

Team Update 00

General

Team Update 00 is provided as a quick reference of evergreen rule changes from last season, and updates from the V0 Preview Release.

The approach taken in this Team Update is to describe changes to content only. Editorial changes to verbiage, rule and section references, game specific examples that relate to evergreen content, and formatting changes are not described. As always, it's important to read the whole Competition Manual at least once and become an expert on sections of the manual that directly relate to your role and responsibilities on your team.

Teams are welcome to view existing questions and answers and to ask thoughtful and informed questions through the [official Q&A system](#) opening September 22, 2025, 12:00p.m. ET. Before asking a question, please review section 1.9 in the Competition Manual for information on what types of questions should be asked.

Notable Changes from Last Season:

Advancement

- New points-based advancement model in Competition Manual section 4 – Advancement. See the [Advancement & FIRST Championship blog](#) for details

Awards

- The Formal or Presentation Interview has been renamed to the Structured Interview. The format of the interview has not changed.
- The Motivate Award has been retired. It is replaced by the Reach Award and the Sustain Award.
- PORTFOLIOS for this season may only include content from January 1, 2025 or later.
- A204-C Allows for “show and tell” demonstration items which may include the team’s ROBOT
- Updated descriptions and criteria for other awards

Robot Construction Rules

- Maximum number of allowed servos reduced to 10
- Expansion limits are back. See details in R105, G414, and G415.

Changes from V0 Preview:

Section 4 Advancement

- Changed “Qualification Round” Terminology to “Qualification Phase” for clarification
- Corrected references to “ALLIANCE lead”
- Corrected references to “structured interview”

6.2 Team Judged Award Rules

A214 *Teams cannot win the Inspire Award at multiple Qualifying or League Tournaments. Teams are only eligible to win 1st place Inspire Award once per season from any Qualifying or League Tournament. ~~Teams who have won 1st place Inspire may not be considered for 1st, 2nd, or 3rd place Inspire at subsequent Qualifying or League Tournaments.~~

Teams who have won 1st Place Inspire are eligible to win 2nd or 3rd place Inspire Award at subsequent Qualifying or League Tournaments.

12.1 General ROBOT Design

Details about DECODE expansion limits have been added. Additional expansion rules G414 and G415 are located in section 11 Game Rules (G).

R105 There are expansion limits. After the MATCH has started, ROBOTS may expand beyond the STARTING CONFIGURATION but are still subject to sizing constraints relative to the ROBOT, based on the initial STARTING CONFIGURATION. The sizing constraints are:

- A. After the start of the MATCH, ROBOTS may expand horizontally but must remain within a fixed 18 in. (45.70 cm) by 18 in. (45.70 cm) when fully expanded per [G414](#).
- B. After the start of the MATCH, ROBOTS may expand vertically up to 18 in. (45.70 cm).
- C. Within the limitations per [G415](#), ROBOTS may expand vertically up to 38 in. (96.50 cm).

Any extension beyond the maximum expansion limit during ROBOT operation is considered a violation of this rule. This includes flexible extensions (e.g., surgical tubing flappers, star intakes) that cause the ROBOT to exceed the expansion limit.

Teams should be prepared to show compliance with this rule and demonstrate their ROBOT expansions during the inspection process. During inspection, each team will be asked to show the ROBOT'S STARTING CONFIGURATIONS and additionally its configurations at maximum extensions.

At maximum extension, a ROBOT in compliance will not exceed the maximum allowable vertical extension of 38 in. (96.50 cm) in one direction while maintaining the horizontal expansion requirements of 18 in. (45.70 cm) length and width perpendicular to the vertical height.

Teams are responsible for maintaining compliance with expansion limits and subject to penalties listed in [G414](#) and [G415](#) for any violations during the MATCH.

