

# 2005 FIRST Robotics Competition

March 29, 2005	Team Update	18
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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](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.

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

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Team Update

18

## Section 4 - The Game

### ➤ Modify Safety Rule S01

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

<S01> If at any time the ROBOT operation is deemed unsafe, by the determination of the referees, ***a 10-point penalty will be assessed and*** the ROBOT ***may*** ~~will~~ be disabled for the remainder of the match.

#### Why are we making this change?

This modification is intended to allow the referees to use their judgment to assess an appropriate penalty in marginally unsafe situations. Examples include:

- A robot interfering with its own alliance robot while the robot is in the manual loading zone and is disabled
- A robot that allows a tetra to hang momentarily and partially over the driver's station

## Important E-Mail Blasts

3/29/2005

Rule <R48> mandates teams use SLU-70 copper terminals to connect to their ES/EX 18-12 Exide batteries. This rule applies to both the two batteries provided in the 2005 Kit **and** any spare batteries that teams plan to use at FRC events. Robots that are not in compliance with <R48> will not pass inspection. Teams from different areas of the country have experienced difficulty in finding this terminal in sufficient quantities, therefore, inspection requirements have been a bit lenient given the circumstances.

For Week 5 we strongly recommend the use of the SLU-70 copper terminals, but we have asked the inspectors to be lenient; however, **ANY CONNECTOR OTHER THAN THE ONE WE HAVE SPECIFIED WILL UNDERGO INCREASED SCRUTINY TO ENSURE A GOOD ELECTRICAL CONNECTION.**

**\*\*IMPORTANT\*\*** For the Championship Event, The SLU-70 copper terminals will be the only approved connectors.

As noted on the Terminal Supply Order Form in the Kit, teams may purchase additional SLU-70 lugs from them. These terminals are also available at Home Depot and many electrical supply stores.

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18

## Question & Answer Items of Note

### ➤ Revised #1824

**Q:** Regarding <G18>, if an opposing alliance member pushes you while you complete the process of stacking a tetra, and your being pushed causes one of their tetras to be removed from the stack below, are you to be penalized for removing theirs?

**Revised answer 3/29/2005:** No. In this case the pushing robot will be considered the de-scoring robot. In cases where there is a pushing robot and a scoring robot, but the causation is not clear, the pushing robot will still be considered the de-scoring robot. In cases where there is no obvious pushing robot, for example when two robots are trying to stack tetras simultaneously, the robot that is contacting the de-scored tetras will be considered the de-scoring robot.

**Original A:** Yes.

### Why are we making this change?

From its conception, Triple Play was envisioned as an offensive game, where all of the robots are loading and stacking lots of tetras. Based on the experience to date at the regionals, it has become clear that the previous answer to Q&A 1824, while being easier to referee, encourages a robot to ram an opponent while it is scoring. By changing the answer to #1824, we hope to discourage robots from playing aggressive defense and return Triple Play to primarily an offensive game.

See related Q&A #1827.