

Updates & Clarifications

Updated December 2nd, 2024

(FIRST-issued updates & clarifications supersede all other sources)

(December 2nd, 2024)

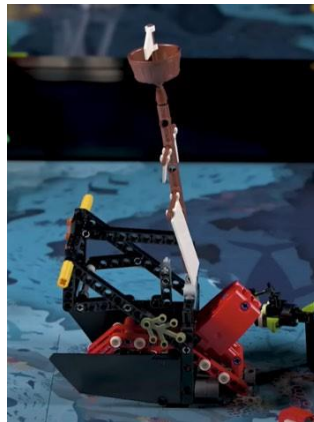
UPDATE 10 – MISSION 02 SCORING – Teams and Referees should follow the scoring condition outlined in the *Robot Game Rulebook* for Mission 02: Shark:

- "If the shark is touching the mat and is at least partly in the shark habitat: **10 points**"

These two conditions can be met independently. The section of the shark touching the mat does not need to be the same as the one in the habitat to earn points. Disregard any conflicting wording on the scoresheet, as it may suggest otherwise.

(October 1st, 2024)

UPDATE 09 – MISSION 06 RAISE THE MAST SCORING – To score for this mission, the mast must be upright and resting on the latch as shown.



(Moving the mast beyond this position will not score)

(September 26th, 2024)

UPDATE 08 – JUDGING SESSION FLOWCHART – Team should refer to the Judging Session Flowchart on the Game and Season Resources page. The flowchart pictured on page 31 of the Team Meeting Guide does not reflect the updates made for the SUBMERGEDSM season. The "Core Values Q&A" and "Judge Feedback" components have been replaced with a combined "Final Share & Feedback" component. There is no change to the overall length of the session.



Final Share & Feedback

Teams may choose to share final thoughts with judges. Judges may ask clarifying questions, then will provide verbal feedback to the team.

Up to 8 minutes

(September 3rd, 2024)

UPDATE 07 – KRILL & REEF SEGMENT FIELD SETUP – The starting locations of the 5 krill and 3 reef segments are depicted in the figure below. The orientation of the krill, along with the orientation and reef segment type is unspecified and will be randomly selected by the referee before the match begins.



● Reef Segments ■ Krill



UPDATE 06 – MISSION 10 FIELD SETUP – Arrows on the mat indicate the minimum and maximum distances for setting up this model. Position the model support bases between the lines marked on the mat, moving each support base forward or backward along the arrows on the mat as required, such that:

- The submersible support beam crosses the edge of each table wall over its center (marked by a small, red triangle on the border of the mat),
- the model is centered and symmetrical between the two fields,
- and the supports are vertical, perpendicular to the mat.

This flexibility in setup position supports the permitted variance in border wall thicknesses, which results in variable distances between tables in a tournament setup. Teams should be prepared for variability in the position of this model, within the specified range, at practice and competition tables. Competition organizers should make every effort to ensure consistency in the position of this model for all tables at a particular competition.

(August 6th, 2024)

UPDATE 05 – SOURCES OF AUTHORITY – The official *FIRST* updates & clarifications, field setup video, mission video, robot game rulebook pictures/text will be the only sources of authority. Referees will combine these materials to arrive at the best possible call.

Example: A team contends that, in its official starting position, only one of the two trident pieces touches the shipwreck. The other piece is suspended in the air by the second piece of the trident. The team hopes to earn points for completing the first part of the mission without any action. However, upon reviewing the mission video, it becomes clear that the trident piece must be removed to qualify for the points, leading to a ruling against the team.

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UPDATE 04 – NO EQUIPMENT CONSTRAINT “THIS” MISSION MODEL – When missions include the NO EQUIPMENT constraint, and consist of multiple mission models, each mission model should be evaluated independently.

Example: At the end of the match, a piece of team equipment is touching a single reef segment found in Mission 03: Coral Reef. In this scenario, this specific reef segment is ineligible to earn points for Mission 03; however, the remaining two segments and the coral reef remain eligible to earn points.

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UPDATE 03 – MISSION 10: SEND OVER THE SUBMERSIBLE “BONUS” CONSTRAINT REMOVED – The following mission constraint no longer applies:

“It is not possible to earn the bonus in remote competitions or if there is no opposing team.”

The two mission criteria will be evaluated independently of one another. Additionally, teams can earn points for both parts of this mission even when there is no opposing team, or at remote competitions.

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UPDATE 02 – EXTENDING PAST THE WALLS OF HOME UPON RETURN – Extending past any wall of Home **upon return** counts as “completely in” and can be handled without penalty.

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UPDATE 01 – MISSION 01: CORAL NURSERY SETUP – To avoid interfering with the intended movement of the coral tree’s holder in Mission 01: Coral Nursery, move the 3M™ Dual Lock™ Reclosable Fastener as shown in the image:

