

April 1 2011

TEAM UPDATE #21

GENERAL NOTICES

No changes

Section 1 – Introduction & Section 2 – The Arena

No changes

Section 3 – The Game

Section 3 – The Game, RevN, has been edited to incorporate the following edits:

- <G33>** Neither ROBOTS, HOSTBOTS, nor MINIBOTS may break the planes of the vertically projected borders of the opponent's LANES including a GAME PIECE in their POSSESSION. ~~Momentary incursions by a POSSESSED GAME PIECE will not be penalized if they do not make contact with anything in the LANE.~~
Violation: PENALTY and **YELLOW CARD**. G61 does not apply to this rule, however strategies aimed at taking advantage of this exception will result in a PENALTY plus a YELLOW CARD. If a ROBOT enters the opponent's LANE and does not make immediate effort to leave OR if it contacts another ROBOT (or GAME PIECE in its POSSESSION) also in the LANE, then the intruding TEAM will receive a RED CARD.

- <G67>** The RACE SCORE is assigned to each ALLIANCE based on the place of finish in the MINIBOT RACE (ties each receive the points for that place):

1 st MINIBOT to TRIGGER the TARGET	20 points
2 nd MINIBOT to TRIGGER the TARGET	15 points
3 rd MINIBOT to TRIGGER the TARGET	10 points
4 th MINIBOT to TRIGGER the TARGET	5 points

A note on the intent of this update:

Logomotion is an inherently fast paced game. However, while watching the last four weeks of regionals, we have noticed a large amount of robots playing getting penalized for small lane intrusions. It was never our intent of that rule to slow down the pace of play, which is what it is doing now.

On another topic, we have also noticed an inordinate amount of matches decided by minibot scores, which was never the objective of the minibot race. While it was intended to create tension, it was never meant to be the sole decider of matches. Due to this, we have decided to lower the amount of points that each minibot is worth.