

Team Update 05

General

Field Assets

- The [Layout & Marking Diagram](#) is updated to reflect the width of the AMP ZONE as measured from the guardrail plastic instead of the guardrail metal.
- [TE-24300 SPEAKER ReadMe document](#) V2 removes a duplicate Row C from the Example Cut List section.

FIRST Impact Award

The *FIRST* Impact Award Eligibility section of [the Submitted Awards webpage](#) is updated as follows:

Teams are eligible for the *FIRST* Impact Award at each Regional or District event at which they compete. District Teams are not eligible to win, **nor can they interview for** the *FIRST* Impact Award at Regional events or inter-district events. Teams will be restricted to earning this award once at each level of competition **and once they have won, they cannot interview**. In other words, once a team has earned the *FIRST* Impact Award at a Regional or District event, they may not interview for or earn it again that season at a later Regional or District Event.

KitBot

The KitBot Java code [in this .zip](#) and [Java Code Guide](#) is updated to add missing subsystem requirements in the auto example.

WPILib

An update for C++\Java WPILib (2024.2.1) has been released, fixing a number of bugs discovered since Kickoff. More details and upgrade instructions can be found on the [WPILib Releases page](#).

Game Manual

Section 11.1.3 Playoff Performance

This attribute measures team performance as part of an ALLIANCE.

Teams ~~earn points based on how far their ALLIANCE advances in the Playoff MATCHES and the percentage of MATCH wins in which the team participated (i.e. was on the LINEUP for that MATCH).~~ The ALLIANCE Advancement points are shown **that advance to at least MATCH 12 earn Double Elimination (DE) Points per the formula below, where β is defined** in Table 11-4.

$$DE\ Points = \frac{\#\ of\ DE\ MATCHES\ in\ which\ ALLIANCE\ won\ \&\ team\ participated}{\#\ of\ DE\ MATCHES\ the\ ALLIANCE\ won} \times \beta$$

 Table 11-4 District Playoff Performance Double Elimination Points, β values

ALLIANCE Finish	ALLIANCE Advancement Points β
Finals MATCH wins 1st Place (Winners)	5 20
2nd Place (Finalists)	20
3rd Place (loser of MATCH 13)	13
4th Place (loser of MATCH 12)	7

In most cases, unless a BACKUP is recruited, a team plays in 100% of the Playoff DE MATCHES won by their ALLIANCE, thus their Playoff Performance points DE Points simply equals their ALLIANCE Advancement points β . If a team does not play 100% of the Playoff DE MATCHES won by their ALLIANCE, their Playoff Performance points DE Points equals their ALLIANCE Advancement points earned during the double-elimination portion of the Playoffs (i.e. MATCHES 1-13) β value multiplied by the percentage of Playoff DE MATCHES won by their ALLIANCE in which that team was a participant, plus points earned per Finals MATCH win participated. If the result is not a whole number, the value is rounded up to the nearest integer.

Teams on the winning ALLIANCE are awarded additional Finals Points, which are 5 points for each Finals MATCH won and in which the team participated, up to a maximum of 10 points.

For example, if Team X's ALLIANCE wins the event, but Team X only played in 2 MATCHES won by their ALLIANCE, MATCH 13 and Final 1, Team X's Playoff Performance points are $20 * (1/5) + 5 = 9$ points. If the result is not a whole number, the value is rounded up to the nearest integer.

The maximum ALLIANCE Advancement points number of Playoff Performance Points a team can earn is 30 (20 points from the double-elimination tournament DE points + 10 in Finals MATCHES Points).