



Team Update 08

02/05/2016

GENERAL

- Drawing GE-16209: Note 1 has been updated to include the constant force spring part number (MANUFACTURER: VULCAN SPRINGS PN: J25S65FR) and the diameter of the hole has been increased (0.19 0.26)
- **Control System Note:** We have heard sporadic reports of link failure between the roboRIO and the radio after a cold boot, characterized by the amber and green link LEDs on the roboRIO Ethernet port remaining off (and a roboRIO reset resolving the issue). We have located a set of hardware that reproduces the issue and are currently investigating the root cause. In the meantime, teams experiencing this issue can connect the roboRIO Ethernet to the radio port labeled “18-24v POE” (next to the power connector) as a temporary workaround (the issue only affects the port labeled “802.3af POE”).

ADMIN MANUAL

Section 6.2 Complete Awards List

Award	Description	Selected By	Regional	District	District CMP	FIRST CMP Division	FIRST CMP
Quality Award <i>Sponsored by Motorola Solutions Foundation</i>	Celebrates machine robustness in concept and fabrication.	Judges	X	X	X	X	

Section 6.12.2 Quality Award Sponsored by Motorola Solutions Foundation

GAME MANUAL

Section 4.2 General ROBOT Design

- **R1** A Team must submit their ROBOT for Inspection. The ROBOT must be an electromechanical assembly built by the FIRST Robotics Competition Team to perform specific tasks when competing in FIRST STRONGHOLD. The ROBOT must include all of the basic systems required to be an active participant in the game – power, communications, control, BUMPERS, and movement. The ROBOT implementation must obviously follow a design approach intended to play FIRST STRONGHOLD (e.g. a box of unassembled parts placed on the FIELD, or a ROBOT designed to play a different game does not satisfy this definition).

- **R2** The ROBOT (excluding BUMPERS) must have a FRAME PERIMETER, contained within the BUMPER ZONE, that is comprised of fixed, non-articulated structural elements of the ROBOT. Minor protrusions no greater than ¼ in. such as bolt heads, fastener ends, and rivets are not considered part of the FRAME PERIMETER.

To determine the FRAME PERIMETER, wrap a piece of string around the ROBOT (excluding BUMPERS) at the BUMPER ZONE described in [R22](#). The string describes this polygon.

Note: to permit a simplified definition of the FRAME PERIMETER and encourage a tight, robust connection between the BUMPERS and the FRAME PERIMETER, minor protrusions such as bolt heads, fastener ends, rivets, etc. are excluded from the determination of the FRAME PERIMETER.

Section 4.6 Material Utilization

■ R18 ...

Items exempt from this limit are:

- A. the OPERATOR CONSOLE,
- B. any ROBOT battery assemblies (as described in R5).
- C. BUMPERS

Section 4.9 Power Distribution

- **R36** The one (1) ROBOT battery, a single pair of Anderson Power Products (or APP) 2-pole SB type connectors, the one (1) main 120-amp (120A) circuit breaker (Cooper Bussman P/N: CB185-120), and the one (1) Cross The Road Electronics Power Distribution Panel (PDP, P/N: am-2856, 217-4244) shall be connected with 6 AWG wire or larger, with no additional devices or modifications, as shown in Figure 4-10.

Section 6: Glossary

- **ROBOT**: an electromechanical assembly built by an *FIRST* Robotics Competition Team to perform specific tasks when competing in *FIRST STRONGHOLD*. It includes all of the basic systems required to be an active participant in the game: power, communications, control, BUMPERS, and movement. The implementation must obviously follow a design approach intended to play *FIRST STRONGHOLD* (e.g. a box of unassembled parts placed on the FIELD or a ROBOT designed to play a different game would not satisfy this definition)