the AIRSHIP are safety concerns), blocks visibility for FIELD STAFF or audience members, or jams or interferes 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).



- A. the OPERATOR CONSOLE,
- B. BANNERS and devices, if needed, to assist placement in the BANNER Holder,
- C. non-powered signaling devices,
- D. reasonable decorative items,
- 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)

Violation: MATCH will not start until situation remedied. If discovered or used inappropriately during a MATCH, TECH FOUL.

Section 10.4.3 Qualification Ranking

Ranking Points (RP) are units credited to a Team based on their ALLIANCE'S performance in Qualification MATCHES. Ranking Points are awarded to each eligible Team at the completion of each Qualification MATCH:

- A. Each Team on the winning ALLIANCE receives two (2) Ranking Points.
- B. Each Team on the losing ALLIANCE receives zero (0) Ranking Points.
- C. In the event of a tied score, all Teams receive one (1) Ranking Point.
- D. Each Team on an ALLIANCE that achieves at least 40kPa receives one (1) Ranking Point.
- E. Each Team on an ALLIANCE that engages all four (4) ROTORS by the end of the MATCH receives one (1) Ranking Point.

Exceptions to A-E are as follows:

- F. A SURROGATE receives zero (0) Ranking Points.
- G. A DISQUALIFIED Team, as determined by the Head REFEREE, receives zero (0) Ranking Points in a Qualification MATCH or causes their ALLIANCE to receive zero (0) MATCH points in a Playoff MATCH.
- H. A "no-show" Team is either DISQUALIFIED from or issued a RED CARD for that MATCH (see C07). A Team is declared a no-show if no member of the DRIVE TEAM is in the ALLIANCE STATION, AIRSHIP, or LOADING LANE at the start of the MATCH.