

2025-2026 Field Acceptance Check

All events are expected to meet the minimum field acceptance requirements:

- For single day events – Checks must be completed once, prior to the start of qualification matches.
- For multi day events – Checks must be completed prior to the start of matches EACH day.
- Each time a field repair or adjustment is made by event staff, the affected item should be re-checked.

Section 1 – Inspection Items

Item	#	Acceptance Criteria	Cert
CORE VALUES		<i>Discovery, Innovation, Impact, Inclusion, Teamwork, & Fun</i>	-HQ
ARTIFACTS	1.1	Ensure correct ARTIFACT type & quantity: (24x) Purple, (12x) Green – manufactured by AndyMark.com P/N: am-3376a_purple / am-3376a_green	
	1.2	No visible damage such as cracks, gouges, or melted sections.	
	1.3	No visibly deformed or “egg shaped” ARTIFACTS.	
	1.4	No markings on the exterior of the ARTIFACTS which might interfere with ROBOT vision tracking.	
RAMP (1x) Red RAMP (1x) Blue RAMP	1.5	Churro Extrusions are not visibly bent, and their mounting screws are tightened such that the Churro does not rotate when twisted by hand.	
	1.6	Metal brackets are not visibly damaged or bent.	
RAMP Hardware (1x) Red RAMP (1x) Blue RAMP	1.7	Wingnuts: Check the tightness of the (2x) wingnuts which attach each RAMP to the disks below the TILES. Ensure TILES are not compressed from over-tightening. Check that both “feet” sit flat on the TILES and the RAMP assembly is not twisted axially.	
	1.8	Assembly Screws: Each lower RAMP is attached to the upper RAMP using (4x) 10-32 screws and nylock nuts. Ensure screws are correctly tightened.	
Plastic Panels	1.9	Inspect all plastic panels on both GOALS, the OBELISK, and both Blocker Panel Assemblies. Ensure there are no visible bends, creases, or cracks.	
GOAL Assembly (1x) Red GOAL (1x) Blue GOAL	1.10	No Cable Ties are visibly missing, broken, or loose. No Cable Ties are over-tightened and deforming the GOAL structure	
	1.11	Front Panel Height: Confirm the top edge of each front GOAL panel is 38.75 in. +/- 0.5 in. above the TILE surface (98.45 cm +/- 1.25 cm).	
	1.12	Confirm the GOAL panels are secure and cannot be moved by hand. Confirm that both GOALS are level and sit flat on the foam TILE surface.	
GATE (1x) Red GATE (1x) Blue GATE	1.13	Lever Height: Bottom of the ROBOT interface side of the GATE handle is 3.0 in. +/- 0.5 in. (7.60 cm +/- 1.25 cm) above the TILE surface.	
	1.14	Pivot bolt, spacers, and metal mount are not visibly loose, damaged or bent. Ensure each GATE rotates freely with low friction. Confirm both GATE arms are not twisted (arms should be approx. parallel to the end of the RAMP).	
	1.15	Hard-stop components (bolt, spacers), and metal mount are not visibly loose, damaged or bent.	
AprilTags (1x) Red, (1x) Blue (3x) OBELISK	1.16	Inspect each AprilTag to ensure the correct tag is being used, they are not damaged and there are no markings which might interfere with ROBOT vision. Red (TAG ID: 24), Blue (TAG ID: 20), OBELISK (TAG IDs: 21, 22, 23)	
General FIELD	1.17	Ensure the FIELD Straps are correctly tensioned, and placed in the correct locations, approximately 6in. (15.25 cm) from the centerline of the FIELD.	
