

## Team Update 13

### General

#### Inspection Checklist

Rev 2 of the [Inspection Checklist](#) includes a check for risk to GAME PIECES (R206) and modified language regarding pool noodles and ROBOT Signal Lights to better reflect [Game Manual](#) content.

### Game Manual

#### Section 5.3 AMP

An AMP is a structure used by ROBOTS to pass NOTES to the ALLIANCE AREA. There is 1 AMP per ALLIANCE. Each AMP has a vertical pocket that is 3 $\frac{7}{8}$  in. deep (~10 cm), 1 ft. 6 in. tall (~46 cm), and 2 ft. wide (~61 cm). The bottom of the pocket is 2 ft. 2 in. (~66 cm) from the carpet. Each AMP is 4 ft. 1 $\frac{1}{2}$  in. (~126 cm) from the closest ALLIANCE WALL. **To keep the AMP clear for scoring, the HUMAN PLAYER can shift scored NOTES away from the AMP exit.**

#### Section 7.4.1 AUTO

**G403 1 NOTE at a time.** In AUTO, a ROBOT may not CONTROL more than 1 NOTE at a time, either directly or transitively through other objects.

A ROBOT is in CONTROL of a NOTE if:

- A. the NOTE is fully supported by **or stuck in, on, or under** the ROBOT or
- B. it intentionally pushes a NOTE to a desired location or in a preferred direction (i.e. herding).

Examples of interaction with a NOTE that are not “CONTROL” include, but are not limited to:

- A. “bulldozing” (inadvertent contact with a NOTE while in the path of the ROBOT moving about the FIELD)
- B. “deflecting” (being hit by a NOTE that bounces into or off a ROBOT).

~~If a NOTE becomes lodged in or on a ROBOT, it is considered CONTROLLED by the ROBOT.~~ It is important to design your ROBOT so that it is impossible to inadvertently or unintentionally CONTROL more than the limit.

A ROBOT that pushes a NOTE from its staged location as described in [Section 6.3.4 GAME PIECES](#) may be considered herding that NOTE per [G403-B](#). A ROBOT that pushes a NOTE that is no longer in its staged location is likely considered having bulldozed the NOTE per part A of this Blue Box.

*Violation: TECH FOUL per additional NOTE.*

**G405 Limited AUTO opponent interaction.** In AUTO, a ROBOT whose BUMPERS have completely crossed the CENTER LINE (i.e. to the opposite side of the CENTER LINE from its ROBOT STARTING ZONE) may contact neither an opponent ROBOT nor a NOTE staged in the opponent’s WING (**regardless of who initiates the contact**).

Violation: *TECH FOUL.*

### Section 7.4.2 GAME PIECES

**G409 1 NOTE at a time.** In TELEOP, a ROBOT may neither

- A. leave its SOURCE ZONE with CONTROL of more than 1 NOTE nor
- B. have greater-than-MOMENTARY CONTROL of more than 1 NOTE, either directly or transitively through other objects, while outside their SOURCE ZONE.

Violation: *FOUL per additional NOTE, plus YELLOW CARD if excessive.*

Excessive violations of CONTROL limits include, but are not limited to, simultaneous CONTROL of 3 or more NOTES, ~~CONTINUOUS CONTROL of 2 or more NOTES~~, or frequent CONTROL (i.e. more than twice in a MATCH) of 2 or more NOTES.

### Section 10.2 MATCH Replays

An ARENA FAULT is an error in ARENA operation that includes, but is not limited to:

- A. broken FIELD elements due to
  - a. normal, expected game play or
  - b. ROBOT abuse of FIELD elements that affects the outcome of the MATCH for their opponents,

A broken FIELD element caused by ROBOT abuse that affects the outcome of the MATCH for their ALLIANCE is not an ARENA FAULT.

- B. power failure to a portion of the FIELD (tripping the circuit breaker in the DRIVER STATION is not considered a power failure),
- C. improper activation by the FMS,
- D. errors by FIELD STAFF (except those listed in [Section 6.8 Other Logistics](#)), and
- E. a ROBOT radio disconnect that impairs operation of other ROBOTS on the FIELD for more than 8 seconds.

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Note that an ARENA FAULT that does not affect MATCH outcome, in the judgement of the Head REFEREE, does not lead to a MATCH replay. Examples include, but are not limited to:

- A. a piece of FIELD plastic falls into the FIELD, far away from any human or ROBOT activity, and in such a way that it does not affect MATCH outcome,
- B. delay in the playing of an ARENA sound,
- C. mismatch between the timer on the audience screen and the ARENA timer,
- D. any adjustment or delay in assignment of a penalty (including those made after the MATCH), and
- E. **the disconnect described in** scenario E occurring before the last 20 seconds of the MATCH.