

Team Update 16

GENERAL

A “Low Agitator Assembly” (GE-22431) is an approved replacement assembly for the “High Agitator Assembly” (GE-22432) should it become inoperable. If an event makes this substitution, it will be announced by the Emcee and Pit Admin.

SECTION 6.4 SCORING

Rewards are granted either via MATCH points (which contribute to the ALLIANCE’S MATCH score) or Ranking Points (sometimes abbreviated to RP, which increase the measure used to rank teams in the Qualification Tournament). Such actions, their criteria for completion, and their point values are listed in ~~Table 6.1~~ throughout Section 6.4.

SECTION 7.1 ROBOT RESTRICTIONS

G108 Not too high. A ROBOT may not position itself such that any part of its BUMPERS is higher than the HIGH RUNG for a greater than MOMENTARY period of time.

Violation: ROBOT is ineligible for any HANGAR points.

SECTION 7.2 ROBOT TO ROBOT INTERACTION

G204 *Stay out of other ROBOTS. A ROBOT may not use a COMPONENT outside its FRAME PERIMETER (except its BUMPERS) to initiate contact with an opponent ROBOT inside the vertical projection of that opponent ROBOT’S FRAME PERIMETER. Contact with an opponent in an opening of their BUMPERS or in the space above the BUMPER opening ~~is are~~ an exceptions to this rule.

Violation: FOUL.

For the purposes of G204, “initiate contact” requires movement towards an opponent ROBOT.

In a collision, it’s possible for both ROBOTS to initiate contact.

G208 Let them climb. A ROBOT may not contact (either directly or transitively through CARGO and regardless of who initiates contact)

- A. an opponent ROBOT contacting their MID, HIGH, and/or TRAVERSAL RUNGS or
- B. an opponent ROBOT whose BUMPERS are at least partially in their HANGAR ZONE during the final 30 seconds of the MATCH.

Violation: The contacted opponent ROBOT is awarded TRAVERSAL RUNG HANGAR points at the end of the MATCH regardless of the opponent ROBOT’S eligibility for HANGAR points.