

Team Update 17

GENERAL

No changes.

EVENT MANUAL

No changes.

GAME AND SEASON MANUAL

4.4.4 GENERATOR SWITCH Scoring

ALLIANCES use their GENERATOR SWITCH to earn MATCH Points and make the SHIELD GENERATOR OPERATIONAL.

A ROBOT is considered PARKED if, ~~at the conclusion of the MATCH~~ five (5) seconds after the ARENA timer displays zero (0) following TELEOP, it is fully supported (either directly or transitively) by the SHIELD GENERATOR and not in contact with any carpet outside its ALLIANCE'S RENDEZVOUS POINT, but without having met the criteria for HANGING.

A ROBOT is considered HANGING if, five (5) seconds after the ARENA timer displays zero (0) following TELEOP, it is fully supported (either directly or transitively) by its GENERATOR SWITCH.

A GENERATOR SWITCH is considered LEVEL if, five (5) seconds after the ARENA timer displays zero (0) following TELEOP, both following criteria are met:

- A. it is in the LEVEL range, and
- B. all ALLIANCE ROBOTS contacting the GENERATOR SWITCH are HANGING.

The final assessment of a LEVEL GENERATOR SWITCH and HANGING or PARKED ROBOTS is made five (5) seconds after the ARENA timer displays zero (0) following TELEOP, at which point the Audience Display stops updating and the lights on the SHIELD GENERATOR flash three (3) times.

The SHIELD GENERATOR is considered to be OPERATIONAL when the ALLIANCE'S ENDGAME SCORE is ≥ 65 points.

7.2.5 ROBOT to ROBOT Interaction

G21. There's a 5-count on pins. ROBOTS may not PIN an opponent's ROBOT for more than five (5) seconds. A ROBOT is PINNING if it is preventing the movement of an opponent ROBOT by contact, either direct or transitive (such as against a FIELD element). A ROBOT is considered PINNED until the ROBOTS have separated by at least six feet from each other or either ROBOT has moved six feet from where the PIN initiated, whichever comes first. The PINNING ROBOT(S) must then wait for at least three (3) seconds before attempting to PIN the same ROBOT again.

Violation: FOUL, plus an additional TECH FOUL for every five (5) seconds in which the situation is not corrected.

G24. Stay out of other ROBOTS. A ROBOT with a COMPONENT(S) outside its FRAME PERIMETER, other than BUMPERS, may not initiate direct contact with an opponent ROBOT inside the vertical projection of its FRAME PERIMETER using that COMPONENT.

Violation: FOUL per contact.