

Team Update 07

General

N/A

Competition Manual

11.3 Pre-MATCH

G304 ***ROBOTS must be set up correctly on the FIELD.** A ROBOT must be positioned on the FIELD such that it meets all of the following requirements:

- A. fully contained on its own ALLIANCE's side of the FIELD (FIELD columns A, B, C for red, or FIELD columns D, E, F for blue) (Figure 9 4),
- B. not attached to, entangled with, or suspended from any FIELD element,
- C. touching the FIELD perimeter wall,
- D. not contacting or in the scoring volume of a FLOWER,
- E. not in the LOADING ZONE,
- F. confined to its STARTING CONFIGURATION (see [R102](#) and [R103](#)),
- G. in contact with exactly 4 POLLEN pre-loads as described in Section [10.3.1 SCORING ELEMENTS](#) fully contained on its own ALLIANCE side of the FIELD, and
- H. fully motionless following completion of OpMode initialization,

G304.A requires the ROBOT to be fully contained within the FIELD perimeter and not overhang the FIELD perimeter wall.

Each ROBOT must start contacting 4 **pre-load** POLLEN either located in or on the ROBOT, or on the TILES contacting the ROBOT. These pre-load POLLEN are specifically allocated as 4 for each team as described in Section [10.3.1 SCORING ELEMENTS](#). ROBOTS may contact other POLLEN setup on the FIELD, but these do not count towards their pre-load requirement. ROBOTS that are no-shows for their MATCH will have their POLLEN placed in the LOADING ZONE against the perimeter wall.

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11.4 In-MATCH

11.4.4 ROBOT

G412 ***ROBOTS must be under control.** ...

*Violation: DISABLED and VERBAL WARNING. **DISABLED and** YELLOW CARD per MATCH, if subsequent violations occur during the event.*

11.4.5 Opponent Interaction

G419 *Do not damage an opponent ROBOT.

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Examples of functionally impairing another ROBOT include, but are not limited to:

- E. disconnecting wires inside the ROBOT CHASSIS required for operation of a COMPONENT,
- F. disconnecting the opponent ROBOT'S battery (~~this example also clearly results in a RED CARD because the ROBOT is~~ **this is also an example of a ROBOT** no longer able to drive), or
- G. powering off an opponent's ROBOT by contacting their reasonably well-protected power switch. (~~This example also clearly results in a RED CARD because the ROBOT is~~ **This is also an example of a ROBOT** no longer able to drive.)

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