



## Team Update 15

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### General Notes

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- **Team Update Schedule.** For the remainder of the 2017 *FIRST* Robotics Competition season, Team Updates will only be posted on Tuesdays (i.e. no more Friday Team Updates).
- **Crib Sheet.** G20-1, added below, has also been added to the [FIRST STEAMWORKS Crib Sheet](#).

### Section 3.4.2 GEAR Sets

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Some AXLES are prepopulated with GEARS and indicated in [Table 3-1](#). Prepopulated GEARS are marked with ALLIANCE color gaff tape.

### Section 5 Safety Rules

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- S12. Climb facing the ladder, but don't operate it.** PILOTS may only enter and exit the AIRSHIP under the following criteria:
- A. a member of the FIELD STAFF has released the ladder,
  - B. one rung at a time (though bottom rung may be skipped), and
  - C. facing your AIRSHIP.

### Section 6 Conduct Rules

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- C08. Don't expect to gain by doing others harm.** Strategies aimed solely at forcing the opposing ALLIANCE to violate a rule are not in the spirit of *FIRST* Robotics Competition and not allowed. Rule violations forced in this manner will not result in an assignment of a penalty to the targeted ALLIANCE.

Violation: FOUL. If egregious or repeated, YELLOW CARD.

C08 does not apply for strategies consistent with standard gameplay, e.g. contacting an opponent while in your RETRIEVAL ZONE to retrieve GAME PIECES.

C08 requires an intentional act with limited or no opportunity for the TEAM being acted on to avoid the penalty, e.g. placing a GEAR on/in an opponent who's already controlling a GEAR pinning an opponent in your KEY such that they cannot help but violate G27G47.

### Section 7.4 FIELD Interaction

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- G20-1. ROBOTS gotta climb.** A ROBOT may only signal they're "Ready for Takeoff" by climbing a ROPE.

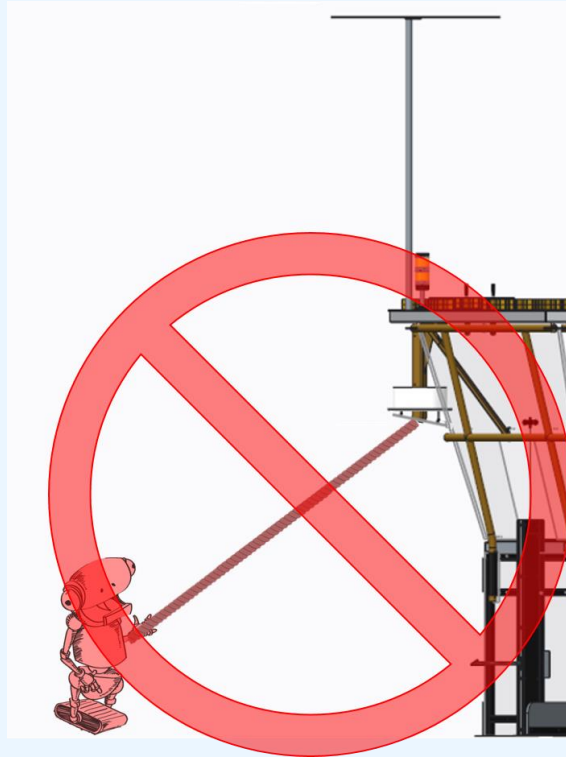
Violation: RED CARD

'Climbing a ROPE' means ascending using a ROPE.



A ROBOT may supplement the climbing action by using an extension that reaches out to trigger a TOUCHPAD (assuming, of course, ROBOT size restrictions are still met), but climbing must be part of the triggering action.

*Figure 7-3: Use of FIELD geometry to signal a ROBOT is "Ready for Takeoff" without climbing the ROPE is an example of a violation of G20-1.*



## 7.5 GAME PIECE Interaction

**G26.** If you're going to deliver GEARS, you have to use a LIFT. Any GEAR transferred from a ROBOT to a PILOT during the MATCH must be done so via a LIFT.

Violation: TECH FOUL and a YELLOW CARD.



## Section 10.12.3.7 *FIRST* Championship Eligibility for District Teams

Table 10-11: District slot allocations for *FIRST* Championship

	<i>FIRST</i> Championship Slots	<i>FIRST</i> Championship Normalized Slots	Dean's List Chairman's Award			Chairman's Dean's List Award			Rookie-All Star Engineering Inspiration Award			Engineering Inspiration Rookie All Star Award		
			District Selection			District Selection			District Selection			District Selection		
			Max Ratio	Min Ratio		Max Ratio	Min Ratio		Min	Max		Min	Max	
<b><i>FIRST</i> Championship St. Louis</b>														
<i>FIRST</i> Chesapeake	23		1	3	2	3	4	4	1	2	2	1	2	1
<i>FIRST</i> in Michigan	82		5	9	5	9	14	14	1	2	1	1	2	2
Indiana <i>FIRST</i>	10		1	1	1	2	2	2	1	2	1	1	2	1
Mid-Atlantic Robotics	22		1	2	2	2	4	4	1	2	2	1	2	1
New England	37		2	4	4	4	6	5	1	2	2	1	2	2
Ontario	29		2	3	3	3	5	5	1	2	1	1	2	1
<b><i>FIRST</i> Championship Houston</b>														
<i>FIRST</i> Israel	16	13	1	1	1	2	2	2	1	2	2	1	2	1
<i>FIRST</i> North Carolina	15	12	1	1	1	2	2	2	1	2	2	1	2	1
Pacific Northwest	39	32	2	4	3	4	5	5	1	2	2	1	2	2
Peachtree	18	15	1	2	1	2	3	3	1	2	2	1	2	1