

# Team Update 06

## GENERAL

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No changes.

## EVENT MANUAL

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No changes.

## GAME AND SEASON MANUAL

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### Section 3.5.1 CONTROL PANEL

Specific details on the format of the data can be found on the [2020 FRC Control System website](#).

In the unlikely event that the sensor isn't reporting one (1) of the four (4) colors when Stage 3 reaches CAPACITY (e.g. the sensor is positioned where two (2) color wedges meet), FMS will randomly select the specified color from one (1) of the four (4) colors.

### 4.7 Other Logistics

Note that ROBOTS may not deliberately cause POWER CELLS to leave the FIELD (see ~~G6~~ G7).

### 9.4 Budget Constraints & Fabrication Schedule

**R16.** During an event a team is attending (regardless of whether the team is physically at the event location), the team may not ~~not~~ neither work on nor practice with their ROBOT or ROBOT elements outside of the hours that pits are open, with the following exceptions:

- A. Exceptions listed in R14, other than R14-E iii
- B. Software development
- C. Batteries may be charged during the designated Load-in time

For the purposes of this rule, official events begin as follows:

- Regionals, District Championships, and *FIRST* Championship: at the start of the first designated Load-in period, according to the Public Schedule. If the Public Schedule is not available or there is no designated Load-in period, the events begin at 4pm on the day prior to pits opening.
- District Events: when pits open

Examples of activity prohibited by R16 include:

- a. Working on the ROBOT at the team's shop after Load-in for the event has begun
- b. Working on ROBOT parts at night at the team's hotel.

Note that E8 and E20 impose additional restrictions on work done on the ROBOT or ROBOT materials while attending an event.

One purpose of R16 is to increase equity between teams with significant travel to an event and those nearby (close teams would otherwise have an advantage by being able to work on their ROBOT, in their shop, until it's time to go to the event).