

SUPERPOWEREDSM

Challenge Updates & Clarifications

Updated October 18th, 2022

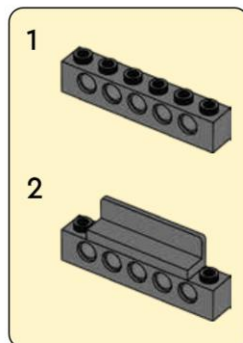
NEW

CLARIFICATION 07

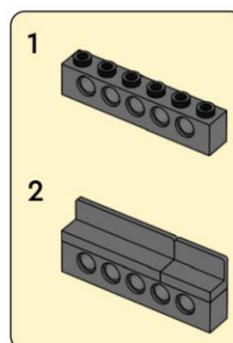
UPDATES

UPDATE 02 – WIND TURBINE BUILDING INSTRUCTIONS – Step 59 of the wind turbine mission model building instructions has been updated [here](#). The correct building instruction change can be seen below:

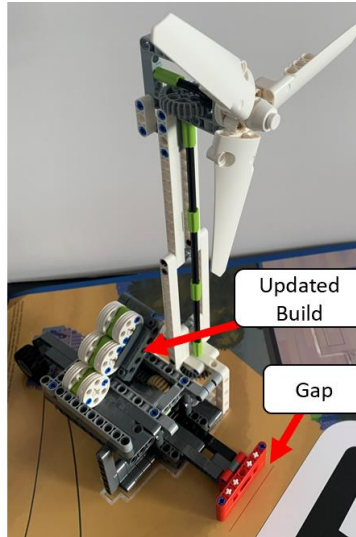
Correct



Incorrect



The wind turbine should also include a gap between the line on the mat and the red activator. The updated element and gap can be seen below:



Mission points lost at a competition due to a mission model that is not built or located according to the updated building instructions should be awarded in favor of the team (Benefit of the Doubt).

UPDATE 01 – RULE UPDATE – COMBINING WITH A MISSION MODEL – The following rule is to be applied both inside and outside of home:

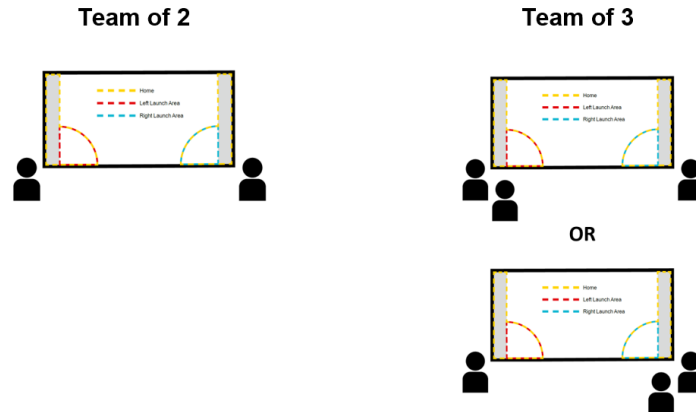
“If you combine a mission model with anything (including the robot), the combination needs to be loose or simple enough that, if asked to, you could free the mission model in perfect original condition immediately.

CLARIFICATIONS

CLARIFICATION 07 – DURING THE MATCH | INSIDE HOME - HANDLING –
Technicians may not hand anything from one home area to the other.

CLARIFICATION 06 – DURING THE MATCH | INSIDE HOME - ROBOT HANDLING –
Technicians may not pass the robot directly from one home area to the other.

CLARIFICATION 05 – MATCH SETUP 4 – As per **Match Setup 4**, “Team members must divide into two groups and position one group at each side of the field (left and right). These members cannot switch sides during the match. If possible, position two technicians at each home area.” For teams of 2 or 3, setup is as follows:

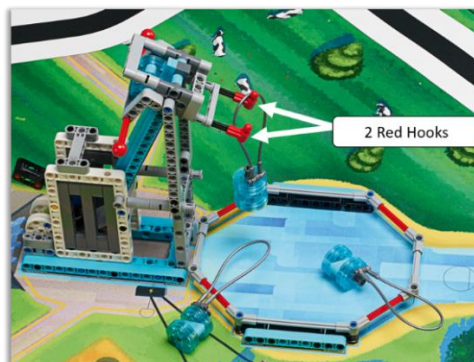


These members cannot switch sides during the match

CLARIFICATION 04 – MISSION 05 SMART GRID SHARING – Teams competing in remote events cannot earn the bonus.

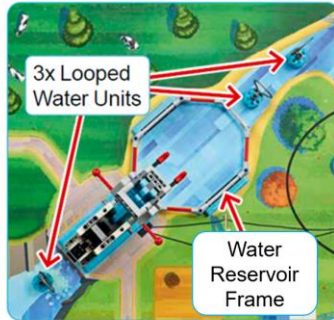
CLARIFICATION 03 – MISSION REQUIREMENTS – Certain missions (Missions 03, 08, 12, 14, & 15) include requirements that Energy Units or Looped Water Units may not be touching team equipment at the end of the match to score. This applies only to those Energy Units or Looped Water Units that are touching team equipment directly. Units that are not touching team equipment directly will still score.

CLARIFICATION 02 – FIELD SETUP – WATER RESERVOIR RED HOOKS – For this mission, there are only two red hooks (pictured below). Looped water units on red hooks score per hook, not per unit. Two looped water units on the same red hook will only score once.



CLARIFICATION 01 – FIELD SETUP – WATER RESERVOIR FRAME – The water reservoir frame is mislabeled in the Robot Game Rulebook - Field Setup. The correct labeling can be seen below:

WATER RESERVOIR



Place the water reservoir frame and three looped water units as shown (loops on the looped water units should align with lines on the mat).