2005 FIRST Robotics Competition

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Special Notices

***** SPECIAL UPDATE *****

General Notices

Documents and Updates

FIRST will provide important information to teams via the FIRST web site at:

http://www.usfirst.org/robotics/doc_updt.htm

Please check the team updates portion of the web site on a regular basis to insure that your team does not miss critical information about the 2005 FIRST Robotics Competition.

Our schedule to publish Team Updates is:
Tuesday by 5PM and Friday by 10AM. We work hard to meet these commitments.
Unexpected circumstances may, on occasions, delay their publication.
Additional updates may be released if required.

Question & Answer System

Please review answers to questions in the Question & Answer System daily before submitting a new question (see instructions below).

The Question & Answer System can be found at: http://www.usfirst.org/robotics/2005/qa.htm

1. Please ask one question at a time.
2. Questions are limited to 240 characters.

Find Q&A Answered After a certain date	Find an Individual Q&A ID
Leave **Section** set to **All**	Enter question ID # in the **ID** field
Set **Date** to **After**	Press *Update Filter*
Enter the appropriate date in the next field	
Leave **Search** blank	
Set **Status** to **Answered**	
Press *Update Filter*	

Section 0 - Introduction

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No changes.

Section 1 - Communication

No changes.

Section 2 – Team Organization

No changes.

Section 3 - The Arena

CHANGE THE SIZE OF: **Human Player Loading Box**

The Human Player Loading Box triangle (48" on a side) will now be a square 48" on a side. This is being done to address a safety concern. By enlarging the area of the Human Player Loading Box, the need for human players to contort into unstable positions at the edge of the field while attempting to legally load a tetra will be reduced.

Section 4 - The Game

MODIFY THE FOLLOWING RULES: **G13, G14, G15, G17, G25**

New text is bolded and italicized; removed text is lined out.

<G13>   Following the AUTONOMOUS PERIOD, HUMAN PLAYERS may deliver TETRAS to their team's ROBOT when the ROBOT enters the LOADING ZONE on their side of the field (i.e. the "manual" LOADING ZONE). Once the ROBOT is in the LOADING ZONE, the HUMAN PLAYER may step off the pressure pad sensor and safely approach the LOADING ZONE with a TETRA. While the ROBOT is disabled the HUMAN PLAYER may place the TETRA on or in the ROBOT, or any ROBOT mechanism designed to grasp the TETRAS. The HUMAN PLAYER must then return to the pressure pad sensor before the ROBOT will be re-enabled and resume play.   The DRIVER and HUMAN PLAYER have a shared responsibility to ensure that the ROBOT has entered the LOADING ZONE. If a HUMAN PLAYER loads a TETRA onto a ROBOT that is not in the LOADING ZONE, a 10-point penalty will be assessed. ~~, and the TETRA will not be SCORED.~~ *The Human Player cannot place the TETRA partially or entirely on the carpet inside the field border. If a HUMAN PLAYER places a TETRA such that it is touching carpet inside the field border, a 10-point penalty will be assessed.*

<G14> Field attendants will place TETRAS on the Tetra Loading Stations on the side of the field opposite the HUMAN PLAYERS (i.e. the "automated" LOADING ZONE). A ROBOT must enter the corresponding LOADING ZONE to retrieve the TETRA from the Loading Station, and enter it into play. If a robot touches a Loading Station tetra before it is in the LOADING ZONE, the offending alliance will be assessed a 10-point

penalty ~~and the tetra will not be scored~~. The HUMAN PLAYER does not have to leave the pressure pad sensor during this operation. When the TETRA is removed from the Loading Station and the ROBOT has left the LOADING ZONE, the field attendant will place a new TETRA on the Loading Station at the first safe opportunity. Robots may not intentionally interfere with field attendant's efforts to place TETRAS on the Loading Stations.

\<G15\>   A ROBOT may not interfere with an opposing ROBOT while any part of the opposing ROBOT is touching its LOADING ZONE and the ROBOT is in the process of retrieving/receiving a TETRA. It is intended that TETRAS be introduced into play as rapidly as the alliance ROBOTS are able to retrieve and utilize them. Violations will result in a 30-point penalty (i.e., three 10-point penalty flags will be thrown) to the offending alliance. ***The process of receiving/retrieving a TETRA is completed when the robot leaves the LOADING ZONE.***

\<G17\>   A ROBOT that has received a TETRA may not collect another TETRA until it leaves and then re-enters the LOADING ZONE. A violation will result in a 10-point penalty.~~, and the TETRA will not be SCORED.~~

\<G25\>   Strategies aimed solely at the destruction, damage, tipping over, or entanglement of ROBOTS are not in the spirit of FIRST Robotics Competition and are not allowed. However, Triple Play is a highly interactive contact game. Some tipping, entanglement, and damage may occur as a part of normal game play. If the tipping, entanglement, or damage occurs where it is not a part of normal game play, at the referee's discretion, ***a 10-point penalty will be assessed, and*** the offending team/ROBOT may be disqualified from that match. Repeated offenses could result in a team/ROBOT being disqualified from the remainder of the Regional or Championship competition.