	1.18	The entire FIELD is clean and dry (including TILES).	
	1.19	Ensure all Competition FIELDS are identically constructed and set up.	

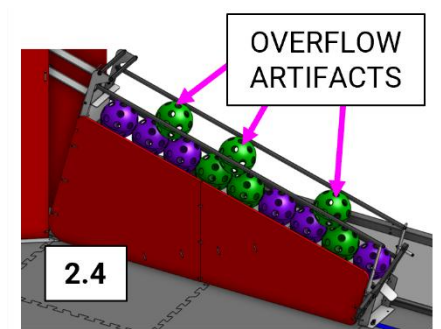
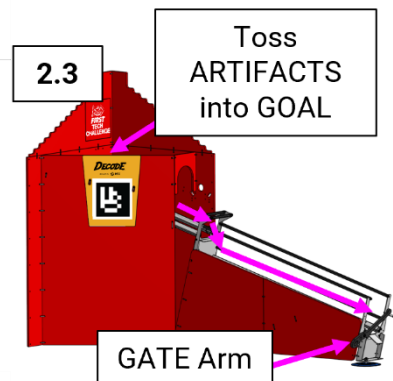
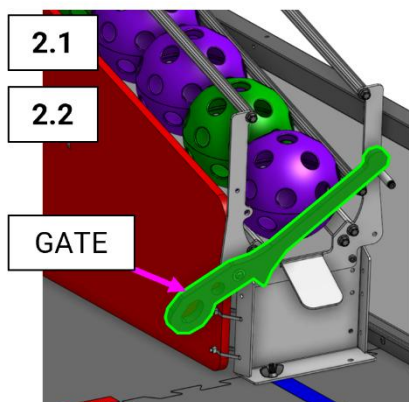
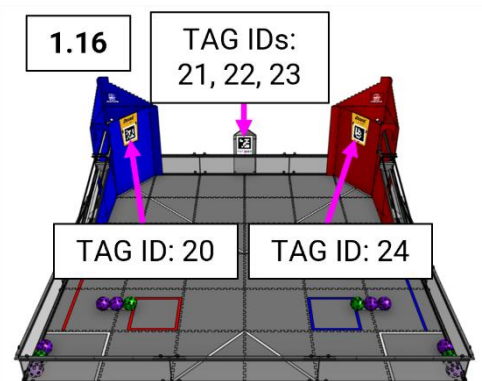
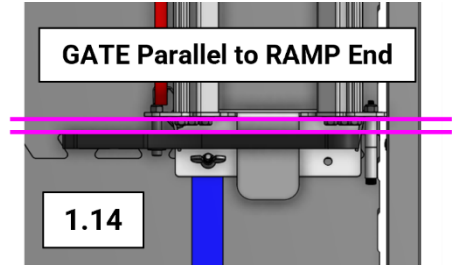
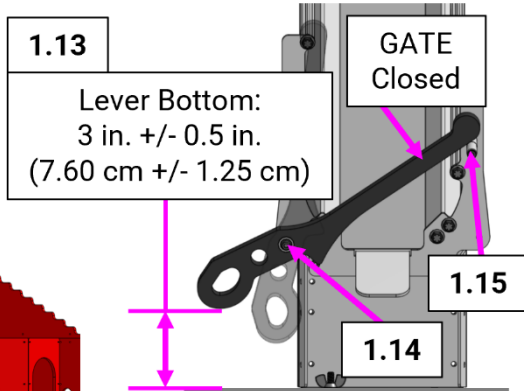
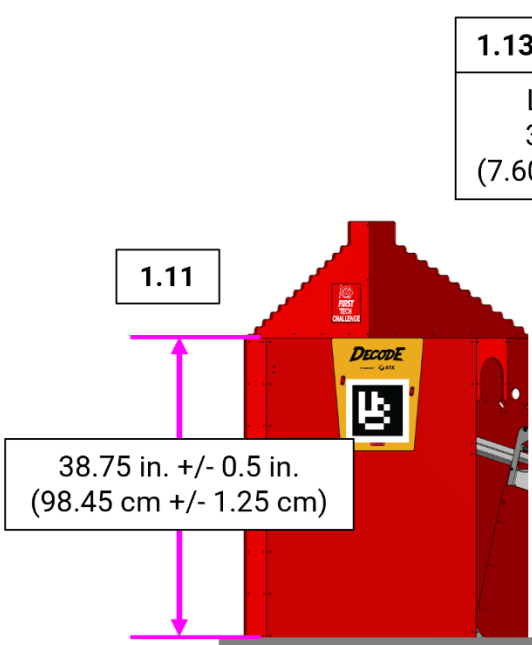
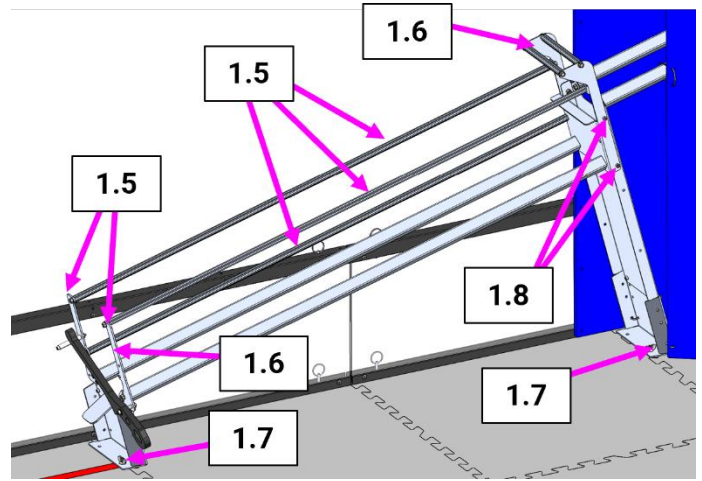
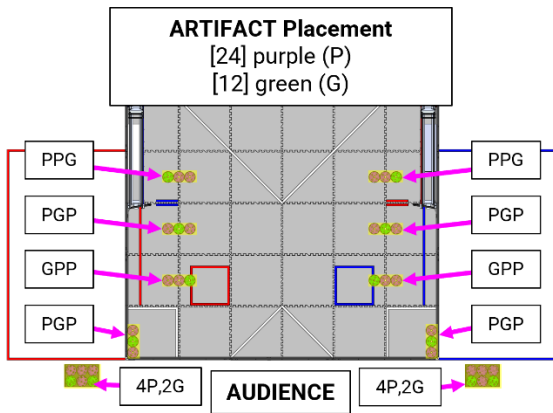
Section 2 – Functional Tests

Item	#	Test Criteria	Cert
Dynamic GATE (1x) Red, (1x) Blue	2.1	Open the GATE and ensure it fully closes. Repeat (9x) for each GATE, using different motions to emulate various types of ROBOT-GATE interactions testing both with and without ARTIFACTS on the RAMP.	
Static GATE (1x) Red, (1x) Blue	2.2	Hold the GATE so it is fully open. Attempt to “balance” the GATE vertically before releasing it to ensure it fully closes. Repeat (3x) for each GATE.	
GOAL and RAMP (1x) Red, (1x) Blue	2.3	Empty the lower RAMP. Toss ARTIFACTS into the GOAL. Ensure that nothing impedes the ARTIFACT motion until they stop at the GATE arm. Repeat the test for each GOAL and RAMP using different combinations of up to (6x) ARTIFACTS simultaneously until (>9x) ARTIFACTS have successfully exited the RAMP.	
Overflow (1x) Red, (1x) Blue	2.4	Fill the lower RAMP with (9x) ARTIFACTS. Toss more ARTIFACTS into the GOAL. Observe the flow of the ARTIFACTS and ensure that nothing impedes their motion until they exit onto the FIELD over the top of the GATE arm. Repeat the test for each GOAL and RAMP using different combinations of up to (6x) ARTIFACTS simultaneously until (>9x) ARTIFACTS have successfully exited the RAMP.	
GATE Release (1x) Red, (1x) Blue	2.5	Fill the lower RAMP with (9x) ARTIFACTS. By hand, press the GATE open in the same manner as a ROBOT. Ensure nothing impedes the ARTIFACT motion. Repeat the test (>3x) times for each GATE.	

