



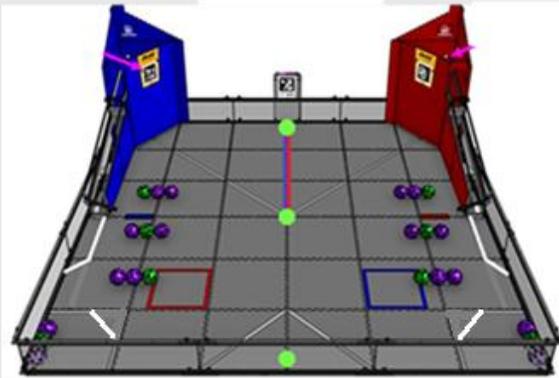
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2025-26 OFF-SEASON EVENT  
ADAPTED GAME DESCRIPTION

BROUGHT TO YOU BY THE GOOD FOLKS AT:



# \*\*\*\* PLAYING FIELD LAYOUT/ADJUSTMENTS \*\*\*\*

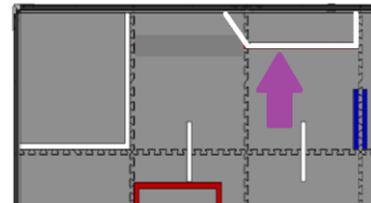


## SECRET TUNNELS:

The SECRET TUNNELS are reduced to a smaller size and purpose.

The short side extends **23.5 inches from the base of the Ramp**, then angles out to **28 inches long along the wall**.

(the purple arrow does not appear on the field)



- **THE TUNNELS ARE ALLIANCE-NEUTRAL.** They do not belong to either Alliance.
- **THEIR PURPOSE:** To ensure that Artifacts released from the Ramp are disbursed freely.
- **G425 IS CHANGED:** No Robot can be INSIDE the Tunnel while the Gate is open and Artifacts are being released. Each violation of this rule results in a MINOR FOUL.

## SECRET TUNNEL BUMPERS:

To help ensure that Artifacts will be disbursed throughout the Field, there are **SECRET TUNNEL BUMPERS** installed on the wall to deflect them towards the middle area as they exit the Ramp.

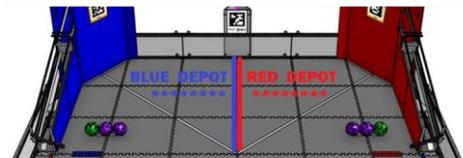


- These will be installed on the wall with the bottom edge **1 inch above the floor**.
- They will be located with the far edge lined up where the adapted SECRET TUNNEL ends.

## DEPOTS:

The DEPOTS are changed in both size and quantity.

The larger Launch Zone is now bisected into two sections. Each half (including the original line along the base of the Goal) belongs to an Alliance; Blue on the left, Red on the right.



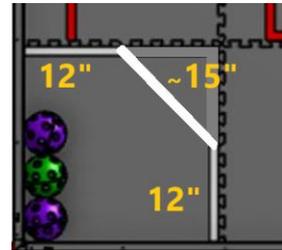
- **THERE WILL BE BLUE AND RED TAPE MARKING THE CENTER BOUNDARY FOR EACH ZONE.** The outer lines will remain white, for the sake of consistency.
- **ARTIFACTS THAT ARE IN (INCLUDING PARTIALLY IN) EACH ZONE AT THE END OF THE MATCH COUNT AS SCORED FOR THE CORRESPONDING ALLIANCE.** Artifacts that are in BOTH Depots count for neither Alliance. They are still worth 1 point each. However...
- THERE IS AN ADDITIONAL **5 POINT BONUS** FOR THE ALLIANCE WITH THE MOST ARTIFACTS SCORED IN THEIR DEPOT AT THE END OF THE MATCH.

## LOADING ZONES:

The LOADING ZONES now have a new shape.

The outer corner has been shaved off. It extends **12 inches from the wall** on either side. The new diagonal side is about 15 inches.

This change is meant to better accommodate driving paths in light of the changes to G426. (You'll see what I mean later)

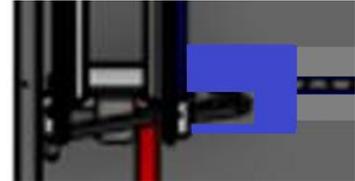


## GATE ZONES:

The GATE ZONES now have a new shape and location.

They are now **7 inches long** and approximately **2.75 inches wide**.

