

Team Update 11

GENERAL

No changes.

EVENT MANUAL

No changes.

GAME AND SEASON MANUAL

7.2.6 FIELD Interaction

G26. Be careful what you interact with. ROBOTS and OPERATOR CONSOLES are prohibited from the following actions with regards to interaction with ARENA elements. Items A – C exclude POWER CELLS, HANDLE, and the ALLIANCE'S CONTROL PANEL. Item G excludes the HANDLE.

- A. Grabbing
- B. Grasping
- C. Attaching (including the use of a vacuum or 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 into the OPERATOR CONSOLE)
- D. Deforming
- E. Becoming entangled
- F. Damaged
- G. Suspending from

9.5 BUMPER Rules

R24. BUMPERS must be constructed as follows (see Figure 9-6):

- A. ...
- B. ...
- C. ...
- D. be covered with a rugged, smooth cloth. (multiple layers of cloth and seams are permitted if needed to accommodate R21 and/or R22, provided the cross section in Figure 9-6 is not significantly altered).

Silk and bedding are not considered rugged cloths, however 1000D Cordura is. Tape (e.g. gaffer's tape) matching BUMPER color is allowed to patch small holes on a temporary basis.

It is expected that there may be multiple layers of cloth as fabric is folded to accommodate the corners and seams of BUMPERS.

Section 10 Inspection

I3. Bring it all to Inspection. At the time of Inspection, the OPERATOR CONSOLE and the ROBOT must be presented with all MECHANISMS (including all COMPONENTS of each MECHANISM), configurations, and decorations that will be used on the ROBOT in MATCHES without re-inspection (per I4) and may not exceed 150 lbs. (~68kg) (note that while up to 150 lbs. of ROBOT MECHANISMS may be inspected together, the ROBOT configuration used in a MATCH may not violate R5). The OPERATOR CONSOLE and exceptions listed in R5 are not included in this weight.