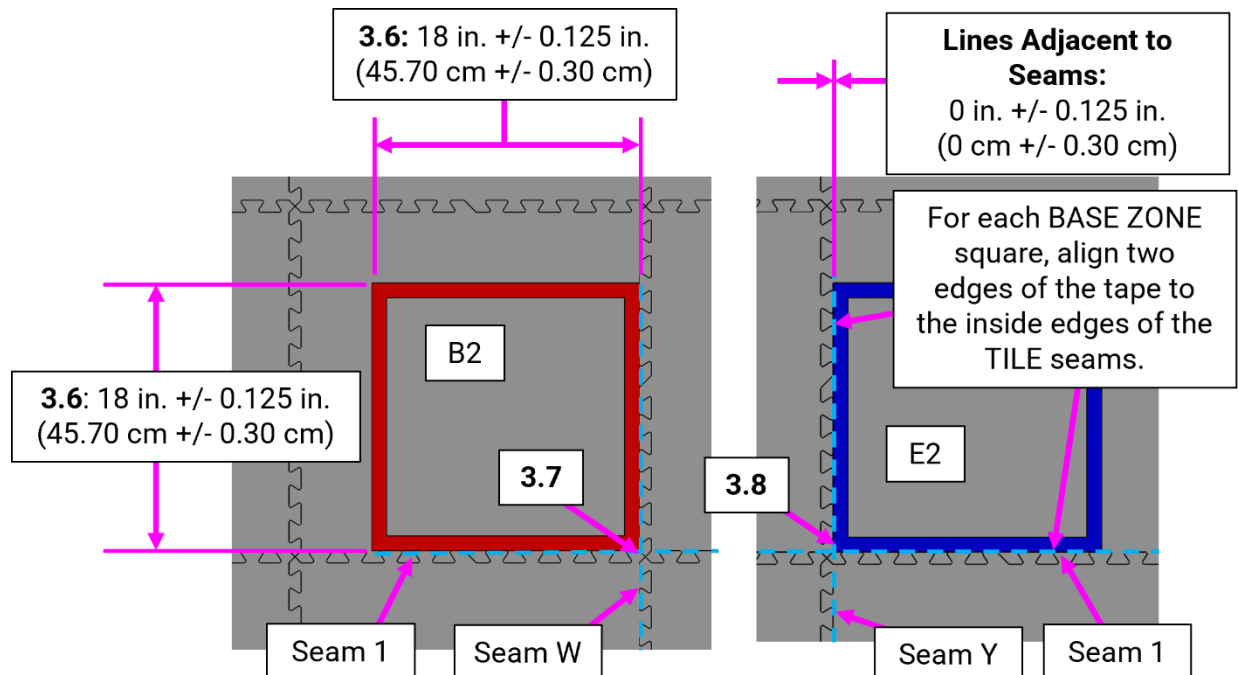
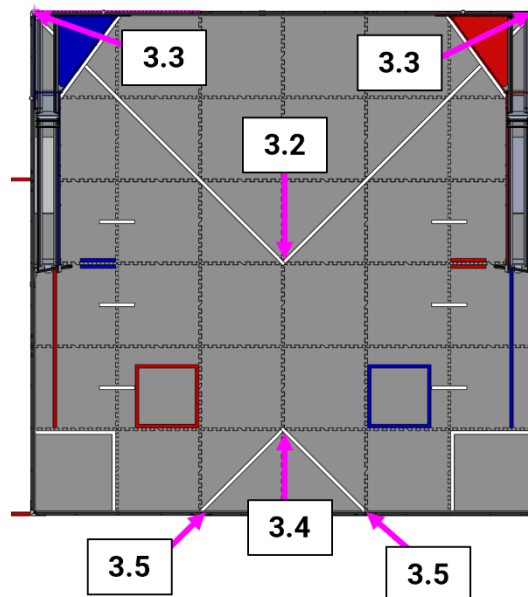
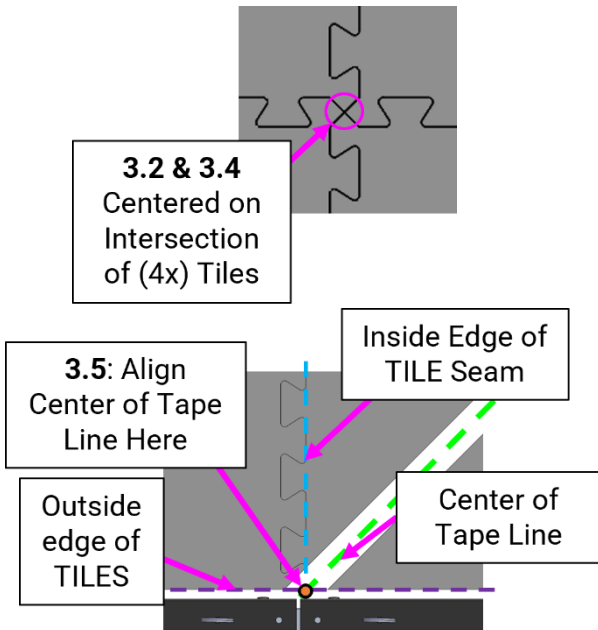
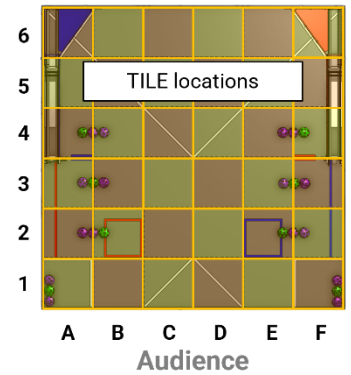
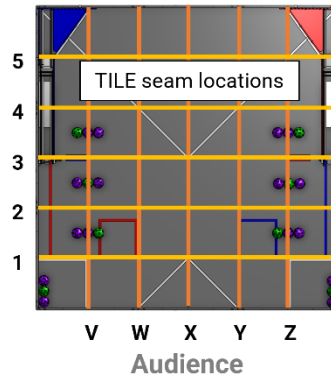
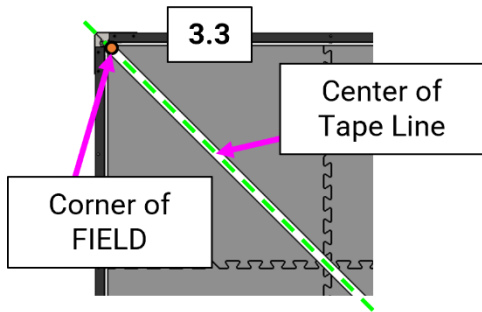
Section 3 - Tape Lines

Item	#	Acceptance Criteria	Cert
Tape Quality	3.1	ALL Tape is in “good condition” with no visible damage	
Back LAUNCH LINE	3.2	The Back LAUNCH LINE V has an apex centered over TILE Intersection (X3)	
	3.3	The tape lines are centered over FIELD Corners.	
Front LAUNCH LINE	3.4	The Front LAUNCH LINE V has an apex centered over TILE Intersection (X1)	
