

## Team Update 10 v2

### General

Team Update 10v2 is a revised version of Team Update 10 (TU10).

The initial version of TU10 that was posted on November 13<sup>th</sup> was found to have error in G432. This update corrects those errors below. Corrections are also reflected in the Competition Manual. We apologize for any confusion this may have caused.

### Competition Manual

#### 6.2 Team Judged Award Rules

##### A201 \*Team PORTFOLIOS have limits. ...

- A. ...
- B. no more than 15 pages of judged content (if printing front and back, 8 sheets of paper, including the cover page),
- C. use only US Letter (8.5" x 11") or A4 (210 x 297 mm) size paper pages,
- D. ...
- E. ...

#### 11.1 Personal Safety

##### G102 \*Be careful when interacting with ARENA elements.

DRIVE TEAM members may brace the FIELD perimeter at any point during the MATCH. DRIVE TEAM members should not cause the FIELD perimeter to deflect while bracing. Moving the FIELD perimeter out of position is considered a violation of G102.C.

#### 11.4 In-MATCH

##### 11.4.4 ROBOT

##### G417 ROBOTS only operate GATES as directed. ROBOTS may not:

- A. contact, either directly or transitively through a SCORING ELEMENT, an opposing ALLIANCE'S GATE, or
- B. apply, either directly or transitively through a SCORING ELEMENT, any closing force to either GATE.

Closing force includes any force applied to the GATE in the direction that closes the GATE, even if the GATE is already closed. A ROBOT bumping into a GATE handle which is stuck open to try to get it to close is not considered a closing force.

### 11.4.5 Opponent Interaction

**G427 BASE ZONE protection.** During the last 20 seconds of the MATCH, a ROBOT may not contact, directly or transitively through a SCORING ELEMENT, an opponent ROBOT while either ROBOT is in the opponent's BASE ZONE, regardless of who initiates contact.

*Violation: MAJOR FOUL and opponent ROBOT and any ROBOT fully supported by the contacted ROBOT are is awarded fully returned to BASE points.*

### 11.4.6 Human

**G432 Humans, only meddle with ARTIFACTS in the LOADING ZONE.** DRIVE TEAM members may only retrieve ARTIFACTS from the FIELD or move ARTIFACTS within the FIELD as follows: introduce ARTIFACTS to, remove ARTIFACTS from, or move ARTIFACTS within the LOADING ZONE and only the LOADING ZONE. Actions must occur:

- ~~A. only ARTIFACTS that are in the LOADING ZONE, and~~
- A. only during TELEOP, and
- B. without using a tool,
- C. without causing an ARTIFACT to enter into the LOADING ZONE from elsewhere on the FIELD, and
- D. without causing any an ARTIFACTS to leave the LOADING ZONE and enter the rest of the FIELD unless fully supported either directly or transitively the ARTIFACT is CONTROLLED by a ROBOT as follows:
  - i. ARTIFACT CONTROL begins when the ROBOT is in the LOADING ZONE, and
  - ii. ARTIFACT is still CONTROLLED by the ROBOT when the ROBOT leaves the LOADING ZONE.

*Violation: MINOR FOUL per ARTIFACT. MAJOR FOUL per ARTIFACT that enters the open top of the GOAL.*

DRIVE TEAM members may load SCORING ELEMENTS into a ROBOT that is partially or fully in the LOADING ZONE.

DECODE is a fast-paced game and teams should practice coordination and communication between the DRIVE TEAM members to avoid unintentional contact between the ROBOT and any humans in violation of [G431.A.](#)

**G433 Humans, may not yeet only enter SCORING ELEMENTS.** DRIVE TEAM members may only enter ARTIFACTS onto the FIELD, and only as follows:

- ~~A. only during TELEOP,~~
- B. without LAUNCHING, bouncing, or rolling,
- ~~C. without using a tool, and~~
- D. only via the LOADING ZONE by either:
  - ~~i. directly placing the ARTIFACT into the LOADING ZONE such that it does not leave the LOADING ZONE before coming to rest, or~~

- ii. ~~into a ROBOT that is in the LOADING ZONE such that the ARTIFACT is fully supported either directly or transitively by the ROBOT.~~

*Violation: MINOR FOUL per ARTIFACT or non-ARTIFACT item entered onto the FIELD. MAJOR FOUL per ARTIFACT that enters the top of the GOAL.*

~~DRIVE TEAM members may load SCORING ELEMENTS into a ROBOT. DECODE is a fast-paced game and teams should practice coordination and communication between the DRIVE TEAM members to avoid unintentional contact between the ROBOT and any humans, in violation of [G431.A.](#)~~

## 13.7 Playoff MATCHES

### 13.7.2 Playoff MATCH Bracket

The number of ALLIANCES for an event is determined by the number of teams who are eligible to participate in the Playoffs **based on all Qualification MATCH participating teams** as shown in Table 13-2.

**Teams that sign up for the event but do not show up, and teams that participate in Awards but are not included in the Qualification MATCHES are not included in determining the Playoff MATCH bracket size. Teams that participated in the Qualification MATCHES but don't intend to participate in the Playoff MATCH bracket are included in determining the Playoff MATCH bracket size.**