

## Passing on .... Regional Head Referee Information Clarifications / Rulings / Thoughts / Lessons Learned / Reinforcements

*Last updated: 20 November 2017*

These are items that we have seen at previous tournaments for local referees and teams need to understand and adhere to.

**M03, M11, & M17** - These missions all have scoring targets at the edge of the mats, but the distance from the mat to the wall can vary from board to board. Therefore, we consider these scoring targets to extend all the way to the closest board wall.

**M03** - Pump addition's cone does not have to be inserted into the pump system to count, the addition just has to be making contact with the mat and the contact must be fully inside the target.

**M04** - At the first pre-qualifier, this model was loaded with most of the rain sitting to the north of the bars holding them in place. This made the model extremely easy to activate, such that minor vibrations in the table from bumps would make the rain fall. For all future tournaments, the rain will be loaded such that the distribution is relatively even. Teams are advised not to rely on simple contact with the cloud dropping the rain and should instead actually try to slide the mechanism.

**M05** - The latch will start in the down position as shown in the field setup guide, not propped up against the filter (though the model operates the same way regardless).

**M06** - As specified in the challenge updates, the toilet will be placed such that it sits at the back edge of the round disc (three exposed nubs in front of it). This was changed at the first pre-qualifier due to inconsistencies with the mat but the update makes it clear. Sorry for any issues this may have cause.

**M07** - At the first pre-qualifier, some teams were erroneously given points for activating this model for moving the top layer even though the middle layer did not move. Points will only be given for moving the middle layer as specified in the challenge guide.

**R07 and Update 8** - By the original rules, a robot returning to base was not fully in-base if a part of the robot was over the south or west wall. At the first pre-qualifier, we warned a team that they would incur a touch penalty in this situation. This update negates that warning; as long as the robot is fully within the quarter-circle, it is considered fully in-base.