

Team Update 06

General

KitBot

The KitBot [Java Code Zip](#) had code updated to disable the formatting check when building.

Playoff Tournament Information

The [Playoff Alliance Communication](#) document is published in the *Additional Season Material* section of the [CRESCENDO – Season Materials page](#).

Game Manual

Section 7.4.3 ROBOT

G411 ***ROBOTS must be safe.** A ROBOT may not pose undue hazards to humans, ARENA elements, or other ROBOTS in the following ways:

- A. the ROBOT or anything it CONTROLS, e.g. a NOTE, contacts anything outside the FIELD (except for either of the following:
 - a. MOMENTARY contact inside the CHUTE), and
 - b. contact with a surface inside the AMP via a NOTE
- B. ...

G413 **Expansion limits.** A ROBOT may not expand beyond either of the following limits:

- A. its height, as measured when it's resting normally on a flat floor, may not exceed 4 ft. (~122 cm) or
- B. it may not extend more than 1 ft. (~30 cm) from its FRAME PERIMETER.

Overexpansion due to damage, provided the expansion isn't leveraged for strategic benefit, is an exception to this rule. If the over-expansion is due to damage and not used for strategic benefit, as perceived by a REFEREE, it is an exception to this rule, and no penalty is imposed.

Violation: FOUL, or TECH FOUL if the over-expansion is used for strategic benefit, including if it impedes or enables a scoring action.

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The intent of this rule is to prevent piling a punitive response to a ROBOT that's already experienced hardship and not leveraging that hardship for gain.

Examples for this rule include the following:

- A. a physical device on a team's ROBOT, whose purpose is to restrain their TRAP scoring arm from extending beyond the limit defined in B, breaks after a collision with another ROBOT. Provided the ROBOT does not use the now-too-long extension to score in the AMP, no violation is assigned.
- B. a vertical structural member of a ROBOT breaks at the bottom and rotates out such that it breaches the limit imposed in part B. The ROBOT then

- parks such that its extension blocks opponent ROBOTS from reaching their PODIUM. A TECH FOUL is issued.
- C. a latch restraining a shooter MECHANISM from extending above the limit defined in A breaks, allowing the MECHANISM to shift such that it's above the plane of other ROBOTS. The ROBOT uses this new height to get above a defender and score NOTES in their SPEAKER. A TECH FOUL is issued.

Section 7.4.3 ROBOT

G415 **Watch your ARENA interaction.** A ROBOT may not damage an ARENA element. ROBOTS are prohibited from the following interactions with ARENA elements, except chain (see [G416](#)) and GAME PIECES (see [Section 7.4.2 GAME PIECES](#)).

- A. grabbing,
- B. grasping,
- C. attaching to (including the use of a vacuum or hook fastener to anchor to the FIELD carpet),
- D. becoming entangled with,
- E. ~~damaging,~~ and
- F. suspending from.

Section 8.2 ROBOT Safety & Damage Prevention

R201 ***No digging into carpet.** Traction devices must not have surface features that could damage the ARENA (e.g. metal, sandpaper, ~~hard plastic~~ inflexible studs, cleats, hook-loop fasteners or similar attachments).