

Team Update 16

General

Playing Field Webpage

The [Field Acceptance Checklist for the AndyMark Perimeter](#) has been updated to correct the tolerance on the Trench width.

Game Manual

7.4 In-MATCH

7.4.4 Opponent Interaction

G415 *Stay out of other ROBOTS.

For the purposes of this rule, “initiate contact” ~~requires movement towards an opponent ROBOT~~ is a judgement call as to which ROBOT(s) in any interaction were responsible for the contact occurring based on direction of travel and relative speeds of both ROBOTS. Generally, for a ROBOT to have initiated contact, at minimum they have to be both moving towards the opponent ROBOT and have reasonable possibility to have avoided the contact.

In a collision, it’s possible for both ROBOTS to initiate contact.

G416 *This isn’t combat robotics.

...

For the purposes of this rule, “initiate contact” ~~requires movement towards an opponent ROBOT~~ is a judgement call as to which ROBOT(s) in any interaction were responsible for the contact occurring based on direction of travel and relative speeds of both ROBOTS. Generally, for a ROBOT to have initiated contact, at minimum they have to be both moving towards the opponent ROBOT and have reasonable possibility to have avoided the contact.

In a collision, it’s possible for both ROBOTS to initiate contact.

...

Section 15 Glossary

The definition of CHUTE has been corrected to include all definition text.