	3.5	The tape lines are centered over the point on the perimeter edge of the foam TILES, at the edge of the TILE seam, closest to center FIELD. (2x)	
BASE ZONES (1x) Red Square (1x) Blue Square	3.6	Each side is 18 in. +/- 0.125 in. (45.70 cm +/- 0.30 cm), (4x) per BASE ZONE square	
	3.7	Red BASE ZONE is adjacent to Seams (W) and (1) +/- 0.125 in. (+/- 0.30 cm)	
	3.8	Blue BASE ZONE is adjacent to Seams (Y) and (1) +/- 0.125 in. (+/- 0.30 cm)	
SPIKE MARKS (6x)	3.9	Each SPIKE MARK is 10 in. +/- 0.125 in. long (25.40 cm +/- 0.30 cm), (6x)	
	3.10	Centered on the tile “Shark Fin” +/- 0.125 in. (+/- 0.30 cm), both dimensions (6x)	
	3.11	Each SPIKE MARK is aligned with TILE Grid +/- 2 degrees (6x)	
GATE ZONE (2x) Red Lines (2x) Blue Lines	3.13	Lines are 10 in. +/- 0.125 in. long (25.40 cm +/- 0.30 cm), (2x) Red, (2x) Blue	
	3.14	Red Lines are adjacent to Seams (Z) and (3) +/- 0.125 in. (+/- 0.30 cm)	
	3.15	Blue Lines are adjacent to Seams (V) and (3) +/- 0.125 in. (+/- 0.30 cm)	
LOADING ZONES	3.16	Red Zone is adjacent to Seams (V) and (1) +/- 0.125 in. (+/- 0.30 cm)	
	3.17	Blue Zone is adjacent to Seams (Z) and (1) +/- 0.125 in. (+/- 0.30 cm)	
SECRET TUNNEL ZONES (1x) Red, (1x) Blue	3.18	Red Tape is 16.75 in. +/- 0.25 in. (42.55 cm +/- 0.65 cm) from Seam (V)	
	3.19	Red Tape Ends are adjacent to Seam (3) and Seam (1)	
	3.20	Blue Tape is 16.75 in. +/- 0.25 in. (42.55 cm +/- 0.65 cm) from Seam (Z)	
