

Team Update 16

GENERAL

- **POWER CELLS:**

- At some events, we are seeing significant damage to POWER CELLS. While every event is allotted spares for replacement, we have concerns that some events may struggle to keep up with demand. We are addressing this in a few ways. First, we have ordered more game pieces so we can have more replacements available overall. Also, we are providing events a visual reference to use in understanding when game pieces should be replaced and when they can be played. Finally, we are providing instructions for repairing game pieces at events using commonly available adhesives. The adhesive is used only internally to the game piece and will not modify surface characteristics. [You can find the information we are providing events here.](#)

Teams can help in this effort. Please remedy any sharp corners or other characteristics of your robot that may be causing damage to game pieces. Think of the game pieces as a shared resource that your team borrows while your match is being played. Minimizing damage to game pieces is a friendly thing to do for the next teams coming up, and for yourself later in the event!

- **Drawing Updates:**

- The [Field Drawings – Season Specific](#) drawing package has been updated with the following change:
 - GE-20336 has been updated to allow manual unjamming of the Inner Port.

EVENT MANUAL

No changes.

GAME AND SEASON MANUAL

7.2.3 Zone Specific Restrictions

G15-A. During the ENDGAME, don't mess with the opponent's GENERATOR SWITCH. During the ENDGAME, a ROBOT may not contact, either directly or transitively through a POWER CELL, the opponent's GENERATOR SWITCH.

Violation: Any opponents ROBOTS contacting their GENERATOR SWITCH when the violation occurred, and any partners its supporting, will be considered HANGING, and the opponent's GENERATOR SWITCH will be considered LEVEL.