

The 2003 FIRST Robotics Competition  
**TEAM UPDATE # 5**

Date: **January 16, 2003**

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**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.

<p><b><u>QUESTIONS?</u></b></p>
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**MESSAGE BOARD**

In order to post questions on our message board at:

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

- You **must** 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.
- **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.**
- **Do not** 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](mailto:first.entries@autodesk.com)

## THE GAME

### PAGE 7, RULE GM8

This is a reminder that drivers must **ALWAYS** set-up/connect under their respective team numbers as displayed on the LED's.

### PAGE 7, RULE GM9

Replace GM9 with the following:

During the setup for each match, robots must be placed totally within their designated starting areas. In the Qualification Matches, a robot will be placed in the starting box that is in front of its driver but on the opposite side of midfield, i.e., as viewed from the driver's perspective, the right-most driver's robot will be in the right starting spot and the left-most driver's robot will be in the left starting spot. In the Elimination Rounds, the robots can go in either position. They must sit on the carpet unconstrained in the same position as when they were in the sizing box. See *The Robot Section* for more detailed information.

### PAGE 11, RULE SC14

Modify the 3<sup>rd</sup> • bullet in the 3<sup>rd</sup> square bullet as follows:

If 1 team is disqualified, the match will be played as a 2 on 1 and scoring is as normal; **the DQ'd team will receive 0 QP's;**

Modify the 4<sup>th</sup> • bullet in the 3<sup>rd</sup> square bullet as follows:

If an entire alliance is disqualified, the other alliance receives double their own score in QP's; **the DQ'd alliance will receive 0 QP's;**

### PAGE 11, RULE SC15

Modify the 3<sup>rd</sup> • bullet in the 4<sup>th</sup> square bullet as follows:

If 1 team is disqualified, **that entire alliance is DQ'd; the DQ'd alliance will receive 0 EP's and the other alliance receives double their own score in EP's;**

DELETE the 4<sup>th</sup> • bullet in the 4<sup>th</sup> bullet.

### PAGE 13, RULE V4

Change the 2<sup>nd</sup> sentence as follows:

Repeated minor infractions will result in increasingly severe penalties. Referees will indicate penalties by throwing down flags color-coded to indicate which alliance/**team** is being penalized.

### PAGE 14, ADD DQ10

A robot cannot inhibit the movement of another robot by pinning against the field border, diamond plate or platform/ramp structure for more than 10 seconds. If a robot has been pinned for 10 seconds, the team with the pinning robot will be told by the referee to release the robot and back away approximately 3 feet. Once the pinning robot has backed off by 3 feet, it may again attempt to pin its opponent and, if successful, the 10 second count starts

over. If a referee determines this rule to be violated, the pinning alliance/team will be given 2 minor penalties. Another violation of this rule or another warning will mean that its robot will be disabled for the remainder of that match after it has backed away from its opponent; and disqualified after the match ends.

A robot cannot intentionally lift a robot up such that it is totally off the playing field, in which case, the robot has been effectively removed from competing. If a referee determines this rule to be violated, the offending alliance/team will be given 2 minor penalties. Another violation of this rule or another warning will mean that its robot will be disabled for the remainder of that match after it has backed away from its opponent; and disqualified after the match ends.

## **THE ROBOT**

### **SPEC SHEETS**

The Specification sheets for many kit parts are now available on the FIRST website.

### **PAGE 18, RULE M8**

There have been numerous design questions relative to the installation/placement of the rotating light. The purpose of M8 is to insure that your drivers, the referees, the scorekeeper, and the judges can identify your robot and that the audience has some idea of who's who; and to make sure that it is installed to enable EASY CHANGEOVER OF THE LIGHT LENSE.

A momentary "loss" of visibility of this beacon is allowable; however, 99% of the time FIRST requires that the top 4" of the light be visible.

### **PAGE 20, RULE M17**

Add the following sentence to the end of this rule:

Gaining traction by using sandpaper or sandpaper-like material is not allowed.

## **KIT OF PARTS**

### **MISSING OR BROKEN**

For any missing parts or broken parts, please contact us at:

[freparts@usfirst.org](mailto:freparts@usfirst.org)

### **SEAT MOTORS**

The Robot section of the manual made reference in many places to a seat motor in anticipation of us having seat motors to include in the Kit of Parts. Unfortunately, FIRST did not receive seat motors this year.

## LATE SHIPMENT

**The 40A breakers are not yet available.** They are in production and we expect to receive them next week. We expect to mail 4 of them to each team shortly.

## MICROSOFT SOFTWARE

This already went out as an e-mail blast to teams on 1/14/2003 and is repeated here as a reminder.

Greetings Teams:

Earlier in the season we informed you that Microsoft would be donating copies of Microsoft Visual Studio NET, Project 2002, and Frontpage 2002 software for inclusion in the kit of parts. As our recent Team Update informed you, Microsoft will be unable to donate either Project or Frontpage this year.

With regard to Visual Studio Net, due to the higher than anticipated team registration, we have run out of donated copies of this product. Teams were shipped their copies on a "first paid, first served" basis. If you received the software and do not intend to use it, would you please contact us at [frcteams@usfirst.org](mailto:frcteams@usfirst.org) to make arrangement to return it to FIRST? We will provide you with a shipping number so your team does not incur the cost and we will use your copy to supply a team that did not receive it. Likewise, if you have not received a copy of Visual Studio NET, please contact us now at [frcteams@usfirst.org](mailto:frcteams@usfirst.org) and let us know that you would like to be on a list to receive a copy should returns come through.

We are grateful to Microsoft for their generosity and look forward working with them in 2004. We thank you for your understanding and hope that you will help us if you can.

<b><u>FIELD / CORRECTIONS</u></b>
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There are none for this update.

<b><u>AUTODESK</u></b>
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We have received many calls and questions about the Autodesk Animation award. There is no award by that name. The Autodesk award for animation is called the Autodesk Award for Visualization. The scoring criteria and other information on the award can be found beginning on page 17 in the Awards section of the 2003 FIRST Robotics Competition manual.