

Team Update 03

GENERAL

2021 AT HOME CHALLENGES MANUAL

Section 1.11 Deadlines

The following are the important deadlines for the 2021 At Home Challenges:

- Thursday, February 4th at noon ET – Submission portal/opt-in opens
- Thursday, March 4th at 3pm ET – Submission portal/opt-in closes.
 - Submissions due for the following:
 - Game Design Challenge
 - INFINITE RECHARGESM at Home (Judged Awards component)
 - *FIRST* Innovation Challenge presented by Qualcomm
 - INFINITE RECHARGESM at Home (Skills Competition component) opt-in due

Please note that teams that have not submitted for the INFINITE RECHARGESM at Home Judged Awards component by the March 4th deadline are ineligible to compete in the Skills Competition component.

- Submissions temporarily closed
 - INFINITE RECHARGESM at Home (Skills Competition)
- Monday, March 8th at 3pm ET – Submission portal reopens for Skills Competition only (only for teams that opted in by the March 4th deadline)
- Thursday, April 8th at 3pm ET – Submission portal closes. Submissions due for Skills Competition for teams that opted into INFINITE RECHARGE at Home.

The deadlines for the Traditional Submitted Awards can be found on the [Award Page](#).

Section 2.3.1 Awards

- **Autonomous Award sponsored by Ford** - Celebrates the team that has demonstrated consistent, reliable, high-performance robot ROBOT operation during autonomously managed actions. Evaluation is based on the ROBOT's ability to sense its surroundings, position itself or onboard mechanisms appropriately, and execute tasks.

Section 2.4.2 General Rules

- SC4.** While attempting a challenge, and unless challenge requires autonomy, the ROBOT may only be operated by a up to two (2) precollege student member(s) of the team.

Section 2.4.3 ROBOT & Inspection Rules

- SC7.** A ROBOT attempting a challenge must comply with all ROBOT rules in the 2021 Game Manual with the exception of R21, and R22 (i.e. BUMPER fabric may be any color and contain any markings), the "via the ARENA Ethernet network" clause of R62, and R92.

Section 2.4.10 POWER PORT Challenge

- PPC5.** No more than two (2) people may feed **handle** POWER CELLS ~~to the ROBOT~~ **during the challenge attempt.**
- PPC6.** Humans may only introduce POWER CELLS in the Reintroduction Zone which starts 22 ft. 6 in (~686 cm) from the face of the POWER PORT representation (see layout below for details).

POWER CELLS may be introduced directly to the ROBOT or onto the floor.

POWER CELLS which land in the challenge space may be fielded directly by the ROBOT anywhere in the challenge space; they do not need to be reintroduced by a human or into the Reintroduction Zone. **The intent of this allowance is to avoid forcing humans to field POWER CELLS in close proximity to the ROBOT. Teams should not use this allowance to attempt to create a "loop" with minimal ROBOT movement.**

Use of a LOADING BAY (or LOADING BAY mockup) is recommended to minimize risk of human injury by a POWER CELL receiving ROBOT.

~~The intent of this allowance is to avoid forcing humans to field POWER CELLS in close proximity to the ROBOT. Teams should not use this allowance to attempt to create a "loop" with minimal ROBOT movement.~~

Section 2.4.10.3 Scoring (re: POWER PORT Challenge)

The raw score is the total number of points scored within the 1-minute period. Teams must record a raw score greater than 0 to have the challenge count towards calculation of Overall Scores. Points are awarded for each ~~scored~~ POWER CELL scored in the representation of the POWER PORT at the same values as in INFINITE RECHARGE. **A POWER CELL is only considered scored if, as it scores, it is not in contact with a ROBOT and that POWER CELL has entered the Reintroduction Zone (via ROBOT, by human, or by rolling itself) since the last time that POWER CELL was scored.**

2021 FRC GAME MANUAL

No changes.