

April 6, 2010

## TEAM UPDATE #20

### GENERAL NOTICES

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No changes.

#### Section 0 – Introduction through Section 7 – The Game

No changes.

#### Section 8 – The Robot

We recognize that a number of teams have experienced damage to the Ethernet ports on their Classmate computers as the Ethernet cables are repeatedly installed and removed. To allow teams with a damaged Ethernet port to continue to compete without requiring that they replace the entire Classmate, we are updating the rules to permit the use of USB-to-Ethernet adapters to provide an alternate connection pathway.

**Section 8, The Robot, Rev K** has been updated to include the following edits:

<R82> Teams are permitted to connect a portable computing device (Laptop computer, PDAs, etc.) to the DRIVER STATION for the purpose of displaying feedback from the ROBOT while participating in competition MATCHES. **Portable computing devices may only connect to the DRIVER STATION through one of the USB ports or through the First Touch I/O module (or a carrier board for the First Touch I/O module) – they shall not connect to the DRIVER STATION through any other port.** Portable computing devices may only connect to the DRIVER STATION – they must not directly connect to any ARENA ports or equipment. Please note that **AC power will not be available at the PLAYERS STATIONS so these devices will have to run on internal batteries or be self-powered.**

<R84> During competition MATCHES, the ARENA Ethernet cable must connect directly to the Ethernet port on the Classmate PC (making a direct connection via a “pigtail” cable is permitted) **or to an Ethernet/USB adapter that is connected to the USB hub or directly to the Classmate.** Only the Classmate PC **(either directly or via the interfaces described above)** may connect to the competition cable – no direct connection of team-provided portable computers, PDAs, or alternate devices is permitted.

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

No changes.