Team Update 02

General

Animation Awards Blog and Information

2025-26 season information about the Digital Animation Award sponsored by Worcester Polytechnic Institute (WPI) and the Safety Animation Award sponsored by UL Solutions has been published. For more details see additions to the Competition Manual in section 6.6 Project-Based Global Awards as shown below and read the Animation Awards for the *FIRST* AGE Season Blog.

Competition Manual

6.6   Project-Based Global Awards

6.6.1   Digital Animation Award sponsored by Worcester Polytechnic Institute (WPI)

This award, sponsored by Worcester Polytechnic Institute (WPI), celebrates STEAM (Science, Technology, Engineering, Art, and Mathematics) and emphasizes the ability to tell a story through animation that integrates technological, social, and humanistic concepts.

The 2026 Digital Animation Award is offered to help encourage students to cultivate skills in design and creation of animation while telling a story about the impact of technology on society. This award is open to all *FIRST* Robotics Competition teams and *FIRST* Tech Challenge teams and is optional. More information can be found on the Digital Animation Award webpage.

> Specific award criteria and deadlines will be available after Kickoff. Check out last year's submission requirements and the 2025 Digital Animation Award Winners to learn more about this award.

6.6.2   Safety Animation Award sponsored by UL Solutions

The 2025-26 theme for the Safety Animation Award, sponsored by UL Solutions, is: Unearth Safety! For this animation teams are invited to dig deep to uncover impactful ways to implement safe and sustainable practices. Use bold storytelling and imaginative artistry to create a memorable message that inspires responsible exploration and careful stewardship of our resources. More information can be found on the Safety webpage.

> **NEW!** For the 2025-26 Season, each *FIRST* Tech Challenge team will also be able to submit for the Safety Animation Award sponsored by UL. Specific submission details will be available after Kickoff.
>
> To learn more now, check out the 2025 *FIRST* Robotics Competition Safety Animation Award winner details.

9.10   AprilTags

Figure 9-18 has been adjusted to correct error in TAG ID from 33 -> 23.

11.3 Pre-MATCH

G301 ***Be prompt.** …

> …
> In general, good faith efforts to quickly become MATCH ready are entirely for the purposes of transitioning the ROBOT into a MATCH ready state (i.e., not attempts to significantly alter a ROBOT'S capabilities.) Examples of good faith efforts to quickly become MATCH ready include but are not limited to:
> A. walking safely towards the FIELD with a ROBOT that a team is not actively modifying.
> B. applying quick fixes such as tape or cable ties to make the ROBOT compliant with STARTING CONFIGURATION requirements.
> C. waiting for a DRIVER STATION device to boot.
> D. actively working with field technical staff, including the FTA, to resolve an issue in a reasonable amount of time.
> E. performing a MOMENTARY "wiggle test" to confirm communication between the DRIVER STATION and the ROBOT CONTROLLER. The ROBOT should not drive or interact with SCORING ELEMENTS (except contact with pre-loaded ARTIFACTS) while performing this test.

11.4.4 ROBOT

G418 **ROBOTS may not meddle with ARTIFACTS on RAMPS.** ROBOTS may not contact, either directly or transitively through a SCORING ELEMENT CONTROLLED by the ROBOT, ARTIFACTS on a RAMP, including their own RAMP. Additionally, ROBOTS may not:

> A. ~~descore~~ remove an ARTIFACT from their own RAMP except by operating the GATE, or
> B. ~~descore~~ remove an ARTIFACT from the opponent's RAMP.

Violation: MAJOR FOUL per ARTIFACT, and the ALLIANCE is ineligible for the PATTERN RP if `G418.A`*, or the opposing ALLIANCE is awarded the PATTERN RP if* `G418.B`*.*

G432 **Humans only take from the LOADING ZONE.** DRIVE TEAM members may only retrieve or move ARTIFACTS from the FIELD as follows:

> A. only ARTIFACTS that are in the LOADING ZONE, and
> B. only during TELEOP.

Violation: MINOR FOUL per ARTIFACT.

> DECODE is a fast-paced game and teams should practice coordination and communication between the DRIVE TEAM members to avoid unintentional contact between the ROBOT and any humans in violation of `G431.A`.
>
> ~~This violation can stack. A DRIVE TEAM member that retrieves an ARTIFACT from outside the LOADING ZONE during AUTO would receive 2 MINOR FOULS.~~

G433 **Humans may not yeet SCORING ELEMENTS.** DRIVE TEAM members may only enter ARTIFACTS onto the FIELD as follows:

A. only during TELEOP,
B. without LAUNCHING or rolling,
C. without using a tool unless allowed under `G302`, and
D. only via the LOADING ZONE by either:
   i. directly placing the ARTIFACT into the LOADING ZONE, or
   ii. into a ROBOT that is in the LOADING ZONE such that the ARTIFACT is fully supported by the ROBOT.

Violation: MAJOR FOUL per ARTIFACT.

> DRIVE TEAM members may load SCORING ELEMENTS into a ROBOT. DECODE is a fast-paced game and teams should practice coordination and communication between the DRIVE TEAM members to avoid unintentional contact between the ROBOT and any humans, in violation of `G431.A`.
>
> ~~This violation can stack. A DRIVE TEAM member that enters an ARTIFACT into the FIELD outside the LOADING ZONE during AUTO would receive 2 MAJOR FOULS.~~

G434 **The ALLIANCE AREA has a storage limit.** During TELEOP, each ALLIANCE may not store more than 6 ARTIFACTS off the FIELD. DRIVE TEAM members making a good-faith effort to immediately enter additional ARTIFACTS into the FIELD is an exception to this rule.

Violation: MINOR FOUL per ARTIFACT over the limit and an additional MINOR FOUL per ARTIFACT over the limit for every 3 seconds in which the situation is not corrected.

> The intent of this rule is to prevent an ALLIANCE from starving the FIELD of ARTIFACTS during TELEOP. During AUTO and transition, this rule is not enforced. Upon the start of TELEOP, DRIVE TEAM members must make a good-faith effort to immediately enter ARTIFACTS into the FIELD until compliant with G434.
>
> Teams will not be in violation of this rule if FIELD STAFF return ARTIFACTS to the DRIVE TEAM that have left the FIELD per section `10.8 Other Logistics` such that the ALLIANCE holds a number of ARTIFACTS over the limit. However, if the DRIVE TEAM does not then make a good-faith effort to immediately enter ARTIFACTS into the FIELD until compliant with `G434`, they will be in violation of this rule.
>
> DRIVE TEAM members must keep ARTIFACTS accessible. DRIVE TEAM members intentionally losing access to ARTIFACTS, e.g., by purposefully removing them from the FIELD and ALLIANCE AREA, will be considered egregious behavior and handled per `G211`.