

## RULES AMENDMENTS:

### SUMO

- No changes to rules or game structure.
- Will emphasize to judges that they can call a stalemate and restart, as allowed in the rules, in order to keep wear down on the robot motors, and in order to maintain the maximum time of three minutes per bout.
- We will more clearly mark off the outer ring area and allow only one member from each team to approach the ring. This is intended prevent errors from player contact with the ring, even if inadvertent, and this will also allow better viewing for the crowd of spectators and the judges.

### JOUSTING

- The platform must be fixed so that it remains the most forward element on the robot.
- The Lance must be attached to the robot completely behind the platform, and must remain behind the Knight. A moveable or motorized Lance may move forward of the Knight's position only after the start of the robot and only on the opposite side of the center rail.
- If the platform comes off with the Knight still attached, that is also considered a win and earns the same points as if the Knight alone becomes unseated.
- Remember! There is no required time delay for Jousting.

### LINE-FOLLOW

- To be eligible for awards, the robot must complete following the line on both legs of the racetrack. The awards will be presented to the fastest total time for completion of both legs of the racetrack.
- If the robot leaves the line, the robot may be immediately restarted from the start of that leg, up to three times per leg, as the time on the clock continues.

### BOWLING

- Bottles serving as pins will be filled to 25g. The template used for spacing of the bowling pins is attached to this email.
- Each robot may now take a shot at the water bottle pins 5 times (instead of the original 3). More opportunities for a strike!
- The awards will be given for the best total score for 5 shots after deducting touch penalties as described below:
  - Take note of the diagram of the bowling lane on the website and the description of the setup, which will remain the same. The white area, marked "No Bowling Zone", will now be called "Zone A", and the blue shaded area, marked "Bowling Zone", will now be called "Zone B".
    - Clarification: If the robot throws the ball before crossing the first black line from Zone A into the Zone B, the points WILL count, but the shot is more difficult, and you may get more points by the robot moving forward into the Zone B. If the robot cross the next line, onto the "Bowling Lane" itself, the points will NOT count.
    - Change: If the robot does not return on its own (autonomously) from the Zone B back into the Zone A, you may pick up the robot and reload for the next shot, but will incur a two point penalty deducted from the total score. A robot which returns autonomously from the Zone B will receive full points with no penalty. A robot which has taken a shot from Zone A and never crossed into Zone B may be touched and recovered without penalty, but the shot is twice the distance and much more difficult.