

GAME Q&A

RULING 22 – Solid-Bottom Container Trouble

Many of you are placing models for delivery loosely in strategic containers (with 5 sides or less), and that's fine. And you're certainly allowed to leave containers out in the field with their contents... But this post is to remind/warn you that almost every mission this year that involves a delivery requires the delivered model to be TOUCHING = MAKING DIRECT CONTACT with the mat or models in the scoring areas at the end of the match. Be sure you understand the definition of TOUCHING in the rules, particularly the difference between the two pics on the right, and then ask yourself if your container's design is going to be okay.

RULING 21 – Loading The Robot

Although the "Pre-Match Preparation" rule was written about the time before a match, the freedoms and restrictions listed there apply during the match as well (sorry for mis-naming the rule). This post is to expand on what it means for you to be allowed to "prepare and arrange your inactive robot and any objects it will be moving or using." This means that any time your robot is inactive in Base, you may (yes, by hand) load/unload models and/or strategic objects onto it, add or remove attachments, etc. This is all part of normal allowable preparation prior to any start or restart.

RULING 20 (temporary*) – RCX Bonus Gone

Confirmation: There is no RCX bonus any more. It was used for two years to take the some of the shock away from those of you who were caught off guard and unable to switch to NXT. The transition is over, and we observe that those of you who still have the RCX generally like it and can be very competitive with it!

RULING 19 – Levee Blocking 2

A strategic object in the pink grid area is not a problem if the wheel never hits it. So if you're reinforcing your delivered levies with a strategic object, make sure the levies themselves are still what the storm would hit, and you'll be all set.

RULING 18 – Handling Models In Base

Confirmation: The robot is allowed to go get a model from the field and bring it back to Base, where you're allowed to handle it. The you can send the robot out to put it in its final placement.

RULING 17 – Levee Blocking 1

Nothing new here; just re-stating based on questions: 1) The storm wheel must be allowed to "hit or miss" levies, so the robot can't tamper with the thrower's operation (If I throw a baseball at the moon, of course it won't hit the moon, but did I miss? No!---My arm was too wimpy to give me the chance to miss), and 2) The only levee blocks allowed to block the wheel are those far enough away from the thrower as to be considered "near" the shores by the referee. Make them obviously closer than half way if you want a favorable call from the ref.

RULING 16 – Bear Upside Down

There are six ways the bear can balance: One an all 4 feet, two on her side, one with her nose in the air, one with her nose in the dirt, and one where she looks like a dead bug. The two positions where she's on her side count as her "sleeping" and all others count as "upright."

RULING 15 (temporary*) – First Ice Segment

When placing your Research Area model onto the mat, there's no spec on which end to place first for the same reason you wouldn't need to tell a pair of movers which end of your couch to place down first---As long as it's where it belongs, it doesn't matter.

RULING 14 - LEASHING ROBOTS

If you touch your robot while the only part of it in Base is the end of some long [whatever] that was left there like the end of a dog's leash for the obvious purpose of avoiding a touch penalty, you'll still get the penalty. I don't want to go back to ruling that the robot must leave base before it can do anything, so instead you get this post.

RULING 13 - LOCKED/ATTACHED-2

The restrictions against locking/attaching objects to the mission models apply at all handling/preparation times before and

GAME Q&A

DURING each match (sorry for their confusing placement). Remember that these restrictions on what YOU may do by hand do not apply to the ROBOT, once it's active. Example: While preparing to start the robot, YOU may not clamp a mission model to the robot, but once you start the robot, the ROBOT may clamp onto a mission model (autonomously).

RULING 12 - WIND-UP MOTORS

You are allowed to build wind-up motors, such as those that might store energy. The restriction in the "Materials" rule applies only to stand-alone LEGO elements that function as wind-up or pull-back motors.

RULING 11 - RINGS ARE STRAY

Any black ring (the ones that keep the balls in place) should be removed by *you* or the referee as soon as it is exposed. This is important in the area of the storm and levees. If a ring blocks the storm (wheel) you will not get points for that mission. *This is an exception to the rules (normally you're not allowed to move stray objects yourself).

RULING 10 (temporary*) - ARROW LOCATION

If you're trying to see where to place the arrow model by looking at pictures, chances are you have not read the Field Setup page, where the measurements are given.

RULING 9 - LOCKED/ATTACHED-1

The restriction against locking/attaching objects is contained in the "Pre-Match Preparation" rule, so that restriction, and the rule below it do not apply to active robots. Once started, the robot is allowed to grab things and/or pick them up. ALSO: Some people are missing the "Or instead" in the "Locked Or Attached" test... When considering two objects, only one of them needs to pass the pick-up-freely test. Example: Yes, it would take special work to move your desk without moving your keyboard, but that doesn't mean they're attached, since it's easy to lift the keyboard off the desk.

RULING 8 - YELLOW GRID AREA

For the "Beat The Clock" mission, it's okay if the robot touches objects, but it will not score if it's making direct contact with the mat outside the yellow grid area.

RULING 7 (temporary*) - MAT LOCATION MARKS

If you're struggling with a model that doesn't match its location mark on the mat, chances are you have not read the Field Setup page, where that issue is talked about (except if you're noticing the yellow/black striped piece on the drill rig doesn't line up---I forgot to mention that---ignore this difference, and align the model with its other marks).

RULING 6 - OPEN WINDOW

The window held open by its white beam latch is considered "all the way" open, even though it's not opened to its extreme.

RULING 5 - RED/WHITE PEOPLE

The pre-placed red and white people on the underground reservoir ARE touching the pink grid area, and could score there at the end of the match, since the little patch of real estate they're stuck to IS shown in the diagram defining that area. They do not need to touch the mat in the scoring area, but they could score like that too.

RULING 4 - INSULATION VIDEO

Both insulation blocks must touch the mat in the green grid area for any points to be earned in that mission. The action shown in the mission video would NOT score at all (sorry for the confusion).

RULING 3 - DRILL ASSEMBLY ALONE

Raising the drill assembly is worth points as a stand-alone task, even if the rig does not get delivered.

RULING 2 - PRE-PLACED LEVEES

GAME Q&A

The pre-placed levee blocks set up on the thin red rectangles when the match starts are understood to be upright, touching red shores, and could score that way. If they're moved during the match, even out of scoring position, but then returned to scoring position by the end of the match, they will score. The warning against "damaging" them only applies at the end of the match. The Required Methods rule does not apply here.

RULING 1 - ICE BERGS

Three white 1X4 LEGO bricks belong on their outlines near the big ice sheet. We missed mentioning them on the Field Setup page, but they are obstacles associated with the Research Area, and they may NOT be considered "Stray Objects" (see the Stray Objects rule).

RULING 0 – MODEL DAMAGE

You're not allowed to break models or defeat Dual Lock at tournaments, but if a model does break, and that could affect your score, the referee gives you the benefit of the doubt unless it was obvious your robot went nuts. The tournaments have the option to glue their models based on their assessment of the need for that.

*Temporary: Since this list of postings will become official reference for referees at tournaments, certain postings, whose useful life is limited, and with no effect on tournaments will be removed after the first week of November to keep the list manageable.