

March 3, 2009

TEAM UPDATE #16

GENERAL NOTICES

General Notes from *FIRST* Headquarters:

No changes.

Section 0 – Introduction through Section 6 – The Arena

No changes.

Section 7 – The Game

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

<G23> SUPER CELL scoring – During the last 20 seconds of the MATCH, the PAYLOAD SPECIALIST may enter a SUPER CELL into play by removing it from the CELL RACK. They may then enter it into the CRATER, either over the Alliance Station Wall or through the FUELING PORT. A ROBOT or PAYLOAD SPECIALIST can SCORE any SUPER CELL that has been entered in play. If a SUPER CELL is removed from the CELL RACK before the last 20 seconds of the MATCH **or is not exchanged as described in Rule <G22>**, then two (2) PENALTIES will be assigned to the offending ALLIANCE: under such conditions, the SUPER CELL may still be entered into play and subsequently SCORED.

Section 8 – The Robot through Section 10 – The Kit Of Parts

No changes.