



## Team Update 18

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### General Notes

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- **Drawing Package:** *GE-17047 Lift Assembly, Rev A* has been added to the [Field Components drawing package](#) and includes a modification to the peg (spring) on the carriage assemblies used for GEAR handling on the AIRSHIP. This alternate peg assembly has increased peg stiffness and durability and tested well at an event over the weekend. While it does not eliminate the possibility of peg damage during play, it does appear to reduce it. This is now the primary design, and will likely be installed at all Week 4 events, however former versions may still be used if Rev A is not available.

### Section 5 Safety Rules

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- S04.** Wait for the green lights. Non-PILOT members of DRIVE TEAMS may only enter the FIELD if the LED strings are green, unless explicitly instructed by a REFEREE or an FTA, and PILOTS may only exit the AIRSHIP if the LED strings are green, unless explicitly instructed by a REFEREE or an FTA.
- S12.** Climb facing the ladder, but don't operate it. PILOTS may only enter and exit the AIRSHIP under the following criteria:
- A. a member of the FIELD STAFF has released the ladder,
  - B. one rung at a time (though bottom rung may be skipped), and
  - C. facing your AIRSHIP.

Note that PILOTS exiting the AIRSHIP if the LED strings are purple is a violation of S04.

## Section 7.7 Human Action Rules

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- 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 or devices used solely to record gameplay, 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.