

Team Update 15

General

FIRST Championship

For the 2025 FIRST Championship, additional SAMPLES will be added to the INTO THE DEEP game. Given the elevated level of gameplay we've seen at Regional Championship Tournaments, we feel this change will and allow teams competing in the FIRST Championship additional scoring opportunities.

Team Updates

Team Update 16 will be the last Team Update of the season and is scheduled for Thursday, April 3rd, 2025.

Q&A Closing

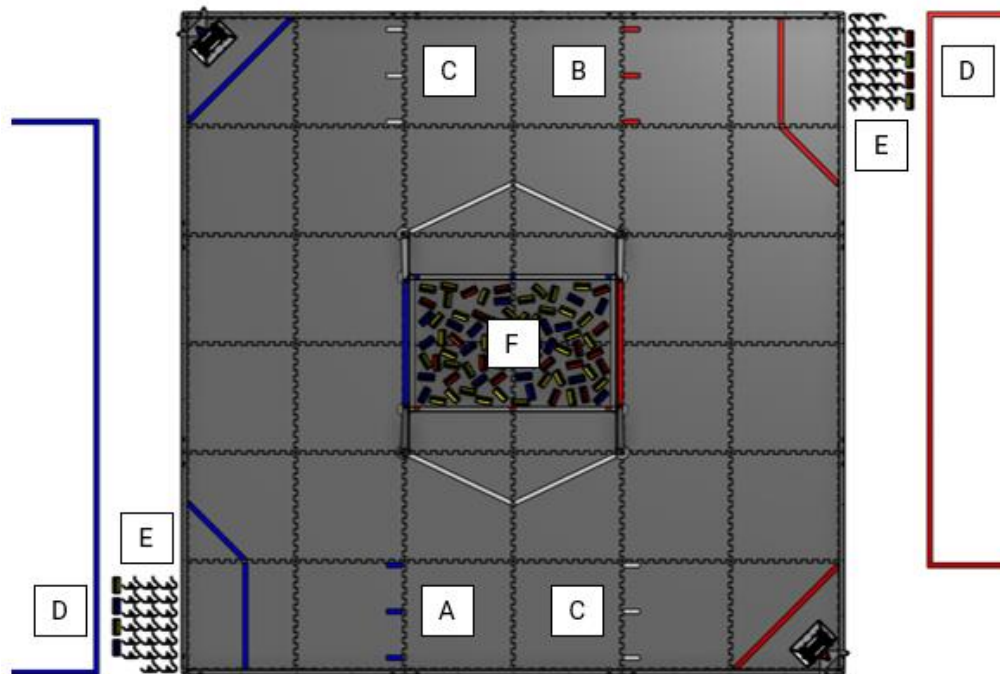
The team Q&A system will close on Thursday, April 3rd at 12:00pm eastern.

Competition Manual

Section 10.3.1 SCORING ELEMENTS

Before each MATCH begins, FIELD STAFF stage SCORING ELEMENTS according to Figure 0-1.

Figure 0-1: SCORING ELEMENTS staging positions



80 SAMPLES* (20 red, 20 blue, and 40 neutral) and 40 CLIPS that are staged as follows:

- A. Blue ALLIANCE SAMPLES – 3 blue SAMPLES are placed on each of the 3 SPIKE MARKS on TILE B1
- B. Red ALLIANCE SAMPLES – 3 red SAMPLES are placed on each of the 3 SPIKE MARKS on TILE E6
- C. Neutral SAMPLES – 3 neutral SAMPLES are placed on each of the 3 SPIKE MARKS on TILES B6 and E1
- D. 2 neutral SAMPLES and 2 corresponding ALLIANCE SPECIFIC SAMPLES are placed on the floor outside the FIELD wall between the ALLIANCE AREA and the wall
- E. 20 CLIPS are placed on the floor outside the FIELD wall between the ALLIANCE AREA and the wall
- F. SAMPLES inside the SUBMERSIBLE ZONE – 15 red SAMPLES, 15 blue SAMPLES, and 30 neutral SAMPLES are randomly placed inside the SUBMERSIBLE

From the SCORING ELEMENTS provided in D and E each ROBOT may be pre-loaded with either 1 SAMPLE or one SPECIMEN such that it is in contact with the ROBOT and not in the OBSERVATION ZONE or NET ZONE. SAMPLES or CLIPS not pre-loaded will remain in setup locations D and E.

*For SCORING ELEMENT quantities and placement at the *FIRST* Championship, please reference section [15.2 Game Modification](#).

Section 15.2 Game Modification

The number, type, and distribution of SCORING ELEMENTS may be adjusted for the *FIRST* Championship INTO THE DEEP tournament. Any game modifications will be published in or before the last regularly scheduled Team Update as described in section [1.9 Team Updates](#).

At the 2025 *FIRST* Championship, the following modifications will be made to the INTO THE DEEP game:

- 5 additional red SAMPLES (25 total)
- 5 additional blue SAMPLES (25 total)

The 10 additional SAMPLES will be added to the SUBMERSIBLE ZONE during pre-match setup. No additional CLIPS will be provided. This game modification is an exception to pre-match setup described in section [10.3.1 SCORING ELEMENTS](#) and will only apply to the *FIRST* Championship.