Team Update 03

General

N/A

Competition Manual

6.3 Team Judged Award Descriptions

6.3.4 Reach Award

Table 6-5 Reach Award Criteria

Reach Award Criteria		
Required	1	Team must discuss, describe, display, or document their outreach objectives and how their outreach activities support the *FIRST* community.

10.8 Other Logistics

SCORING ELEMENTS that leave the FIELD will be returned to the closest available DRIVER or HUMAN PLAYER ~~DRIVE TEAM member~~ at the earliest safe opportunity by FIELD STAFF. Reintroduction of SCORING ELEMENTS must follow rule G433.

11.2 Conduct

G202 ***DRIVE TEAM Interactions.** ~~Opposing ALLIANCES'~~ DRIVE TEAM members cannot distract/interfere with the opposing ALLIANCE. This includes taunting or other disruptive behavior.

11.4 In-MATCH

11.4.1 AUTO

G402 **No AUTO opponent interference.** …

Violation: MAJOR FOUL per instance of ROBOT contact in G402.A and MAJOR FOUL per ARTIFACT in G402.B.

11.4.4 ROBOT

G417 **ROBOTS only operate GATES as directed.** ~~**may not contact the opposing ALLIANCE'S GATE.**~~ ROBOTS may not:

A. contact, either directly or transitively through a SCORING ELEMENT, an opposing ALLIANCE'S GATE, or
B. apply any closing force to either GATE.

Violation: MAJOR FOUL and the opposing ALLIANCE is awarded the PATTERN RP if G417.A.

11.4.6 Human

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, bouncing, 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 such that it does not leave the LOADING ZONE before coming to rest, or
   ii. into a ROBOT that is in the LOADING ZONE such that the ARTIFACT is fully supported either directly or transitively by the ROBOT.

Violation: MAJOR FOUL per ARTIFACT.

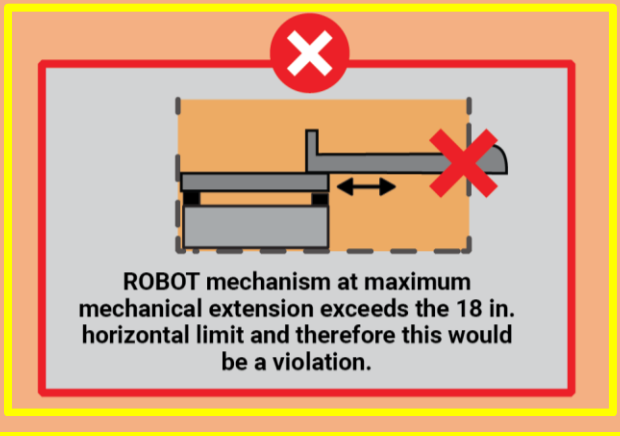
12.1 General ROBOT Design

R105 **There are expansion limits.** …

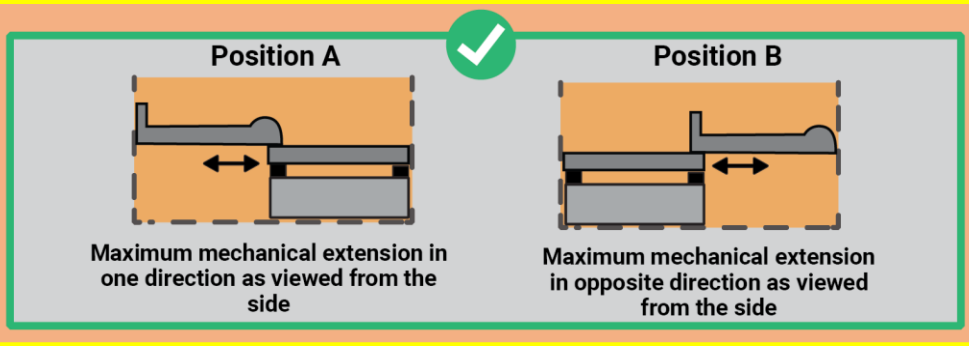
Any extension beyond the maximum expansion limit during ROBOT operation is considered a violation of this rule. This includes flexible extensions (e.g., surgical tubing flappers, star intakes) that cause the ROBOT to exceed the expansion limit.

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 mechanical extensions. Software limits are not sufficient to demonstrate maximum extensions.

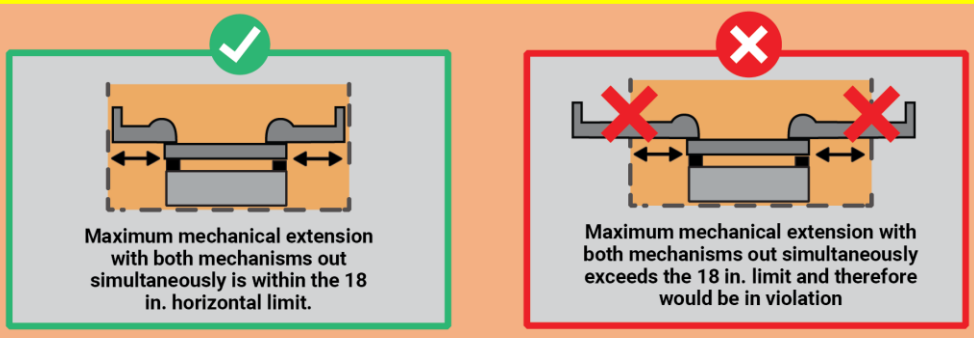
ROBOTS must show their maximum mechanical extensions during the inspection process. A ROBOT that can mechanically exceed the horizontal limit would be in violation even if the ROBOT has software limiting the position of the extension during the MATCH.



A ROBOT with a single mechanism that can extend out of both sides of a ROBOT would be allowed as long as the overall horizontal dimension at maximum mechanical extension does not exceed 18 in.



A ROBOT with multiple mechanisms that are not mechanically linked that can extend out of both sides of a ROBOT simultaneously would NOT be allowed if the overall horizontal dimension at maximum mechanical extension exceeds the 18 in. limit.



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.