

CARGO CONNECTSM

Challenge Updates

Updated 17 August 2021

CARFO CONNECTSM FIRST[®] LEGO[®] League 機器人挑戰賽

規則更新至 2021年8月17日

UPDATE 01 – ‘NO SHOW’ *Gracious Professionalism*[®] – If teams do not attend an official robot game match AND do not let the referee or event official know the reason, they will get a default *Gracious Professionalism* score of 0 points for the missed match. A ‘no show’ at a robot game match impacts others and we expect FIRST LEGO League teams to demonstrate their Core Values and common courtesy in such situations. Informing an event official before or shortly after the match’s scheduled time would be sufficient to get a *Gracious Professionalism* score of **ACCOMPLISHED** (3 points). At events that have more than three official robot game matches, the *Gracious Professionalism* points allocated by the referee will still only make up 1/3 of the team’s total Core Values score.

更新01 - 「缺席」親切的專業精神 - 如果隊伍沒有讓裁判或工作人員知道原因而無故缺席正式的機器人賽事，隊伍將因錯過比賽而導致親切的專業精神評分為0分。在機器人比賽中缺席會影響他人，因此希望FIRST LEGO League隊伍在比賽預定時間之前或不久之後通知賽事工作人員展示他們的核心價值觀和共同禮貌就足以獲得「完成」親切的專業精神分數(3分)。因賽制安排而進行超過3回合機器人競賽的隊伍，其親切的專業精神分數最高仍然只會佔核心價值總分的三分之一。

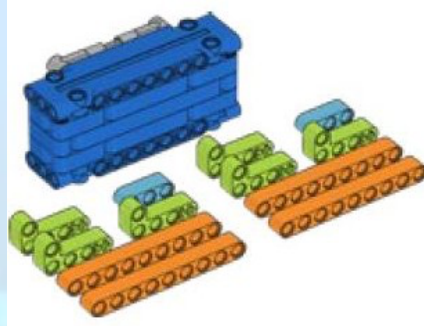
UPDATE 02 – R01 EQUIPMENT SPIKE[™] Essential– Teams may use motors and sensors from LEGO Education SPIKE[™] Essential.

更新02 - 規則01裝備SPIKE[™] Essential - 隊伍可以使用LEGO Education SPIKE[™] Essential的馬達和感應器。



UPDATE 03 – HINGED CONTAINER CONTENT PIECES – In Bag 3 of the Challenge Set, there are two sets of content pieces provided with the hinged container. Only one of these sets are to be used in the robot game. The other set are extra and to be used as replacement pieces. The picture below shows the hinged container and the two identical sets of content pieces:

更新03 - 掀蓋貨櫃內容物 - 在挑戰套組的第3袋中，掀蓋貨櫃提供了兩組內容物。在機器人比賽中只能使用這些套組中的一套，另一套是額外當作替換件，下圖顯示掀蓋貨櫃和兩組相同的內容物：



UPDATE 04 – R15 INTERRUPTION CLARIFICATION – The first bullet of R15 INTERRUPTION should reference R16 and R18, not R19.

更新04 - 規則15干擾說明 - 規則15的第一項干擾應該引用規則16和規則18，而不是規則19。

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UPDATE 05 – M08 AIR DROP SCORING CLARIFICATION – When both teams have separated their food packages from their field’s helicopter, both teams will earn 10 points. These points are additional to any other points scored in this mission. The new wording for M08 bullet 3 is:

If both teams have separated their food packages from their field’s helicopters: **10 added**

更新05 - 任務08空投得分說明 - 當兩支隊伍都將他們的食物包裹與他們場內的直升機分開，兩支隊伍都將獲得10分。此分數是額外分數獨立於任務08中獲得的任何其他分數。任務08第三項的新說明：

雙方隊伍都將自己場內的食物包裹與自己場內的直升機分開：**雙方各額外加10分**

UPDATE 06 – R19 STRANDED CARGO UPDATE – The wording for R19 STRANDED CARGO has changed and provides teams with more options when former cargo rests partly in home. The new wording is:

R19 STRANDED CARGO

COMPLETELY OUTSIDE HOME: If cargo is dropped or left outside of home, wait for it to come to rest. If the former cargo rests completely outside of home, it stays as is unless the robot changes it.

PARTLY IN HOME: Teams may remove former cargo that rests partly in home by hand at any time. If the object removed was a mission model, it must be given to the referee for the remainder of the match. If the object was equipment, it must be taken into home and the team will lose one precision token.

更新06 - 更新規則19：丟棄/擱淺的貨物 - 更動規則19：丟棄/擱淺的貨物說明，提供隊伍在貨物部分留在基地中時有更多的選擇。更動說明：

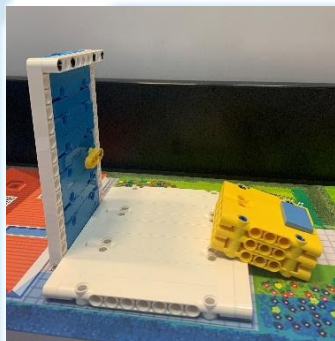
規則19：丟棄/擱淺的貨物

貨物模型完全在基地外面：當貨物被丟棄在基地區外時，待貨物呈靜止狀態確認完全在基地外，則保留原樣直到機器人改變貨物狀態。

貨物部分在基地外面：貨物呈靜止狀態確認部分在基地外時，隊伍可以自行決定收回貨物的時機，如果貨物為任務模型，必須主動交給裁判確保該回合不被再度使用；如果貨物為裝備，操作的技術人員必須將它完全移入基地區內，隊伍並且會失去一個精確度籌碼。

UPDATE 07 – M11 HOME DELIVERY CLARIFICATION– The following pictures have been provided as additional examples of the food package being on the doorstep partly vs completely:

更新07 - 任務11宅配說明 - 提供下方圖片作為食品包裹部分或完全放置在門口的評分範例：



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