

Team Update 12

GENERAL

[Using Microsoft Team for FIRST Robotics Competition](#) document has been revised.

2021 AT HOME CHALLENGES MANUAL

The edits to [Section 2.4.10](#) correct a discrepancy in the manual that was missed up until some astute observers made us aware of our error via Q&A questions [Q104](#) and [Q107](#).

We're so sorry for this!

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 (updating the image to match the PPC4 dimension vs updating the PPC4 dimension to match the image). This is the same tenet we used when answering [Q106](#); we intended to prohibit robots from starting the POWER PORT Challenge already enabled, but didn't, and it's too late to add a prohibition of that nature once the submission portal is open.

Section 2.4.10.1 Layout

Teams should mark the boundary of zones from the diagram below using at least one MARKER on the NAV POINTS along the zone boundary (e.g., any number of A6-E6 **A7-E7** and A9-E9).

...

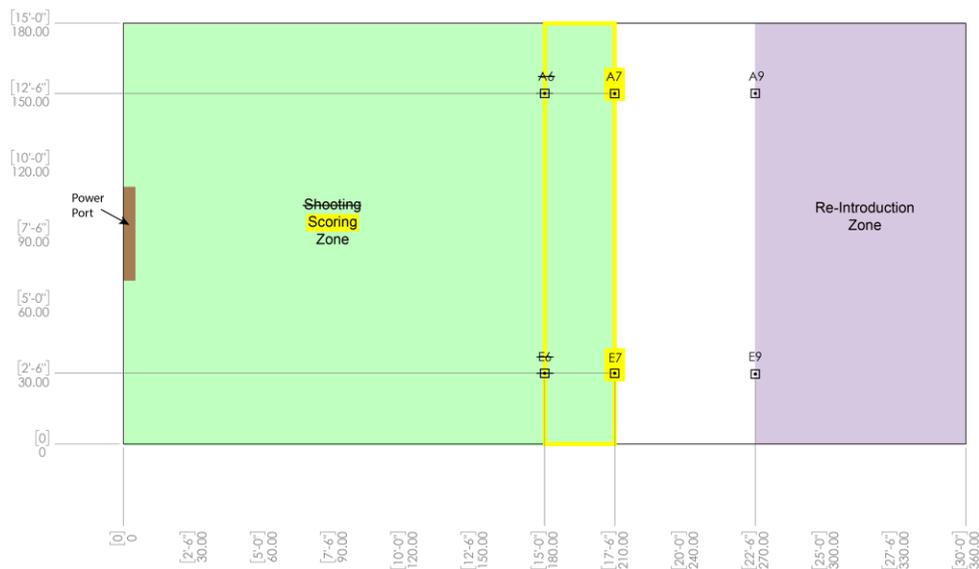


Figure 2-12 POWER PORT Challenge Layout no field element

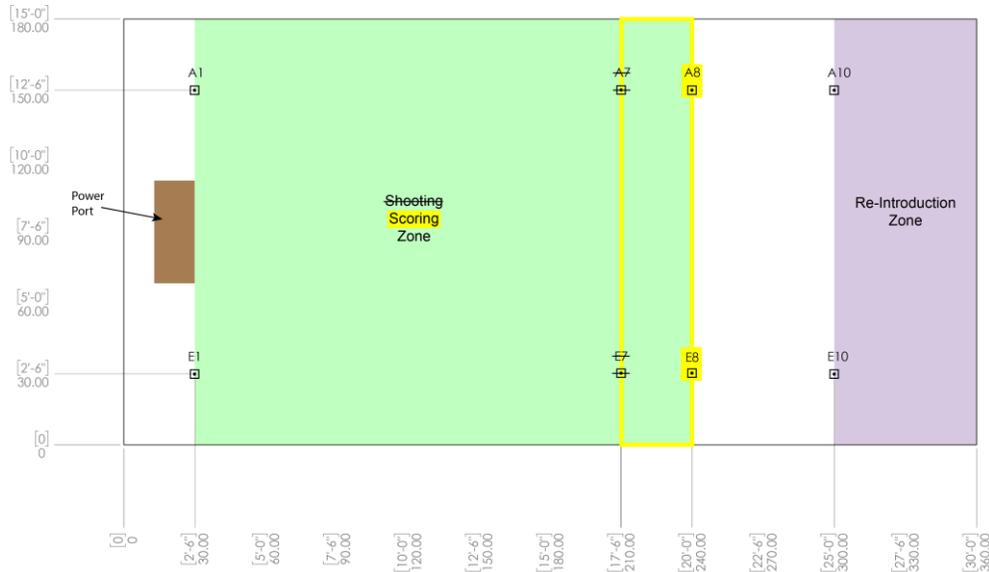


Figure 2-13 POWER PORT Challenge Layout with field element

Section 2.4.10.2 Rules

PPC4. The ROBOT may only attempt a shot if its BUMPERS are fully contained within the Scoring Zone which extends 17 ft. 6 in (~533 cm) from the face of the POWER PORT representation (see layout below **Figures 2-12 and 2-13** for details).

Section 4.4.2 Judging GROUPS

Teams are assigned to a GROUP by *FIRST* Headquarters. Once assignments are made, on or around Monday, March 8th, the GROUP is shown on the FRC Events webpage. Each GROUP has between 20-30 **25-35** teams (with a target of ~25 **30** teams), pending total number of teams participating.

The process used to assign teams (who have submitted for the *FIRST* Innovation Challenge by the deadline) to their GROUP is as follows:

1. Determine initial number of groups by assessing the number of teams who have opted-in to the *FIRST* Innovation Challenge by the deadline, divided by **25 30**, and rounded up.
2. Rookie teams (2020 and 2021 rookies) are assigned randomly, team by team, to GROUPS (i.e. team in GROUP A, team in GROUP B, team in GROUP C, etc., returning to GROUP A if necessary)
3. Step 2 is repeated with Veteran teams.
4. If any groups contain fewer than the minimum of 20 teams, a GROUP is dissolved, and the teams are redistributed into the remaining. This is repeated until all groups contain the minimum threshold of teams.

INFINITE RECHARGE GAME MANUAL

No changes.