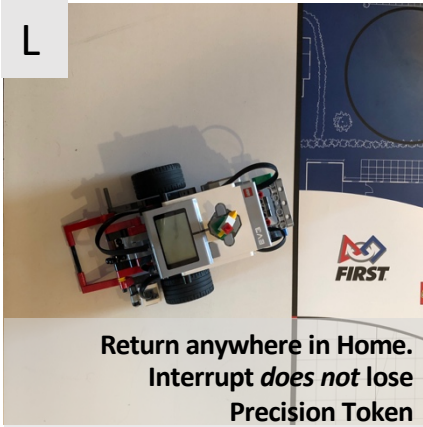


\* Ask your Head Referee to  
confirm as there is known  
variation on the definition of  
Stranded Object (RG09)

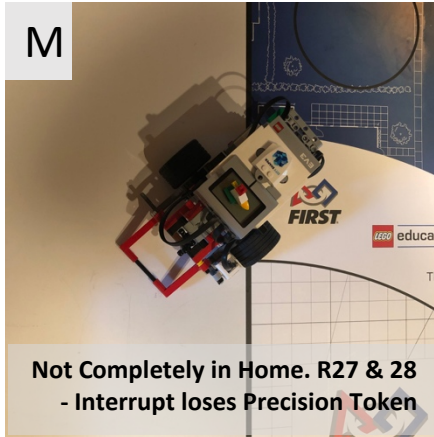
RG = Robot Game Update  
R = Rule in Game Guide



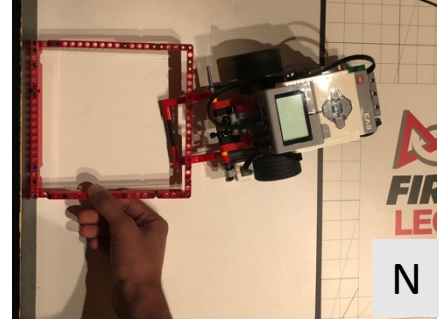
L



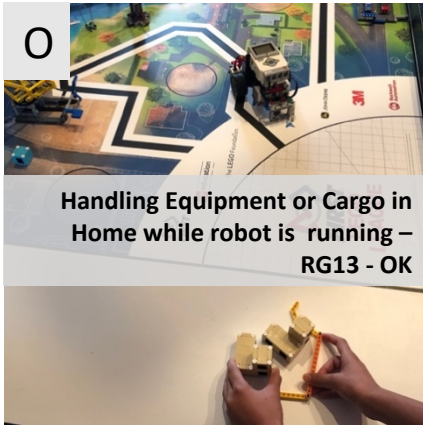
M



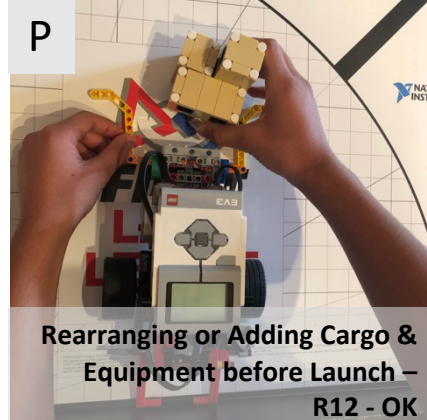
Touching Equipment as the  
Robot interacts with it in Home  
– RG13 - Not allowed



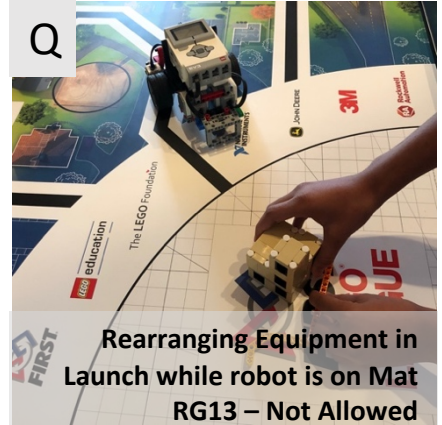
O



P



Q



## From the Game Guide



Home



Launch area

**01. ROBOT** – This is your LEGO MINDSTORMS controller and all the Equipment you combine with it by hand, which is not intended to separate from it, except by hand.

**02. EQUIPMENT** – This is anything you bring to a Match for Mission-related activity, including the Robot.

**03. MATCH** – When two teams play opposite each other on two Fields placed north to north. Your Robot Launches one or more times from the Launch Area and tries as many Missions as possible in 2-1/2 minutes.

**06. LAUNCH AREA** – This is the Mat's inner quarter-circle area and the black lines that form it. It extends to include the face of the south Border Wall, but no farther. It does not include the white band of sponsor logos.

**07. HOME** – Table surface west of the Field Mat that includes the faces of its Border Walls.

**08. LAUNCH** – Whenever you're done handling the Robot and then you make it GO.

## From the Game Guide

- 21. Launch sequence** READY SITUATION: Your Robot and everything it's about to move or use is arranged as you like. It must fit completely in the Launch Area and measure no taller than 12 in. (30.5 cm).  
 → When the Referee can see that nothing on the Field is moving or being handled, she/he will begin the countdown of the first launch.  
 → The precise timing of the first Launch of the Match is at the beginning of the last word or sound in the countdown, such as "Ready, set, Go!" or Beeeep!
- 22.** Don't interact with any part of the Field that's not completely in Home, except to Launch. – Except: If Equipment breaks off the Robot unintentionally, you may pick it up immediately from anywhere.
- 23.** Don't cause anything except the Robot to move or extend out of Home, even partly, except to Launch. – Except: If something accidentally crosses out of Home, you can take it back.
- 24.** Anything the Robot affects or puts completely outside the Launch Area stays as is
- 27. INTERRUPTION PROCEDURE** – If you Interrupt the Robot, stop it instantly, then calmly pick it up for the next Launch. Where was the Robot Interrupted? → Completely in Home: No problem. → Not Completely in Home: Lose a Precision Token.
- 28. INTERRUPTION WITH CARGO** – If the Robot has Cargo when Interrupted, Where was the Cargo acquired? → Completely in the Launch Area: Keep it. → Not Completely in the Launch Area... Where was the Cargo at Interruption? → Completely in Home: Keep it. → Not Completely in Home: Referee takes it

## From the Challenge Updates

- RG07 - MIS-LAUNCH** If you Interrupt the Robot so soon after Launch that it hasn't yet reached a Launch Area perimeter line, you will need to re-Launch, but you will not lose a Precision Token. This is an exception to Rule 27.
- RG09 - LAUNCH AREA STRANDING** Things Stranded partly or completely in the Launch Area \*can be taken into Home if you wish. If that action clearly/directly produces a scoring condition, the score won't count. \*This exception to Rules 22 and 29 does not apply if the Stranded thing reaches out of the white/logo arc area.
- RG13 - HOME, STRATEGIC AND ADAPTIVE STORAGE** With the implied permission from Rule 22, and clarification here, things completely in Home can be stored, handled, and shifted around any way you like, any time after inspection.
- If the Robot happens to interact with something which is at rest in Home, that shall not be considered an interaction with you, so it's not an Interruption. Said another way: After any Launch, and before the next Interruption, the Robot is free to go in and out of Home, and interact with things, even if you "staged" them strategically.
- If the Robot is on the way Home and you think its entry will be blocked by something in Home, you can shift that thing out of the way, as long as it was and remains completely in Home the whole time. Reminder: The Launch Area is not part of Home. You can not touch anything in the Launch Area between a Launch and the next Interruption, except to remove a Stranded Object as allowed in RG09.