

Team Update 03

General

N/A

Game Manual

Section 5.6.1 DRIVER STATIONS

There may be a ramp available at events for DRIVE TEAMS with limited mobility. It is designed to allow an individual using a wheelchair to access the DRIVER STATION shelf and/or see onto the FIELD; however, this accommodation is available to anyone who has a wheelchair or other physical disability that obstructs their view of the FIELD. **Due to space constraints, the ramp is not allowed to be used in the PROCESSOR AREA.** Teams should speak to the FTA before MATCHES begin to ensure that it is available for each of the team's MATCHES.

This ramp is available at many Regional and District events. For questions, please connect with the local [Program Delivery Partner](#).

Section 5.6.2 CORAL STATION

There are 2 stools available at events for DRIVE TEAMS to use. Each stool is 1 ft. 11 in. (~58 cm) wide by 1 ft. 1½ in. (~34 cm) deep, 6¼ in. (~16 cm) tall, and rated for 300 lbs. (~136 kg).

It is specially intended to allow individuals who are shorter, better sightlines onto the FIELD; however, this accommodation is available to anyone who has another physical disability that obstructs their view of the FIELD. **Due to space constraints, stools are not allowed to be used in the PROCESSOR AREA.**

Only 2 stools are available, and priority will be given to those with the biggest need. Teams should speak to the FTA before MATCHES begin to request that it is available for each of the team's MATCHES. Teams may also purchase their own ([Item Number: 779ac01stpm](#)) or bring an equivalent (e.g. not foldable and similar dimensions) version to the event to guarantee use for every match.

This stool is available at all events within the US & Canada and equivalents are available at international events. For questions, please connect with the local [Program Delivery Partner](#).

Section 6.3.4.2 ALGAE

18 ALGAE are staged for each MATCH as follows (reference [Figure 6-2](#)):

- A. 6 ALGAE are staged on pairs of BRANCHES as shown in [Figure 6-3](#) (12 total) **such that they are placed lightly onto the REEF**, and
- B. 1 ALGAE is placed on top of each CORAL staged on a CORAL MARK (6 total).

Staged ALGAE will not contact CORAL placed on L4.

Section 6.5.1 SCORING ELEMENT Scoring Criteria

A CORAL is scored on L2-L4 BRANCH if the BRANCH is inside the volume of the CORAL and the CORAL is not in contact with a ROBOT **on that ALLIANCE** or an ALGAE. Only 1 CORAL can be scored per BRANCH.

An ALGAE is scored in a PROCESSOR once it has passed through the opening of the PROCESSOR and by the sensor array. An ALGAE is scored in a NET if it is above the NET, **contacting the NET or ALGAE contacting the NET, and not in contact with a ROBOT on that ALLIANCE** and ~~within the perimeter of the NET.~~

Section 6.5.2 ROBOT Scoring Criteria

To qualify for CAGE points, a ROBOT must be contacting a **one and only one** CAGE (~~with the exception of the ANCHOR~~ **and not touching any ANCHOR**), not contacting the carpet, and may additionally contact only the following elements:

- A. SCORING ELEMENTS,
- B. another ROBOT qualified for CAGE points,
- C. a partner ROBOT contacted by an opponent in violation of G428, and
- D. an opponent ROBOT.

Section 6.5.4 Point Values

| | Ranking Points |
|--|----------------|
| *CORAL RP - If at least 5 CORAL scored on each level. If Coopertition achieved, at least 5 CORAL must be scored on each of at least 3 levels | 1 |

Section 6.6 Violations

| Penalty | Description |
|--------------------------------------|--|
| ALLIANCE is ineligible for RP | An ALLIANCE is ineligible for the specified RP for that MATCH. This overrides any RP awarded through normal MATCH play or other rule violations. |

Section 7.4.2 SCORING ELEMENTS

G409 1 of each at a time.

Excessive violations of CONTROL limits include, but are not limited to, simultaneous CONTROL of 3 or more SCORING ELEMENTS **CORAL** or frequent, greater than-MOMENTARY CONTROL (i.e. more than twice in a MATCH) ~~of 4 of 2~~ or more SCORING ELEMENTS **CORAL**.

G421 1 defender at a time. A **No more than 1** ROBOT may **be** not cross from its side of the FIELD (i.e. containing its REEF) and end on the opponent's side of the FIELD (i.e. containing the opponent REEF) **with its BUMPERS fully** outside and beyond the BARGE ZONES ~~if an ALLIANCE partner ROBOT'S BUMPERS are completely across the BARGE ZONES and on the opponent's side of the FIELD.~~

Violation: MINOR FOUL, and for every 3 seconds in which the situation is not corrected, a MAJOR FOUL is assessed.

Section 8.4 BUMPER Rules

R402 *BUMPER construction.

- C. Cover – Fabric **Cloth** (as noted in [R411](#)) which covers all outward, upward and downward facing surfaces of padding such that no padding is exposed to interaction with the FIELD or other ROBOTS.

All additional references to “fabric” have been changed to “cloth” in Section 8.4

R407 *BUMPERS shouldn't be wedges. BUMPERS must not act as wedges when interacting with other BUMPERS.

Examples of BUMPERS which act as a wedge include:

- A. BUMPERS utilizing softer foam towards the top of a BUMPER profile
- B. BUMPERS utilizing excessively rounded profiles such as a single semi-circle
- C. ~~BUMPERS with significantly rounded profiles near the top of the BUMPER ZONE (e.g. placing the top of a foam cylinder such that it ends right at or just above the BUMPER ZONE)~~
- D. BUMPERS with tapered or stepped padding such that the padding is thinner or thicker towards the top or bottom