

# Team Update 13

## GENERAL

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No changes.

## 2021 AT HOME CHALLENGES MANUAL

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### Section 2.2.1 Additional Requirements for the Skills Competition

See [How to Submit](#) and [Deadlines](#) for additional details on how to submit. The Skills Competition submission is entered independent of the Judged Awards component and does not need to be submitted at the same time. To participate in the Skills Competition part of INFINITE RECHARGE at Home, teams must provide the following:

- a score for each challenge in which they complete

Once a score is saved in the Entry Submission System, it's added to the public leaderboard at [FIRST Robotics Competition Events page](#) (updates are batched a few times per day, not instantly). Scores can be updated and saved as often as the team would like before the deadline. Once a team submits and locks their score (which must be done before the April 8<sup>th</sup>, 3pm Eastern deadline for the team to be eligible for awards), it cannot be changed.

- a video for each challenge in which they complete
  - accepted video formats include flv, m4v, mov, mp4, mpeg, mpeg4, mpg, ogm, ogx, swf, wmv. Most common codecs used in these containers are accepted, for a complete list of accepted container/codecs pairs [Supported Input Codecs and Containers](#).
  - Each video may not exceed six (6) minutes

### Section 2.4.4 Challenge Space Layout

*The edits to Section 2.4.4 correct a discrepancy in the manual that was missed up until some astute observers made us aware of our error via Q&A question [Q121](#). The manual had simultaneously implied that everything a team needs (except drivers and observers) can fit in the Challenge Space, encouraged use of a LOADING BAY (or LOADING BAY mockup) for safe POWER CELL delivery to the ROBOT, and stated that nothing that can help a ROBOT or human can be left in the Challenge Space.*

*We're so sorry for the mixed messaging about what can and cannot be in the Challenge Space!*

*Because of the edit to Sections 1.8 in both manuals described in [Team Update 06](#) (to not make any changes that would impact challenge submission content), we opted to remedy the discrepancy by implementing the more permissive fix (adding an exception for a LOADING BAY to the language stating that nothing can be left in the Challenge Space). This is the same tenet we used when answering Q104, Q106, and Q107; to remedy the discrepancy with the more permissive fix.*

Additional markings may be added on the floor or POWER PORT at team discretion. No other physical elements may be added within the Challenge Space for the purpose of aiding ROBOT or DRIVE TEAM performance **except for a LOADING BAY or LOADING BAY mockup used in the Interstellar Accuracy and POWER PORT Challenges**. Other static elements outside the Challenge Space may be placed to aid robot navigation, provided the robot does not physically interact with them.

## Section 2.4.11 Overall Score

### 4. Teams are ranked within their GROUP.

Teams within a GROUP are ranked using their Overall Score and the sorting criteria defined in Table 2-2.

Table 2-2 Skills Challenge ranking criteria

Order Sort	Criteria
1 <sup>st</sup>	Overall Score
2 <sup>nd</sup>	Highest Computed Score
3 <sup>rd</sup>	Second highest Computed Score
4 <sup>th</sup>	Fourth highest Computed Score
5 <sup>th</sup>	Fifth highest Computed Score
6 <sup>th</sup>	Random sorting

Note that “third highest Computed Score” is omitted because it’s moot if the Overall Score, highest Computed Score, and second highest Computed Score are tied.

Teams that don’t report a Raw Score, while they may appear in list of ranked teams on [FIRST Robotics Competition Events page](#), are not eligible for Winner or Finalist titles.

## INFINITE RECHARGE GAME MANUAL

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No changes.