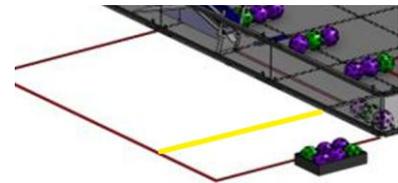
Although it's not depicted very well to the right, they now begin at the side panel of the RAMP and extend outward.



## BUZZER BEATER ZONE:

Within each ALLIANCE BOX, there is an approximately 24-inch wide area from which the HUMAN PLAYER is permitted to attempt to score the BUZZER BEATER at the end of the Match.

[this achievement is described in greater detail below]



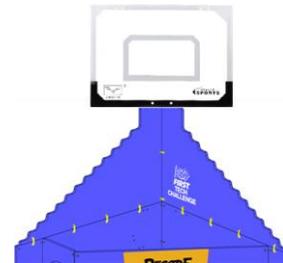
## BASKETBALL HOOP:

The BASKETBALL HOOPS are located at the top corner of each Alliance's Goal.

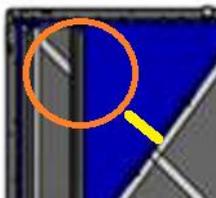
The rim will be aligned with the top flat edge of the Goal.

These are the size dimensions of the Hoop.

The backboard will be mounted at the top ridge.



There will also be some additional bracing to limit the amount of vibration and flexing to the Backboard caused by the impact of Launched Elements. This bracing is not pictured, but trust me, it's there.



The Rim of the Hoop in relation to the Goal is depicted to the left from an overhead perspective. (size approximate)

The edge of the Rim extends about 7.5 inches from the edge of the open top of the Goal, when viewed from above. (the gap is shown by the yellow line in the image).

THE SIZE AND LOCATION OF THE HOOP OVERTOP OF THE GOAL OPENING WILL RESULT IN SOME OBSTRUCTION TO ARTIFACTS (AND PATTERN BLOCKERS) THAT ARE LAUNCHED. WHILE EFFORT WAS MADE TO LIMIT POTENTIAL INTERFERENCE TO GAMEPLAY, THERE IS A RISK OF SOME LAUNCH TRAJECTORIES BEING ADVERSELY AFFECTED.

ALTHOUGH THIS MAY RESULT IN SOME FRUSTRATION, IT WAS CONSIDERED TO BE AN UNAVOIDABLE, BUT ACCEPTABLE, RISK.

# RECODE PATTERNS

For **RECODE**, the Pattern will be **RECODED** for TELEOP (hence the name). How will that work, you ask?

- 👉 Teams will set up for the Match, with their AUTO program selected and Initialized.
- 👉 Once all four Teams are Match-ready, the AUTO Pattern will be randomized and the OBELISK will be rotated into the corresponding position.
- 👉 After the OBELISK is in the correct position, a 12-sided die will be rolled to determine the **RECODE** Pattern. The Pattern will be depicted on a placard and displayed beneath the game clock monitor.
- 👉 At the end of AUTO, the Pattern will be scored based on the Artifacts on the Ramp matching the positions of the AUTO Pattern displayed on the OBELISK.
- 👉 At the end of the Match, the Pattern will be scored based on the Artifacts on the Ramp matching the **RECODE** Pattern on the placard.
- 👉 The **RECODE** Patterns are described in the Table below:

