

Rule supplements – 2

Followings are supplement to the Rule 2 "Game Procedure" 2.1 and 2.2.

2. Game Procedure

2.1 Set-up

2.1.1 Prior to each game, a one-minute set-up time is given to the teams through the signal from the referee.

(Supplement 2.1.1-1) Place the Robot in the Start Zone (SZ) before setting time. If magazines and jigs are used, place them in the Loading Area. (LA)

2.1.2 The three (3) team members and up to three (3) pit crew members shall be allowed to participate in the set-up.

2.1.3 Each team shall commence set-up when the signal is given, and must stop when the one (1) minute is up.

(Supplement 2.1.3-1) With the start signal of the setting time, team members (and pit crews) prepare their robot in the SZ. Loading discs in the magazines and/or jigs should be done in the LA.

2.1.4 If a team fails to complete its set-up within the given one (1) minute, it may resume set-up after the start of the game by obtaining permission from the referee.

(Supplement 2.1.4-1) The set-up work that can be continued after obtaining permission from the referee is confined to the adjustment of the robot at the start zone. That set-up must be done by three team members only.

2.2 Start of the game

2.2.1 After the end of set-up time, the game shall begin at the signal from the referee.

(Supplement 2.2.1-1) With the start signal, the robot moves to LA and attaches 'discs' or 'magazines loaded with discs' according to Rule 2.4.1, then the robot leaves LA and works on the task. At this time the magazines and jigs which are not attached to the robot should remain in LA.

2.2.2 Teams that complete their set-up after the start of the game shall obtain permission from the referee at that moment to commence moving their robots.

That's all