Figure 12-1: Horizontal Expansion Limit

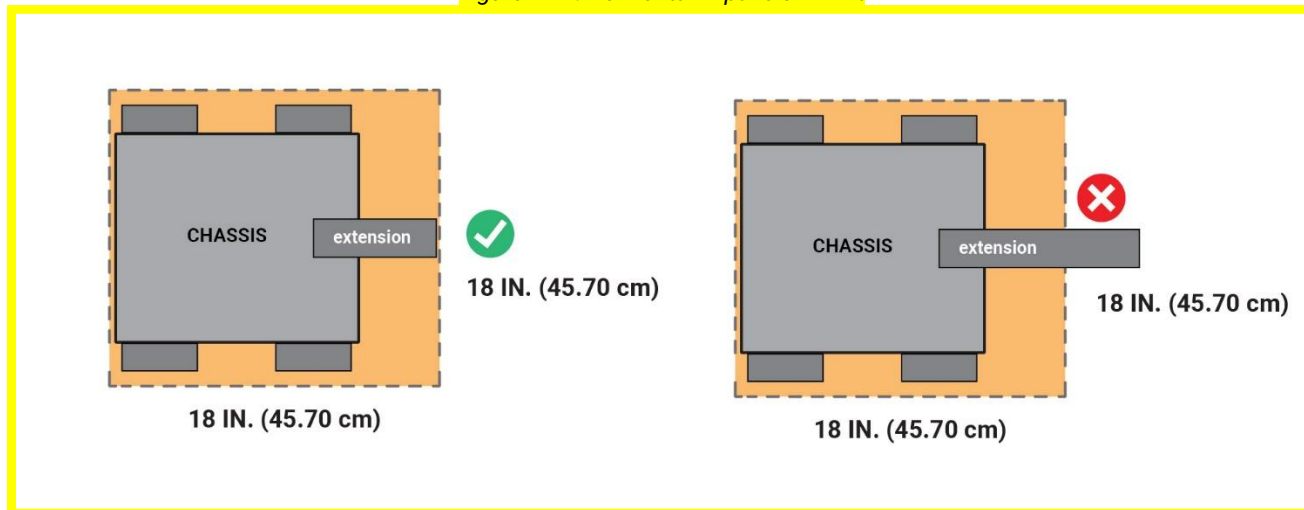
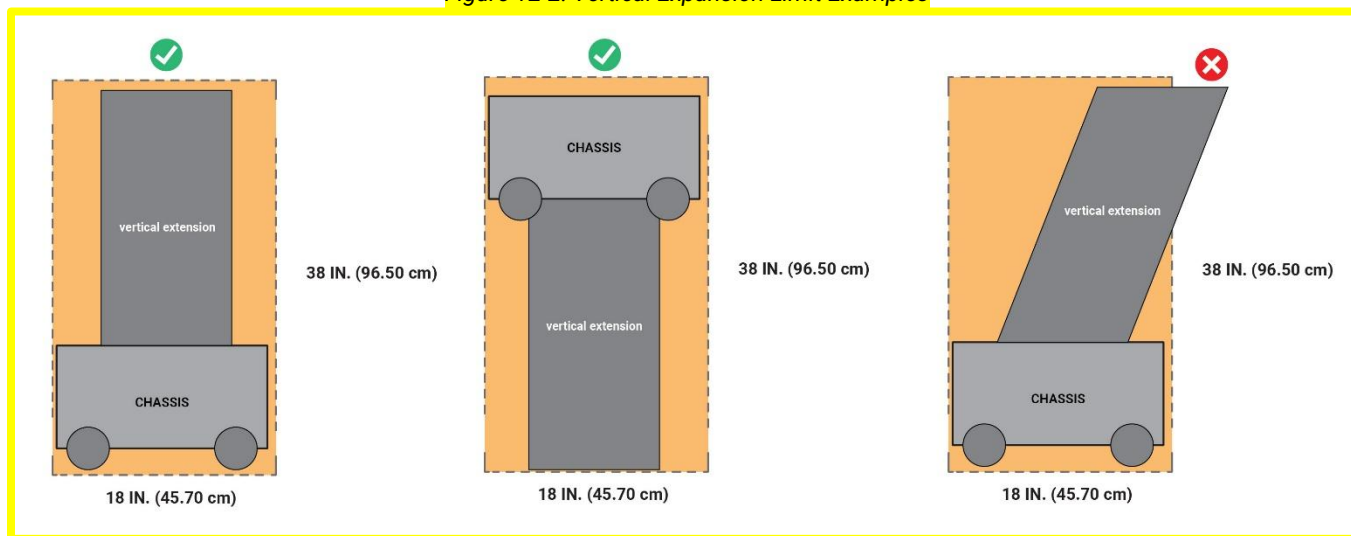


Figure 12-2: Vertical Expansion Limit Examples



12.5 Motors & Actuators

G501 *Allowable motors.

Table 12 1: Motor allowances

Motor Name	Part Numbers Available	Notes
NFR Products Yuksel 12V DC	NFR-600-100-000	
SWYFT Robotics SWYFT Spike Motor	SR-MOTOR-DC-01	

12.6 Power Distribution

R601 *Battery limit – everyone has the same main ROBOT power.

Table 0-1: Legal ROBOT Main Power Battery Packs

Battery Pack	Part Number	Notes
WATTOS 12V Battery	WT-NMH1230	

R609 *Connect the ROBOT battery though the Main Power Switch.

Table 0-2: Legal Power Switches

Power Switch	Part Number
goBILDA Floodgate Power Switch	3103-0005-0001
WATTOS Power Switch Kit	WTS-SW1220

R615 *Use appropriately sized wire.

In order to show compliance with these rules, teams should use wire with clearly labeled sizes if possible. If unlabeled wiring is used, teams should be prepared to demonstrate that the wire used meets the requirements of this rule (e.g., wire samples and evidence that they are the required size).

Combining multiple smaller wires in parallel cannot be used to create an equivalent larger wire which meets minimum wire cross section requirements.