<b>1</b>	<b>SNAKE</b> 	
ALL 9 ARTIFACTS ON RAMP MUST BE GREEN ( <i>Long, Skinny, Green ≈ SNEK</i> )		
<b>2</b>	<b>FITOM</b> (OPPOSITE OF MOTIF)	
SAME MOTIF, BUT PURPLES NOW GREEN & GREENS NOW PURPLE (PPG → GGP)		
<b>3</b>	<b>GRAPES</b> 	
ALL 9 SCORED ARTIFACTS ON RAMP MUST BE PURPLE ( <i>ALL PURPLE ≈ Bunch of Grapes</i> )		
<b>4</b>	<b>DE-RE-CODED</b> (SAME AS AUTO)	
SAME PATTERN FROM AUTO – NO CHANGE ( <i>Normal Gameplay</i> )		
<b>5</b>	<b>EXCLAMATION POINT!</b>	
6 PURPLE – 2 GREEN – 1 PURPLE – ( <i>LONG LINE + GAP + POINT</i> )		
<b>6</b>	<b>S.O.S.</b> •••---•••	
MORSE CODE – PURPLES = DOTS & GREENS = DASHES		
<b>7</b>	<b>NONSTOP GRACIOUS PROFESSIONALISM</b>	
GP! GP! GP! GP! GP! GP! Ad infinitum!		
<b>8</b>	<b>¡PUNTO DE EXCLAMACIÓN!</b>	
UPSIDE DOWN EXCLAMATION MARK (OPPOSITE OF NUMBER 5)		
<b>9</b>	<b>4-BALL, CORNER POCKET</b> 	
PURPLE (4-BALL) AT BOTTOM, 7 GREENS (POOL TABLE), TOP MUST BE EMPTY (POCKET)		
<b>10</b>	<b>EXCEPTION</b>	
ALL NINE – EIGHT ONE COLOR, BUT ONE DIFFERENT – EXCEPTION CAN BE IN ANY LOCATION		
<b>11</b>	<b>ELEVEN</b>	
TWO LINES OF 4 PURPLES SEPARATED BY A SINGLE GREEN (≈2 Lines = 11)		
<b>12</b>	<b>ALL-IN</b>	
IF ALL 9 SPOTS FILLED, THEN ALL COUNT (PURPLE OR GREEN) – MUST HAVE ALL 9		

You may be asking yourself what those three greenish dots are along the center of the field.

Well, in order to answer that, first we must introduce...



## PATTERN BLOCKERS



**PATTERN BLOCKERS** are Artifact-sized black wiffle balls.

Each Match will feature **THREE (3) PATTERN BLOCKERS**.

- **THESE NEGATE THE SCORE VALUE OF THE PATTERN POSITION THEY OCCUPY:**  
When launched through the Opposing Goal to the Opposing Ramp, they occupy that index on the opposing Pattern, negating its score status. Wherever a Pattern Blocker is positioned, it will be recorded as not matching the Pattern.  
*Just for clarity, they do not block the entire Pattern.* They only negate the Pattern score of the single spot that they occupy on the Ramp. Artifacts that are in other positions on the Ramp are still eligible to be counted as scored.
- **PATTERN BLOCKERS ARE NOT ARTIFACTS:** They are an exception to **G419**, meaning they can be launched into the opposing Goal (*that's kind of the point, actually*). They also do not count as scored in Depots, do not count against the 6-Artifact limit outside of the field, and are not eligible to be used for the Buzzer Beater attempt.
- **EACH ALLIANCE BEGINS THE MATCH WITH ONE PATTERN BLOCKER:** The Pattern Blocker will be included in their Artifact supply. It is not eligible to be pre-loaded in the Robot.
- **THE THIRD PATTERN BLOCKER BEGINS IN A RANDOMIZED POSITION:**  
The three greenish dots on the field diagram represent the 3 potential positions of the 3<sup>rd</sup> Pattern Blocker. The Randomization number assigned by the scoring system will be used.
  - POSITION #1 = Against the front wall, inside the smaller Launch Zone
  - POSITION #2 = Center of the field, at the tip of the larger Launch Zone/Depots
  - POSITION #3 = Against the back wall, lined up in front of the Obelisk
- **PATTERN BLOCKERS ARE ALLIANCE-NEUTRAL:** Although each Alliance begins the match with one, it does not belong to them exclusively. Any Robot can use them.
- **PATTERN BLOCKERS CAN BE ENTERED INTO THE FIELD, BUT NOT REMOVED.**  
Human Players can enter their starting Pattern Blocker at their discretion during TELEOP. However, they cannot be removed from the field. They can be re-positioned within the Loading Zone but not removed by Human Players. Once in play, they must remain in play.
- **IF LAUNCHED OUT OF THE FIELD, PATTERN BLOCKERS ARE NOT RETURNED.**  
Just like Artifacts, there is no Foul for launching them out of the Field. **HOWEVER**, once launched outside, it stays outside for the rest of the Match. Field Staff will not return them. (if it bounces back into the Field on its own, then it's fine)





## ADDITIONAL NOTES ABOUT SCORING:

- **BUZZER BEATER:** The following terms/restrictions apply to the BUZZER BEATER;
- THE ARTIFACT IS ALSO ELIGIBLE TO COUNT FOR THE GOAL, IN ADDITION TO THE 3 POINTS FOR THE HOOP
  - THE ARTIFACT IS ALSO ELIGIBLE FOR THE PATTERN.      ● IT MUST BE RELEASED DURING THE BUZZER.
  - ONLY 1 BUZZER BEATER ATTEMPT PER ALLIANCE.      ● YOU MUST BE FULLY IN THE ZONE TO ATTEMPT IT.