	3.21	Blue Tape Ends are adjacent to Seam (3) and Seam (1)	
DEPOT (2x)	3.22	Each DEPOT Line is adjacent to the GOAL +/- 0.25 in. (+/- 0.65 cm)	
ALLIANCE AREAS (1x) Red, (1x) Blue	3.23	Each Alliance Area is 96 in. +/- 1 in. Long (243.85 cm +/- 2.55 cm)	
	3.24	Each Alliance Area is 54 in. +/- 1 in. Wide (137.15 cm +/- 2.55 cm)	

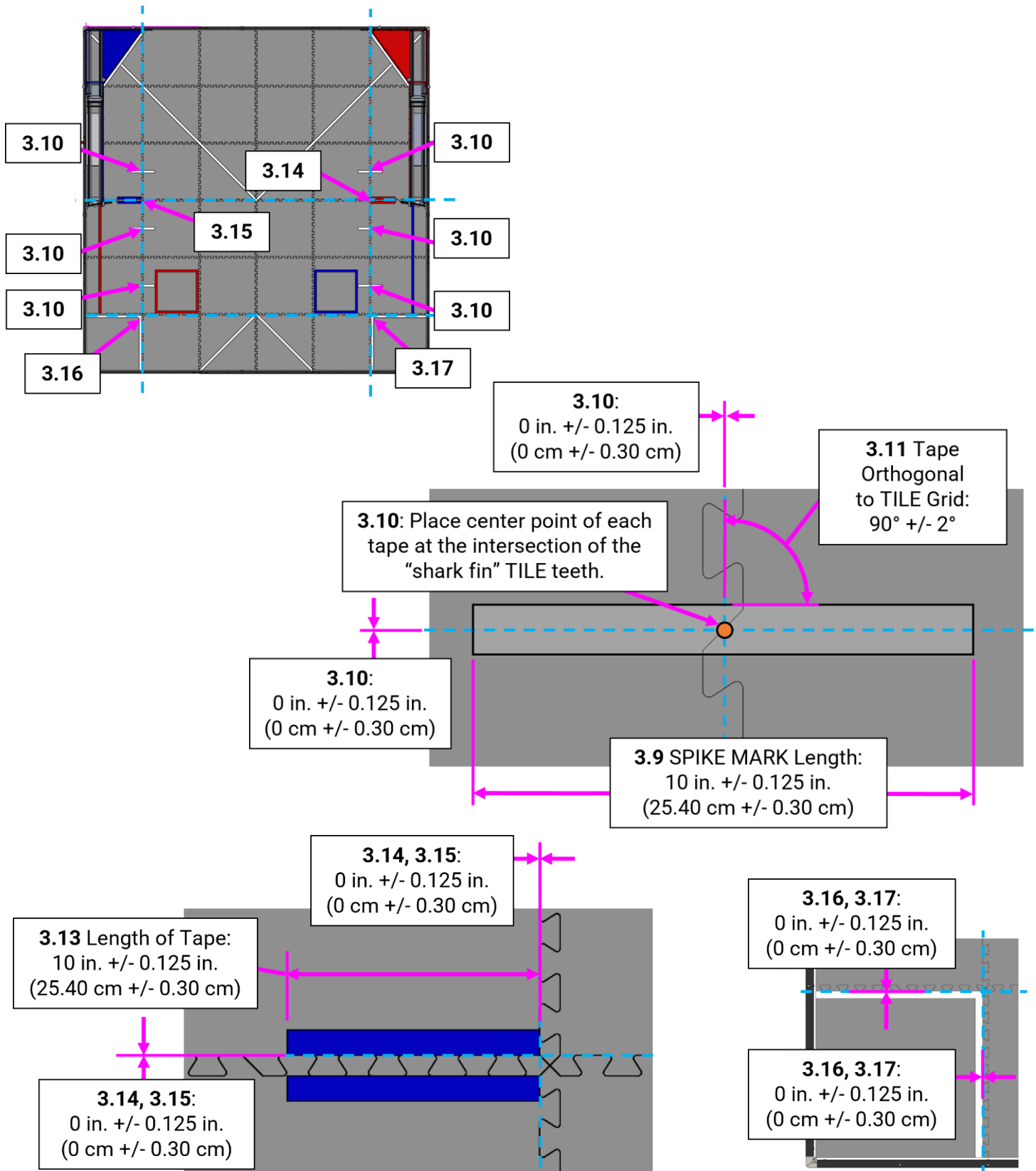
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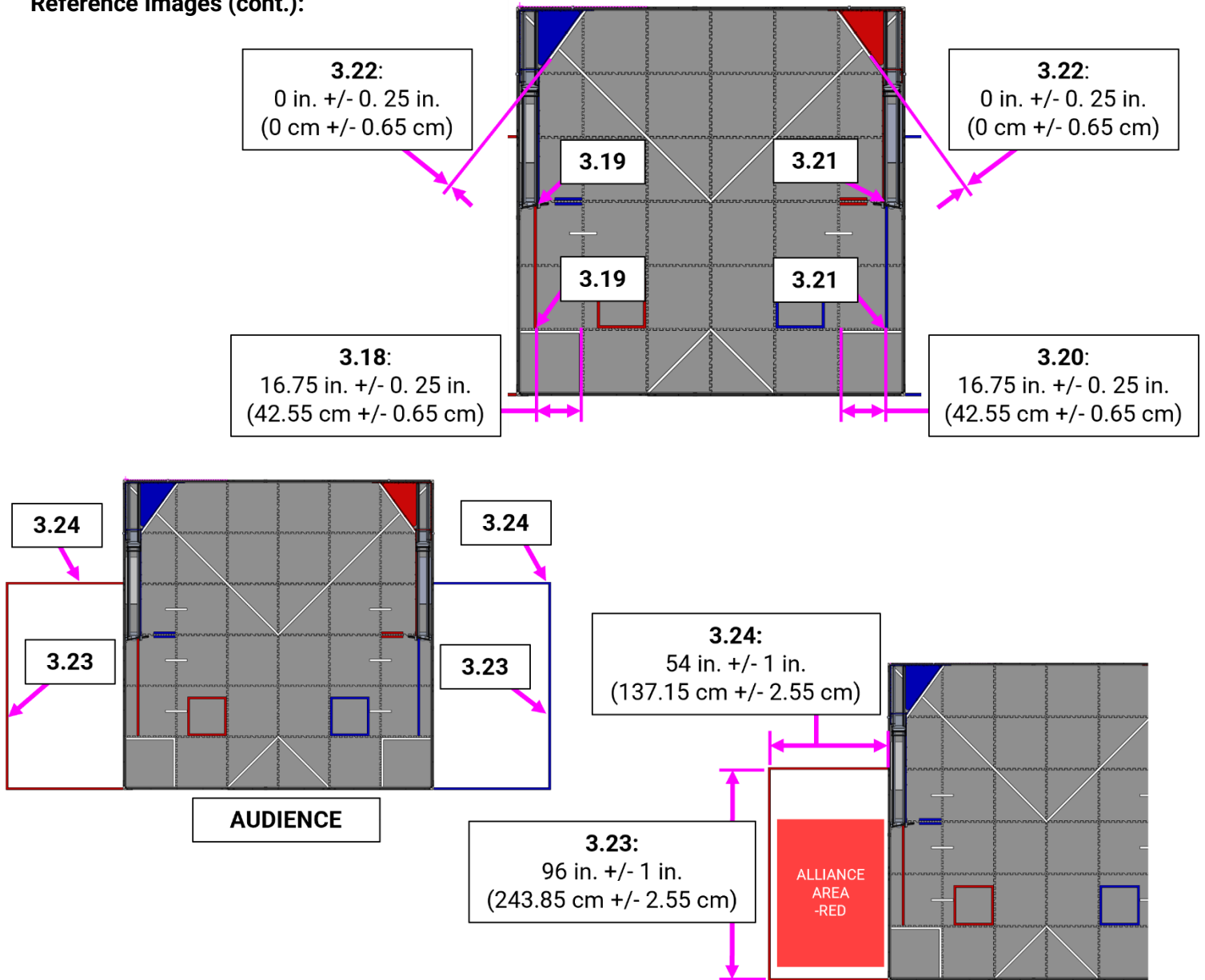
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Revision History

Revision	Date	Description
V25-26.1	10/15/2025	Initial Release
V25-26.2	11/3/2025	Added: 1.19, Removed: 3.12, Updated: 1.1, 1.12, 1.14, 2.2, 3.22