Team Update 02

General

WPILib 2026.2.1 Released

WPILib 2026.2.1 has been released. This optional update contains the game specific elements (field images and AprilTag maps) as well as fixes for a few minor bugs discovered since the Kickoff release. Downloads and a complete change log can be found on GitHub.

Awards

The FIRST Impact Award Definitions have been updated to remove confusion caused by the parentheticals. This change helps reflect the original intent to allow teams to use the definitions for all STEM activities.

The FIRST Impact Award Judging Guidelines has been updated to provide clarification to judges.

Game Manual

5.3   Areas, Zones, & Markings

- **ROBOT STARTING LINE:** an ALLIANCE colored line that spans the width of the FIELD at the edge of an ALLIANCE~~'S BASE~~ ZONE in front of two ~~BARRIERS~~ BUMPS and an ALLIANCE HUB.

6.5   Scoring

6.5.2   ROBOT Scoring Criteria

Additionally, a ROBOT must be contacting ~~the~~ at least one RUNG~~S~~ and/or at least one UPRIGHT~~S~~ and may additionally only contact the following elements:

A. the TOWER WALL,
B. support structure,
C. FUEL, and/or.
D. another ROBOT.

8.1   General ROBOT Design

R106   Horizontal extension – one direction at a time.
Term "FRAME PERIMETER" corrected to "ROBOT PERIMETER".

8.4   BUMPER Rules

R404   *BUMPERS must be soft.

Term "ROBOT FRAME PERIMETER" corrected to "ROBOT PERIMETER".

R409 ***BUMPERS should be passive**. BUMPERS must be fixed relative to the ROBOT PERIMETER. BUMPERS may not contain any ~~moving~~ elements <mark>which move during the MATCH</mark> ~~(beyond compression and flex of BUMPER materials)~~ or electrical elements.

> <mark>Compression and flex of BUMPER covers and/or padding materials, and incidental, inconsequential compression and flex in backing and/or fastening systems are not considered violations of this rule.</mark>