

## Team Update 05

### General

N/A

### Competition Manual

#### 10.8 Other Logistics

##### 10.8.4 FIELD Reset

Once the MATCH is over and the Head REFEREE or their designee determines that the FIELD and FIELD STAFF are ready, they will **give a** signal for DRIVE TEAMS to stop their ROBOTS, which initiates FIELD reset and prompts DRIVE TEAMS to retrieve their ROBOTS.

#### 11.4 In-MATCH

**G407 No more than 4 at a time.** A ROBOT may not simultaneously CONTROL more than 4 SCORING ELEMENTS.

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Teams are encouraged to design their ROBOTS to prevent inadvertent or deliberate CONTROL of more than 4 SCORING ELEMENTS. This could involve guards to prevent SCORING ELEMENTS from accidentally becoming stuck on top of the ROBOT and systems to prevent active pickup/intaking of more than 4 SCORING ELEMENTS.

REPEATED instances of a ROBOT CONTROLLING 5 or more SCORING ELEMENTS are likely to be perceived as STRATEGIC, even if the ROBOT has a "keep 4 and discard the rest" sorting mechanism.

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**G408 Don't CONTROL opponent NECTAR.** A ROBOT may not CONTROL the opponent's NECTAR.

REPEATED instances of a ROBOT CONTROLLING an opponent's NECTAR are likely to be perceived as STRATEGIC, even if the ROBOT has a sorting mechanism that automatically discards opponent NECTAR by returning it to approximately its original state.

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## 12.4 ROBOT SIGN Rules

### R403 \*Team number on ROBOT SIGNS

Small decorative elements and gaps in numbers are okay as long as the team number remains legible from 12 feet (3.65 meters) away and is discernable from a quick glance.

Examples of prohibited team numbers on ROBOT SIGNS include, but not limited to:

- team numbers only visible by edge lit engraved plastic
- LED Display numbers