

## Team Update 01

### General

#### KitBot Documentation Updates

AM14U6 printed instructions included with the KOP drive base have an error on page 8:

- Under the “Square” configuration compatible with the 2026 KitBot, the instructions state to cut 6 inches off each end of the side plates. The correct instructions is to cut 3 inches off the end of each side plate. The [online instructions](#) have been updated.

[KitBot Build Instructions](#) have been updated with corrected link to drawings.

#### Playing Field Resource Updates

The following [Playing Field Resources](#) have been updated:

- Coordinate for AprilTag ID9 has been corrected in the [Field Dimension Drawings](#).
- Team Test Hub AprilTag positions have been corrected in CAD model and Build Instructions.

### Game Manual

#### 6.5.1 Scoring

#### 6.5.2 ROBOT Scoring Criteria

- For LEVEL 1 – a ROBOT must no longer be touching the CARPET or the TOWER BASE, or

...

A ROBOT may only earn TOWER points for LEVEL 1 during AUTO. A ROBOT may only earn TOWER points for a single LEVEL during TELEOP. A ROBOT that earns TOWER points in AUTO is eligible to earn additional TOWER points during TELEOP.

#### 6.5.3 Point Values

Table 6-4 REBUILT point values

	MATCH points	Ranking Points
* <b>ENERGIZED RP</b> – The amount of FUEL scored in the an active HUB is at or above threshold.		1
* <b>SUPERCHARGED RP</b> – The amount of FUEL scored in the an active HUB is at or above threshold.		1

## 6.8 Other Logistics

SCORING ELEMENTS that leave the FIELD (other than through the opening at the base of the OUTPOST) are placed back into the FIELD approximately at the point of exit by FIELD STAFF (REFEREES, FTAs, or other staff working around the FIELD) at the earliest safe opportunity.

## 7.4 In-MATCH

**G405 \*Keep SCORING ELEMENTS in bounds.** A ROBOT may not intentionally eject SCORING ELEMENTS from the FIELD (either directly or by bouncing off a FIELD element or other ROBOT) with an exception of through the opening at the base of the OUTPOST.

*Violation: MINOR FOUL. If REPEATED, MAJOR FOUL.*

## 8.5 Motors & Actuators

**R501 \*Allowable motors.**

Table 8-1 Motor allowances

Motor Name	Part Numbers Available	
REV Robotics NEO Brushless	REV-21-1650 (v1.0 or v1.1) REV-21-1653	am-4258

**R502 \*Only 4 propulsion motors.** A ROBOT may not have more than 4 propulsion motors. A propulsion motor is a motor that enables the ROBOT to move around the FIELD surface (i.e., carpet). Motors that generate small amounts of thrust as a secondary or incidental feature are not considered propulsion motors.

Examples that are not considered propulsion motors include:

- motors that primarily alter the alignment of a wheel in contact with the FIELD surface (such as a swerve steering motor),
- motors that run MECHANISM wheels (e.g. for SCORING ELEMENT manipulation) that occasionally happen to contact the carpet, but without enough force to generate significant thrust, and
- motors that change the speed of the drive wheels using a shifting MECHANISM without significantly contributing to propulsion, and
- motors that enable the ROBOT to move via contact with non-carpeted surfaces of FIELD elements.

## 8.6 Power Distribution

**R621 \*Protect circuits with appropriate circuit breakers.** Each branch circuit must be protected by 1 and only 1 circuit breaker or fuse on the PD per [Table 8.3](#). No other electrical load can be connected to the breaker or fuse supplying this circuit with the exception of devices downstream of a permitted motor power adapter board placed between the PD and a motor controller (WCP-1380, WCP-1903, WCP-1904, RF-4003, RF-4004, RF-4005).

## 11.5 FIRST Championship Eligibility

Table 11-8 District FIRST Championship and awards allocations

District	Allocated FIRST Championship Slots	FIRST Impact Award Winners	Dean's List Award Finalists	Engineering Inspiration Award Winners	Rookie All-Star Award Winners	Woodie Flowers Award Finalists
FIRST Mid-Atlantic	23	2	4	2	1	+2

## 14.6 TEST AREAS and PRACTICE AREAS

FIRST Robotics Competition events have TEST AREAS. TEST AREAS are areas at events where teams can test their ROBOT with representative FIELD elements. Teams may also be able to test their starting AUTO modes but they are not designed for multiple SCORING ELEMENT AUTO modes or full FIELD play. Teams may also be able to test their starting AUTO modes but TEST AREAS are not designed for full FIELD play such as AUTO modes that traverse larger areas of the FIELD or interact with multiple FIELD elements. TEST AREAS are tether-only. FUEL is not provided and if a team wishes to practice with FUEL, they must bring their own.