

Team Update 21

GENERAL

- **Last One:** *Team Update 21* is the final Team Update of the 2019 DESTINATION: DEEP SPACE Powered By The Boeing Company season.
- **Q&A:** The official 2019 Q&A will close at noon (Eastern) on Wednesday, April 10, 2019.

MANUAL

SECTION 8.2.4

G15. Be careful about what you interact with. DRIVE TEAMS, ROBOTS, and OPERATOR CONSOLES are prohibited from the following actions with regards to interaction with ARENA elements. Items A-D exclude GAME PIECES and the HAB PLATFORM.

- A. Grabbing (excluding DRIVE TEAM interaction with FIELD ARENA elements in their areas)
- B. Grasping (excluding DRIVE TEAM interaction with FIELD ARENA elements in their areas)
- C. Attaching (including the use of hook tape to anchor to the FIELD carpet and excluding use of the PLAYER STATION hook-and-loop tape, plugging in to the provided power outlet, and plugging the provided Ethernet cable in to the OPERATOR CONSOLE)
- D. Hanging
- E. Deforming
- F. Becoming entangled
- G. Damaging
- H. Repositioning GAME PIECE holders (incidental movement where their general position is unchanged is an exception)

Violation: If prior to MATCH, and situation can be corrected quickly, it must be remedied before the MATCH will start. If during a MATCH, FOUL. If during a MATCH and extended or repeated, YELLOW CARD. If offense is via a ROBOT and the Head REFEREE determines that further damage is likely to occur, offending ROBOT will be DISABLED. Corrective action (such as eliminating sharp edges, removing the damaging MECHANISM, and/or re-Inspection) may be required before the ROBOT will be allowed to compete in subsequent MATCHES.

GAME PIECES are expected to undergo a reasonable amount of wear and tear as they are handled by ROBOTS, such as scratching or marking. Gouging, tearing off pieces, popping, or routinely marking GAME PIECES are violations of this rule. Materials that aggressively wear or leave behind residue or debris on the HATCH PANEL'S loop tape may hinder the natural behavior of the loop tape and thus violate G15. Humans causing GAME PIECE wear and tear, e.g. deforming a CARGO, are subject to a CARD per C1.

There are no rules that prohibit contact with the SANDSTORM'S black out material, however contact that prevents the SANDSTORM from working properly (e.g. retracting at T-minus 135s) is considered damaging and a violation of G15.

