

## Team Update 17

### General

N/A

### Game Manual

#### 5.4 BARGE

The BARGE has three segments of lights on each side of the truss which indicate progression toward and completion of the Coopertition Bonus and the final 20 seconds in the match. One segment will light up each time an ALGAE is scored in the PROCESSOR. Once each alliance has scored two ALGAE all six segments will illuminate. The lights will flash to indicate that there are 20 seconds left in the match. **At the end of the match, the lights will illuminate and then turn off 3 seconds after the ARENA timer displays 0:00 following TELEOP to help indicate to REFEREES when scoring assessments should be made.**

#### 6.3.1 DRIVE TEAMS

DRIVE TEAMS prepare for a MATCH by staging in the appropriate areas, according to their role on the DRIVE TEAM, and by identifying themselves accordingly. DRIVE TEAM starting conditions are listed below, and a DRIVE TEAM obstructing or delaying any of the conditions is at risk of violating [G301](#).

- A. ...
- B. ...
- C. ~~no more than~~ 1 HUMAN PLAYER is **must be** staged in their PROCESSOR AREA,
- D. ...

#### 7.3 Pre-MATCH

**G302 \*You can't bring/use anything you want.**

Examples of equipment that may be considered a safety hazard in the confined space of the ALLIANCE AREA include, but are not limited to, a **folding** step stool, **ladder**, or a large signaling device.