February 25, 2003	TEAM UPDATE	# 18

PLEASE DISTRIBUTE THIS TO OTHER TEAM MEMBERS!

FIRST will provide rules updates and other important information to teams via the FIRST web site at:

http://www.usfirst.org/robotics/2003/docs.htm

Please check the team updates portion of the web site on a regular basis to insure that your team does not miss critical information about the 2003 FIRST Robotics Competition. FIRST recommends assigning at least one team member the duty of keeping up to date on all team updates. This person or group should be responsible for distributing information contained in team updates to the appropriate team members.

QUESTIONS?

MESSAGE BOARD
In order to post questions on our message board at:

http://jive.ilearning.com/index.jsp

- **You <u>must</u> reference the particular section of the manual you are questioning or your question will not be answered. This will help us give you the most accurate answer possible.**
- **Limit each message board submittal to ask only 1 question at a time.   This will allow us to categorize your question and will enhance our ability to respond in a timely manner.**
- <u>**Please state your inquiry as a question. Some submittals have been lengthy and we have had a great deal of trouble trying to find the question buried within.**</u>
- **Do <u>not</u> reply to posted messages. FIRST is the only official source for answers. Your replies to posted questions slow down the moderating of this forum. Replies other than from FIRST will be deleted.**

AUTODESK, INC.
For all inquiries, please e-mail:

first.entries@autodesk.com

February 25, 2003	TEAM UPDATE	# 18

THE GAME

PAGE 8, RULE GM16
Re-emphasizing the rule:
The human player is an integral part of Stack Attack. GM16 is clear that there will be a human player and he or she will play by placing his/her 4 containers in a legal position in their scoring zone.

PAGE 13, ADD RULE V6
Add V6 as follows:
In the Qualification Matches, any violation of GM13, GM15, GM17 or GM19 or failure to enter and exit the field through their gate will result in **2 Minor Penalties** being assessed against the violating team for that match. In the Elimination Rounds, any violation of GM13, GM15, GM17 or GM19 or failure to enter and exit the field through their gate will result in **2 Minor Penalties** being assessed against the violating team for that match.

PAGE 13, ADD RULE V7
Add V7 as follows:
In the Qualification Matches, any team whose human player containers are not bottom side down and/or in their own scoring zone will be given **2 Minor Penalties** for that match. In the Elimination Rounds, any alliance whose human player containers are not bottom side down and/or in their own scoring zone will be given **2 Minor Penalties** for that match.

PAGE 14, ADD RULE DQ11
Add DQ11 as follows:
In the Qualification Matches, if a team, for whatever the reason, does not provide a human player, the team is DQ'd for that match; in the Elimination Rounds, the alliance is DQ'd for that match.

February 25, 2003	TEAM UPDATE	# 18

HUMAN PLAYER AND HUMAN PLAYER MAT PLACEMENT

2003 – Human Player and Mat Placement

Gate width

40"

89"

Human player containers (they touch the aluminum ramp)

ramp

18"

18"

17"

Human player mat
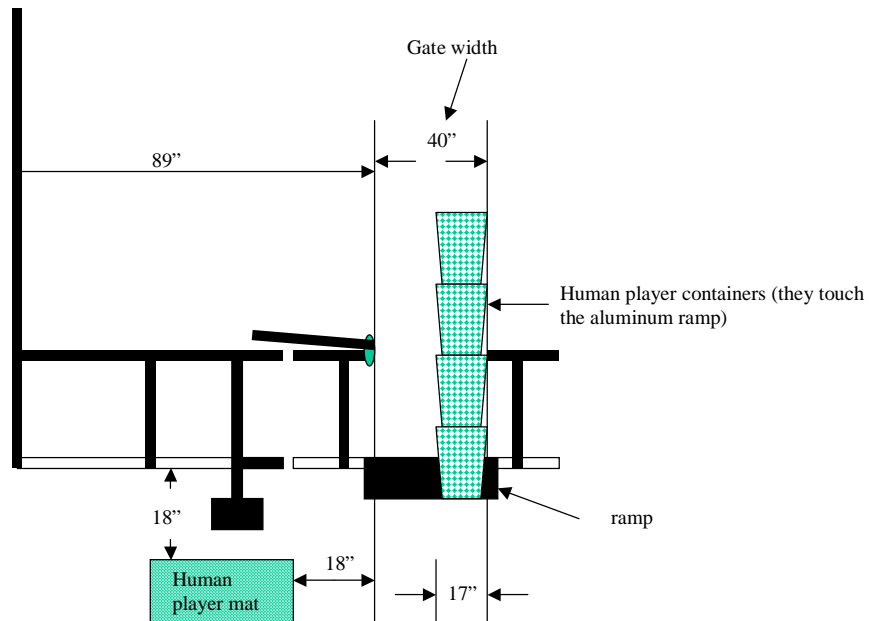
THE ROBOT

2003 ROBOT INSPECTION PROCESS
Look for it Wednesday night in Team Update #19.

RULES FOR FABRICATION AFTER SHIPPING YOUR ROBOT
Look for it in a Thursday's Team Update #20.

KIT OF PARTS

There are none for this update.

FIELD / CORRECTIONS

There are none for this update.

February 25, 2003	TEAM UPDATE	# 18

AUTODESK

There are none for this update.

ADMINISTRATIVE / MATERIAL HANDLING / SHIPPING

THIS WAS SENT AS AN E-MAIL BLAST TO ALL TEAMS ON FRIDAY, 2/21/2003 AND IS REPEATED HERE AS A COURTESY

Has your team ever wanted to tell FIRST how to create a cool Robot Game? Here is your team's chance to influence the next FIRST Robotics Competition Game.

Requirements
·   This is an **optional** exercise for all FIRST teams.
·   Each FIRST team may submit **only one** game design proposal.
·   A maximum of **2 pages**, letter size, including drawings
·   In **one file**, either Microsoft Word 2000 or earlier, PDF, jpg or gif.
·   No later than 5:00 P.M. (EST) on Friday, **March 14**, 2003

Use of Your Ideas

The ideas in your proposal will be used as seeds for the game design process. Proposals are reviewed by Regional Game Design Teams who may use part, all, or none of any proposal submitted. Use your craziest ideas, and make your ideas stand out!

What to Include
·   Name and contact information on the first page of the submission
·   A description of the game
·   A description of the playing field layout and elements
·   Scale drawings or images of playing field elements and field layout.
·   A key technology your team would like to highlight (e.g. Banner sensors)
·   A clear role for the human player
·   How the game is scored
·   Any specific robot or game rules

Submit

Email to GameDesign@usfirst.org with your **Team Number as the Subject**. Or mail **3 copies** to:

FIRST
ATTN: Cindy Randall
200 Bedford St.

Manchester, NH 03101

no later than **5:00 P.M. (EST) on Friday, March 14, 2003**. Please be sure to include name and contact information on the first page of the submission.

Questions

For more information please email Cindy Randall at Crandall@usfirst.org.