

Team Update 19

General Notes

- Neither the number of pre-populated GEARS nor the threshold pressure will be changed for District Championships.
- GE-17448 3/8 Flexible Steel Conduit has been added to the <u>Field Components drawing</u> package.

Section 3.4.2 GEAR Sets

Figure 3-11 has been edited to move the pre-populated GEARS from the left side of the set to the right side of the set (in reference to the PILOT'S perspective).

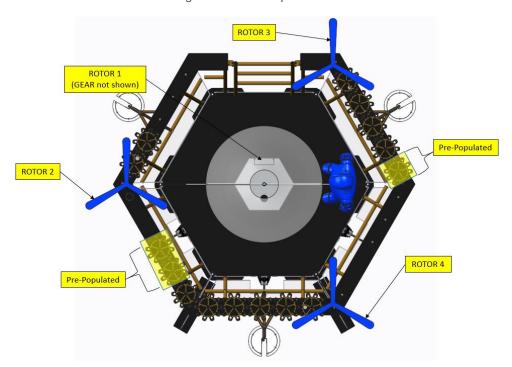


Figure 3-11: GEAR placement

Section 3.11.4 BOILER

FIRST instructs FTAs to test BOILER counting by dumping forty (40) FUEL into each High and Low Efficiency GOAL and noting the count logged by the FMS three times before MATCHES begin each day. The BOILER is operating as expected if the counts in each batch are 40 +/-1.



Section 5 Safety Rules

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.

Section 7.3 ROBOT to ROBOT Interaction

G14. Don't climb on each other. Unless attempting to right a fallen (i.e. tipped over) ALLIANCE partner, ROBOTS may neither fully nor partially support the weight of other ROBOTS on the same ALLIANCE strategically or repeatedly.

Section 10.8 MATCH Replays

Over the course of the Tournament, ARENA FAULTS may occur. An ARENA FAULT is an error in ARENA operation that includes, but is not limited to:

- A. broken FIELD elements due to
 - i. normal, expected game play or
 - ii. ROBOT abuse of FIELD elements that affects the outcome of the MATCH for their opponents.

A broken FIELD element caused by ROBOT abuse that affects the outcome of the MATCH for their ALLIANCE is not an ARENA FAULT.

For example, a ROBOT that slams into their own LIFT (which has been constructed and assembled per the manual) so hard that the peg breaks, is not considered an ARENA FAULT.