ENFORCEMENT OF THESE RESTRICTIONS IS HANDLED PER **G433** (See Rules Change Section below)

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- **AS A RESULT OF THE SCORING CHANGES IMPLEMENTED FOR RECODE, THE FINAL SCORE WILL TAKE A LITTLE EXTRA TIME TO CALCULATE:**

Additional score values and new scoring achievements mean that Field Staff will have to do some adjustments to the scoring tablets during the post-Match deliberations. This will take some time. To avoid the awkward silence of watching Field Staffers make the necessary adjustments, we will be using a new feature: **POST-MATCH TEAM INTERVIEWS**. Drive Teams should be prepared for a few quick questions by an Interviewer after the Match. Don't worry, they'll be easy questions.

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- **DETERMINING "RETURN TO BASE" SCORING:** Like the regular season, Referees will make their initial determination of each Robot's scoring status when the clock reaches 0:00.

**HOWEVER, IF A ROBOT DOES NOT MOVE FROM THE POSITION IT WAS IN AT THAT MOMENT, REFEREES MAY PERFORM A POST-MATCH INSPECTION AT THEIR DISCRETION TO CONFIRM THEIR INITIAL CALL. THE BASE SCORE CAN ONLY BE CHANGED IF THEY OBSERVE CLEAR EVIDENCE TO JUSTIFY IT.**

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- **BONUS RANKING POINTS:** The scoring adjustments for the game may affect the awarding of additional Ranking Points. We can't do much about it, but if it happens, then consider it a bonus.

## SCORING BREAKDOWN DIAGRAM

SCORING ACHIEVEMENT		AUTO Points	TELEOP Points
<b>LEAVE</b>	FROM STARTING POSITION LAUNCH LINE	3	--
	BOTH ALLIANCE ROBOTS LEAVE (extra)	3	--
<b>ARTIFACT IN DEPOT</b>	IN ALLIANCE'S DEPOT	--	1
	MORE THAN OPPOSING ALLIANCE AT END	--	5
<b>ARTIFACT IN GOAL</b>	CLASSIFIED	6	3
	OVERFLOW	2	1
	THROUGH HOOP	3	1
	BUZZER BEATER	--	3
<b>PATTERN</b>	ARTIFACT POSITION MATCHES PATTERN	2	2
<b>RETURN TO BASE</b>	"A LITTLE BIT" RETURNED TO BASE	--	1
	PARTIALLY RETURNED TO BASE	--	5
	FULLY RETURNED TO BASE	--	10
	BOTH ROBOTS FULLY RETURNED (extra)	--	10

- - - - - **GAME RULE / FOUL CHANGES** - - - - -

For **RECODE**, the following Game Rule changes will be in effect.  
Any rules not mentioned in this section should be considered to be the same as DECODE.



**G210 - FORCING OPPONENT ROBOT(S) TO COMMIT A FOUL:**

Strategies aimed at forcing Opposing ALLIANCE ROBOTS to violate game rules to gain FOUL points will not work: If the Referee determines this has occurred, the Opposing ALLIANCE ROBOT will not be penalized. This is based on the following guidelines:

- **PROXIMITY & RISK:** If the ROBOT was less than approximately 12 INCHES of the restricted zone/area and is then pushed inside by an Opposing ROBOT, then they will be considered as putting themselves at risk and are subject to any FOULS that occur as a result.  
However, if the ROBOT IS MORE THAN 12 INCHES AWAY FROM THE ZONE/AREA and is then pushed into the restricted zone/area by an Opposing ROBOT, then it will be considered a Forced Violation and no FOUL will be issued.
- **DON'T GET GREEDY:** If a ROBOT contacts an Opposing ROBOT in an at-risk position, then the initial FOUL will apply. However, repeated instances of contact in quick succession and/or actions that are not consistent with regular gameplay will not result in FOULS.
- ROBOTS that are within approximately 12 inches of the Opposing GATE and are pushed into it by an Opposing ROBOT will receive the **G417 MAJOR FOUL** for contact with the Opposing GATE and **G424 MINOR FOUL** for contact in the Opposing GATE ZONE.  
HOWEVER, THEY WILL NOT RECEIVE **G418 MAJOR FOUL(S)** FOR ARTIFACTS THAT ARE REMOVED FROM THE RAMP AS A RESULT OF THE FORCED CONTACT. This will be treated as the Opposing ROBOT opening their own GATE transitively through the Opposing ROBOT.