Examples of normal game play interaction include:

Pushing low on another ROBOT.

Blocking or pushing on a TETRA that is in possession of an opposing ROBOT.

Establishing ROBOT position to block access to a GOAL by an opposing ROBOT.

Using an arm or gripper to prevent an opposing ROBOT from placing a TETRA on a GOAL.

Examples of inappropriate robot interaction include:

Pushing high on a robot and tipping it over.

Using an arm or gripper to repeatedly strike an opposing ROBOT that is not in the process of placing a TETRA on a GOAL.

Placing any part of your ROBOT under an opposing ROBOT, and then lifting to flip it over.

Using an arm and gripper to pull a ROBOT by grabbing electrical cables, hoses, etc. or disabling a ROBOT by tearing out wires or hoses.

Grasping or attaching to a TETRA that is in the possession of an opposing ROBOT, and using it to pull over the opposing ROBOT.

Ramming another ROBOT at high speed.

Section 5. The Robot (includes the Kit of Parts)

ROBOT

No changes.

KIT

No changes.

Section 6 – Robot Transportation

No changes.

Section 7 – At the Events

No changes.

Section 8 – The Tournament

MODIFY 8.3.3

New text is bolded and italicized; removed text is lined out.

The combination of Qualification Points and Ranking Points enable the Scoring System to determine the seeding of teams at any point in time.

At the completion of each Qualification Match, each team will receive a win, loss or tie depending on the final score. Each team on the winning Alliance will receive two Qualifying Points. Each team on the losing Alliance will receive zero Qualifying Points. In the event of a tie Match Score, all six teams will receive one Qualifying Point.

The winning alliance teams will receive a number of Ranking Points equal to the un-penalized score (the score without any assessed penalties) of the winning or losing alliance, WHICHEVER UN-PENALIZED SCORE IS LOWER.

The losing alliance teams will receive a number of Ranking Points equal to their final score (with any assessed penalties).

In the case of a tie, all six alliance teams will receive a number of Ranking Points equal to their alliance score (with any assessed penalties).

~~All six teams will receive a number of Ranking Points equal to the Match Score of the~~ ~~losing alliance or their alliance score in the case of a tie.~~ A Surrogate team will receive zero qualifying Points and will not receive any Ranking Points.

A team is declared a no-show if **no** member of the team is in the alliance station at the start of the match. Teams that do not show up for a scheduled qualification match will receive zero (0) Qualifying Points (QP's) and zero (0) Ranking Points.

A disqualified team will receive zero Qualifying Points and zero Ranking Points. In the very unlikely case that all three teams on an Alliance are disqualified (DQ'd), all three teams on the winning Alliance would get their own score as their Ranking Points for that match.

MODIFY 8.4.1

New text is bolded and italicized; removed text is lined out.

Each of the Alliance Leads will designate a student to be the Alliance Captain. Each remaining team will choose a student to act as Team Representative. Each Alliance Captain and Team Representative will proceed to the Playing Field at the designated time to represent her or his team. In descending order, each Alliance Captain will invite to join them, a team ranked below them in the standings, which has not already accepted or declined an invitation, to join an Alliance. The invited Team Representative will step forward and either accept or decline the invitation. If the team accepts, it is moved into that Alliance. If the team declines, it is not eligible to be picked again and the Alliance Captain extends another invitation to a different team. If an invitation from a top eight alliance team to another top eight alliance team is accepted, the team currently ranked ninth will move up to become the number eight alliance. ***If an invitation from a top eight alliance team to another top eight alliance team is declined, the declining team may still invite teams to join their alliance, however, it cannot accept invitations from other alliances.*** The process continues until Alliance Eight makes a successful invitation. The same method is used for each Alliance Captain's second choice. This process will lead to eight alliances of three teams.

Of the remaining eligible teams, the highest seeded teams (up to eight) shall remain on standby and be ready to play. If a robot from one team in a three-team alliance becomes inoperable, at the discretion of the Alliance Captain, the highest seed of the standby teams shall join that alliance. The resulting alliance would then be composed of four teams, but only three teams will be permitted to continue with match play. The inoperable team remains part of the alliance for awards but cannot play, even if their robot is repaired.

The original three-team alliance shall only have one opportunity to draw from the teams

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on standby. If a second robot from the alliance becomes inoperable, then the alliance must play the following matches with only two (or even one) teams. It is in the best interests of all teams to construct their robots to be as robust as possible to prevent this situation.

Section 9 – The Awards

No changes.

Section 10 - Scholarships

No changes.

FIRST Guidelines, Tips & Good Practices

No changes.

E-Mail Blasts Sent Since Last Update

No changes.

Question & Answer Items of Note

No changes.

Other Items of Note

No changes.