

January 9, 2009

## TEAM UPDATE #2

### GENERAL NOTICES

---

#### General Notes from *FIRST* Headquarters:

As a reminder to teams, the 2009 FRC Q&A Forum is now open. Responses to team-asked questions will be posted in this forum: <http://forums.usfirst.org/forumdisplay.php?f=1021> . Team leaders can ask questions by logging into the team account and posting here: <http://forums.usfirst.org/forumdisplay.php?f=1010> . Remember, the Q&A presents the GDC interpretation of published rules. All official rule changes are presented in Team Updates in the form of Manual Updates.

#### Section 0 - Introduction

No changes.

#### Section 1 - Communication

*Section 1 – Communication*, Rev B, page 4 includes the following update:

Our Team Updates schedule is Tuesday by 5PM and Friday by **5PM**.

#### Section 2 – Team Organization

No changes.

#### Section 3 – At the Events

No changes.

#### Section 4 – Robot Transportation

No changes.

#### Section 5 – The Awards

No changes.

#### Section 6 – The Arena

No changes.

## Section 7 – The Game

*Section 7 – The Game*, Rev B, includes the following addition:

**<G25.1>** De-scoring GAME PIECES – Once a GAME PIECE has been SCORED, it may not be intentionally de-scored (e.g. removed from the TRAILER). De-scoring a GAME PIECE will cause a PENALTY to be assigned. At the end of the match, any intentionally de-scored GAME PIECES will be considered SCORED as originally placed. GAME PIECES that are knocked free from tenuous placements as a result of normal game interactions (e.g. a GAME PIECE on top of a pile of MOON ROCKS that completely fill a TRAILER falls off when the TRAILER is bumped) will not be penalized.

Also, a typo was corrected in Rule <G01>.

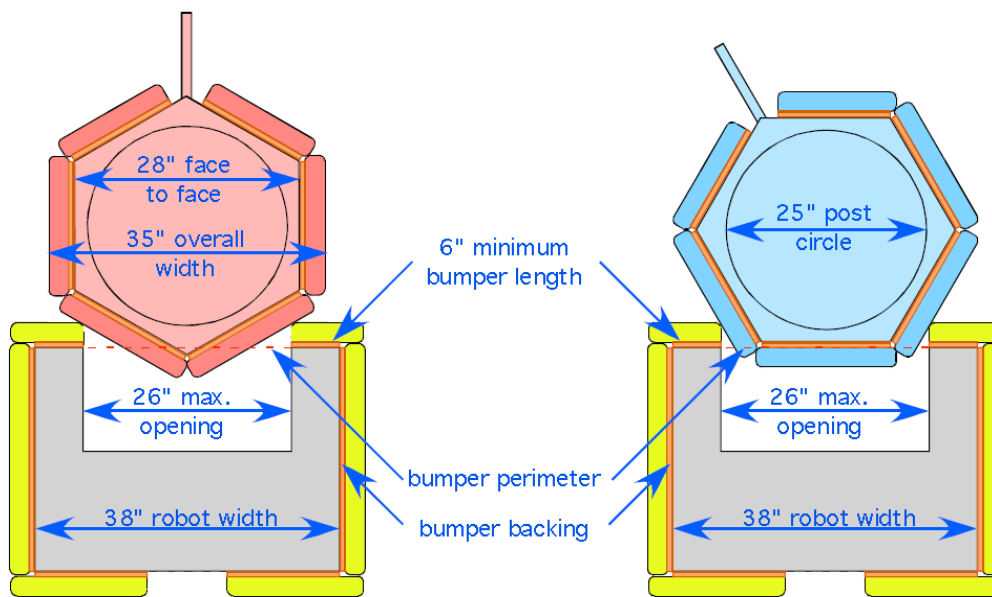
**<G01>** ROBOT Size - Each ROBOT shall not exceed the maximum weight or volume specified in Rule <R11>. The Head Referee may call for an inspector's recertification of the ROBOT size and weight prior to the start of any MATCH. ROBOTS determined to be in violation prior to the start of a MATCH will be prohibited from participating in the MATCH. Any ROBOT determined to be in violation during a MATCH will be assigned a PENALTY and will receive a YELLOW CARD (see Rule <S04>).

## Section 8 – The Robot

We would like to highlight an area in which we have received several questions. Teams are cautioned to consider ALL the factors associated with the construction of the required bumpers, and how those factors will impact the design of their robot. For example, individually these clauses of Rule <R08> can each impact the topology of the robot:

- “Each bumper segment must be at least six inches long” (Rule <R08-A>)
- “Each bumper segment must have plywood backing” (Rule <R08-C>)
- “Corners must be protected by bumpers” (Rule <R08-I>)
- “2/3 of the bumper perimeter must be protected by bumpers” (<R08-K>)
- “No hard bumper parts past the bumper perimeter” (Rule <R08-O>)

But when taken together and the robot is designed to satisfy ALL of the requirements of the rule, these clauses can have a very pronounced effect. In the case of the archetype “wide drive” robot with a centered opening on the front of the robot, this can result in a significant limit on the size of the opening. This limits the ability for incursion inside the bumper perimeter by the trailer. See the example below.



## Section 9 – The Tournament

No changes.

## Section 10 – The Kit of Parts

No changes.