

January 29, 2010

## TEAM UPDATE #6

### GENERAL NOTICES

.....

No changes.

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

No changes.

#### Section 8 – The Robot

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

FRAME PERIMETER – the polygon defined by the outer-most set of exterior vertices on the ROBOT (without the BUMPERS attached) that are within the BUMPER ZONE. To determine the FRAME PERIMETER, wrap a piece of string around the ROBOT at the level of the BUMPER ZONE - the string describes this polygon. **Note: to permit a simplified definition of the FRAME PERIMETER and encourage a tight, robust connection between the BUMPERS and the FRAME PERIMETER, minor protrusions such as bolt heads, fastener ends, rivets, etc are excluded from the determination of the FRAME PERIMETER.**

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

No changes.