

Team Update 03

GENERAL

Playing Field

Team Versions

- [TE-23000-Setof3Grids-Dwg](#) has been updated to include all pages.
- [TE-23004-CubeShelf-ReadMe](#) has been updated to correct part number errors in the plywood cut sheet.

GAME MANUAL

Section 7.1 ROBOT Restrictions

G109 Don't extend in multiple directions. ROBOTS may not extend beyond their FRAME PERIMETER in more than one direction (i.e. over 1 side of the ROBOT) at a time. The extension may not reach outside the projection of that side of the FRAME PERIMETER. For the purposes of this rule, a round or circular section of FRAME PERIMETER is considered to have an infinite number of sides. Exceptions to this rule are:

- A. MOMENTARY and inconsequential extensions in multiple directions,
- B. A ROBOT fully contained within its LOADING ZONE or COMMUNITY-, and
- C. MOMENTARY movement of a MECHANISM from 1 FRAME PERIMETER side to an adjacent FRAME PERIMETER side.

Violation: FOUL. TECH FOUL if extending in multiple directions scores a GAME PIECE. If extending in multiple directions results in the ROBOT blocking all access to a FIELD ELEMENT, RED CARD

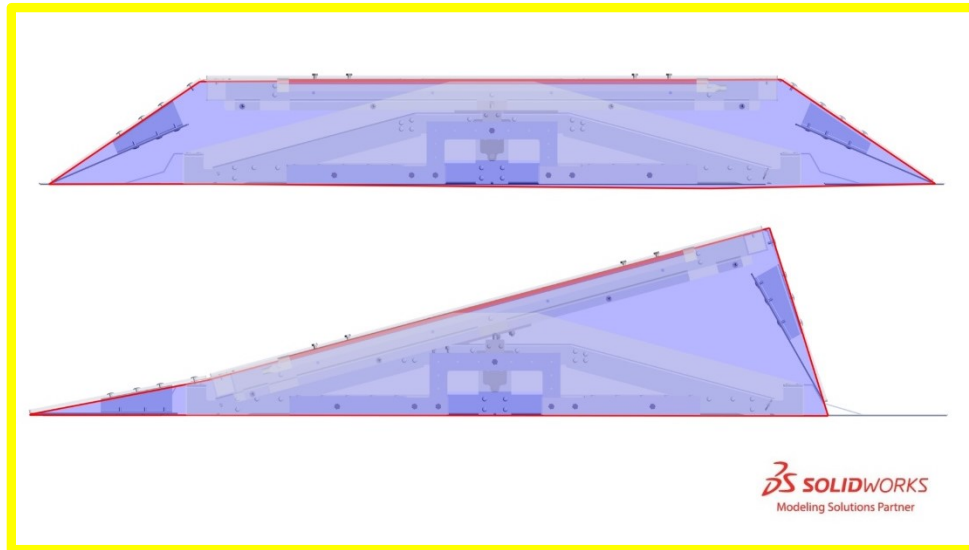
Section 7.3 FIELD Interaction

The response to [Q51](#) has been edited to add "and [G306](#) as added in [Team Update 03](#)."

G306 Don't jam the CHARGE STATION. A ROBOT may not place any part of itself inside the CHARGE STATION assembly (i.e. within the volume defined by its ramps and top surface, as shown in Figure 7-5) in an attempt to inhibit CHARGE STATION functionality.

Violation: RED CARD

Figure 7-5 The volume inside the CHARGE STATION



Section 8.1 General

H111 Don't violate rules for Ranking Points. A Team or ALLIANCE may not collude with their OPPONENT to each purposefully violate a rule in an attempt to earn each ALLIANCE a Ranking Point.

Violation: YELLOW CARD, and ALLIANCES are ineligible for SUSTAINABILITY and ACTIVATION BONUSES.

For example, if Team A on the blue ALLIANCE agrees with Team F on the red ALLIANCE that they will both remove GAME PIECES from an opposing NODE, violating G405, to incur only a FOUL and each gain a SUSTAINABILITY BONUS Ranking Point.

Section 8.3 Before/After the MATCH

H309 Know your ROBOT setup. When placed on the FIELD for a MATCH, each ROBOT must be:

- A. in compliance with all ROBOT rules, i.e. has passed inspection (for exceptions regarding Practice MATCHES, see [Section 10 Inspection & Eligibility Rules](#)),
- B. the only team-provided item left on the FIELD by the DRIVE TEAM,
- C. confined to its STARTING CONFIGURATION (reference [R102](#) and [R104](#)),
- D. positioned such that it is fully contained within its COMMUNITY
- E. not in contact with the CHARGE STATION
- F. fully supported by FIELD carpet, gaffers tape, and/or cable protector, and
- G. fully and solely supporting not more than 1 GAME PIECE (as described in [Section 6.1 Setup](#)).

Section 9.4 BUMPER Rules

R408 *BUMPER construction. BUMPERS must be constructed as follows (see Figure 9-7):

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- D. be covered with a rugged, smooth cloth with no additional coating applied by the team **except for BUMPER markings permitted per R405** (multiple layers of cloth and seams are permitted if needed to accommodate [R405](#) and/or [R406](#), provided the cross section in Figure 9-7 is not significantly altered).

Silk and bedding are not considered rugged cloths, however 1000D Cordura is. Tape (e.g. gaffer's tape) matching the 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.

The cloth must completely enclose all exterior surfaces of the wood and pool noodle material when the BUMPER is installed on the ROBOT. The fabric covering the BUMPERS must be solid in color.

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- R409** Figure 9-8 has been edited to reposition leader lines to remove visual implication that they could be pool noodle ends.

Figure 9-8 Soft parts of BUMPER corners

