

February 20, 2009

TEAM UPDATE #14

GENERAL NOTICES

General Notes from *FIRST* Headquarters:

Reminder- All teams must operate via the tether while not on the competition field:

To operate your robot in tether mode, simply use any CAT5 Ethernet cable to connect from Port 1 on the cRIO to either Ethernet port on the Drivers Station. Wireless radios should be disabled.

Safety:

There are inherent safety risks at *FIRST* Robotics Competitions. We implore teams to be cognizant of safe practices at all times. Obvious risk mitigations include the wearing of safety glasses, gloves, and closed-toed shoes.

We also ask that teams be thoughtful when powering up their robot, particularly around those who may not be familiar with the robot's operation and capabilities. Unexpected movements of mechanisms have the potential to cause damage to people and robots. Please apply power to your robot with caution at all times.

Consolidated PDF of the FRC Q&A Forum:

A PDF of the entire FRC Q&A Forum, as of ship date, has been created and posted with the Team Updates at <http://www.usfirst.org/community/frc/content.aspx?id=450>.

Section 0 – Introduction through Section 6 – The Arena

No changes.

Section 7 – The Game

Section 7 – *The Game*, Rev F, has been updated to include the following edits:

<S02> TEAM member safety – for reasons of personal safety, contact with ROBOTS and/or entering the CRATER are prohibited during a MATCH.

- A. TEAM members may not directly contact any ROBOT at any time during the MATCH. Illegal contact will result in the TEAM being disqualified.
- B. TEAM members may not extend any part of their body into the CRATER during the MATCH. All violations will result in a PENALTY.

<G39> TEAM Positions During TELEOPERATED PERIOD - During the TELEOPERATED PERIOD, the PILOTS and the COMMANDER may travel anywhere within the ALLIANCE ZONE (note that the ALLIANCE ZONE includes the local FUELING STATION). The PAYLOAD SPECIALIST must remain within the FUELING STATION to which they are assigned for the entire MATCH. The PAYLOAD SPECIALIST stationed in the OUTPOST must remain in the OUTPOST seat during the entire MATCH (note that if the PAYLOAD SPECIALIST in the OUTPOST unbuckles the seat belt or stands up in this location, it may be considered a violation of <S02>). Each violation (stepping outside the designated area, or stepping across the PLAYERS LINE) will result in a PENALTY. Exceptions will be made in cases involving TEAM member safety.

Section 8 – The Robot

Section 8 – The Robot, Rev J, includes the following edits:

Definitions:

RAW MATERIALS: Unprocessed material, raw stock or supplies that have not been prepared for final form in anticipation of installation on the ROBOT. RAW MATERIALS are single items in their most basic configuration that are of similar composition throughout their structures. Typically, RAW MATERIALS are the original source materials for FABRICATED ITEMS.

Examples of RAW MATERIAL include, but are not limited to, the following:

- “off cuts” from larger pieces of original stock, left behind when a portion has been removed to fabricate a part for the ROBOT
- lengths of pipe, metal stock, wood, wire, etc that might normally be considered “scrap” or “excess”
- individual fasteners (nuts, bolts, washers, rivets, etc.)
- a partial spool of wire
- lengths of pneumatic tubing
- random lengths of roller chain
- a bolt of fabric from which a BUMPER cover has been cut
- a length of gear stock that has not been cut to size
- circuit board substrate material

<R35> Teams may acquire and bring an unlimited amount of COTS items and RAW MATERIALS to the competitions to be used to repair and/or upgrade their ROBOT at the competition site.

Section 9 – The Tournament through Section 10 – The Kit of Parts

No changes.