

# RePLAY<sup>SM</sup> Challenge Updates

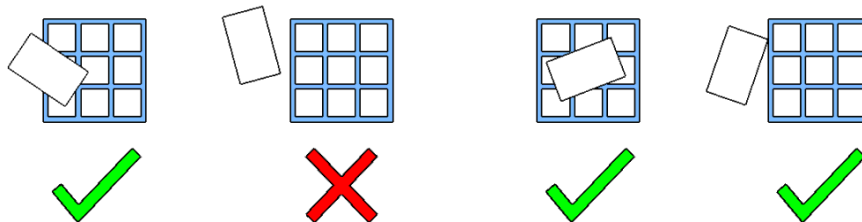
Updated 19 October 2020

**U06 – BOCCIA CLARIFICATION** – For M08 – Boccia, you are not required to use the Boccia Aim model to deliver individual cubes into your Frame or Target that you have in your possession. You are still required to load one yellow cube on the Boccia Aim model at the start of the match per the Field Setup and solutions must still be autonomous.

**U05 – HOPSCOTCH SPACES** – The “spaces” mentioned in M04 – Bench refer to the areas on the mat captured by the black bench frame when the bench is down flat. This is not the artwork on the mat. There is a total of 4 spaces. You can earn a max of 10 points per space (not per cube in that space).

4 August 2020

**U04 - DANCE SCORING** - M07 scoring for a robot dancing at the end of the match looks like this:



But actual competition scoring is quite difficult for several reasons, so above-normal benefit of the doubt shall be applied as follows: Any dancing robot scores M07 unless the referee can say: “I am convinced for sure that the robot’s controller was not overlapping any bit of blue chalk line as the match ended.”

**U03 - PRECISION TOKEN PLACEMENT** - If you compete in a match with no referee present, please set your precision tokens in their white triangle anyway. This way all teams start with identical setups, and your robot doesn’t get used to open space there.

**U02 - BASKETBALL MODEL LABEL CORRECTION** - In the whole-field picture on Page 7 of the Robot Game Rulebook, the basketball model is labeled “M04,” but should have been labeled “M05.”

**U01 - MISSION M08 SHARING ADJUSTMENT** - If exactly one cube is sent north over the wall from your boccia share model but you are the only team in the match, you automatically get the 25 share-related points. In this case: You did send a cube away and you did get share credit, but you did not get an imaginary cube that can be used or counted anywhere.