Team Update 16

GENERAL

- o We have reports of teams having issues with cameras streaming at Week 1 events, particularly teams using LabVIEW on the robot. We will be preparing FTAs and CSAs for Week 2 events with best practices for troubleshooting based on what we saw Week 1 and see in additional testing we are currently performing. We also plan to publish additional troubleshooting information for teams as soon as possible.

MANUAL

SECTION 5.3

For the purposes of assessing SANDSTORM and HAB Climb Bonuses described in Table 5-1, a ROBOT is considered to have started from, or climbed to, a HAB Level if:

1. the ROBOT'S BUMPERS are fully above the Level's platform and
2. the ROBOT is only supported by:
   - o surfaces of the HAB PLATFORM at or above that Level (including transitively through a GAME PIECE),
   - o ALLIANCE WALL, and/or
   - o another ROBOT which has climbed to that HAB Level or higher

Table 5-1 DESTINATION: DEEP SPACE scoring opportunities

Award	Awarded for…	Value
CARGO	each CARGO partially or completely (regardless of inflation state) in a BAY with a Null HATCH PANEL or scored HATCH PANEL and not in contact with a ROBOT from that ROCKET/CARGO SHIP'S ALLIANCE. No more than one CARGO per BAY will be counted.	3

SECTION 9.3

H16. Don't bang on the glass. Team members may never strike or hit the ~~ALLIANCE~~ PLAYER STATION plastic windows.

Violation: Verbal warning. If subsequent violations, YELLOW CARD.

SECTION 12.3

All reasonable effort is made to create the same conditions when replaying a MATCH. This means, for example, that a team that was BYPASSED ~~during~~ prior to the start of the MATCH which is to be replayed, is BYPASSED for the replay MATCH.

> Note that an ARENA FAULT that does not affect MATCH outcome in the judgement of the Head REFEREE does not lead to a MATCH replay. Examples include, but are not limited to:
>
> a. a piece of FIELD plastic falls into the FIELD, far away from any human or ROBOT activity, and in such a way that it does not affect MATCH outcome
> a. delay in the playing of an ARENA sound
> b. mismatch between the timer on the Audience Screen and the ARENA Timer
> c. any adjustment or delay in assignment of a penalty (including those made after the MATCH)