**G408 – ROBOT ARTIFACT CONTROL/POSSESSION LIMIT:**

There isn't one. That's right. You read that correctly.  
None.  
Go nuts.



**G416 – LAUNCHING ARTIFACTS OUT OF THE FIELD:**

ROBOTS may only LAUNCH ARTIFACTS as a scoring attempt. ARTIFACTS that leave the Field during a legitimate scoring attempt towards the GOAL will not be penalized.

- HOWEVER, LAUNCHED ARTIFACTS THAT LEAVE THE FIELD OVER THE **FRONT WALL** OR **FRONT PORTION OF THE SIDE WALLS** (from the GATE to the front corner) WILL BE SCORED AS IN THE GOAL/CLASSIFIED IN TELEOP FOR THE OPPOSING ALLIANCE. They will still be returned to the HUMAN PLAYER to be re-introduced to the FIELD as normal.
- This rule only applies to UNFORCED LAUNCHES. If a ROBOT LAUNCHES an ARTIFACT out of the field due to defensive efforts by the Opposing ALLIANCE, then there is no violation.



### G416 – LAUNCHING FROM OUTSIDE OF LAUNCH ZONE:

For **RECODE**, THERE ARE NO LAUNCH ZONES. ROBOTS are free to LAUNCH ELEMENTS into the GOAL from any location on the Field.

The LAUNCH LINES still exist on the Field, but purely for the purposes of determining LEAVE scoring during AUTO. Basically, they are re-named LEAVE LINES.



### G425 - SECRET TUNNEL VIOLATION:

ROBOTS must allow ARTIFACTS released from the RAMP to freely return to the Field.

→ ROBOTS that interact with ARTIFACTS within the SECRET TUNNEL during their release will receive a **MINOR FOUL** per ARTIFACT.

→ "Interact" = Intentional contact with the intent to herd them to a strategic location.

→ "Interact" ≠ Incidental contact while opening the Gate, Transitive contact with ARTIFACTS in the SECRET TUNNEL through an outside ARTIFACT.



### G426 - LOADING ZONE RESTRICTIONS:

ROBOTS are not permitted to enter the opposing Alliance's LOADING ZONE.

→ ROBOTS that enter the opposing LOADING ZONE and interact with ARTIFACTS inside receive a **MINOR FOUL**, plus a **MINOR FOUL** per Artifact they cause to be removed.

→ ROBOTS that enter the opposing Alliance's LOADING ZONE that directly affects the Human Player's ability to do their job will receive an immediate **MINOR FOUL**.

→ Small incursions (less than 6 inches) that contact no ARTIFACTS and do not directly affect the actions of the HUMAN PLAYER will be excused and not penalized if it was INADVERTENT.



### G427 - BASE ZONE INTERFERENCE:

**DURING THE LAST 20 SECONDS OF THE MATCH,**

→ ROBOTS that are within the Opposing BASE ZONE and make contact with an Opposing ROBOT will receive a **MAJOR FOUL** and the Opposing ROBOT's FINAL BASE ZONE STATUS WILL BE UPGRADED ONE LEVEL.

NOT RETURNED → PARTIAL RETURNED

PARTIAL RETURN → FULLY RETURNED

CONTACTED ROBOT IS FULLY RETURNED → BOTH OPPOSING ROBOTS ARE FULLY RETURNED

\*note: the Alliance cannot exceed two Robots being Fully Returned

→ ROBOTS that contact an Opposing ROBOT that is within the Opposing BASE ZONE will be given a **MAJOR FOUL** and the Opposing ROBOT will be awarded **FULLY RETURNED TO BASE** status.

→ Contact in violation of this rule includes transitive contact through **ARTIFACT(S) AND/OR ANOTHER ROBOT**.



**G433 - HUMAN PLAYER RESTRICTIONS:** Violation of any of the restrictions listed below results in the Alliance receiving a **MINOR FOUL**.

**Humans can interact with Artifacts in the Field with the following restrictions:**

- Place/Remove/Reposition during TELEOP only,
- When loading into a ROBOT, there can be no direct contact with the ROBOT.

**Artifacts may be ROLLED from the Loading Zone into the open Field, but:**

- The Artifact must start on the ground and remain along the ground,
- Artifacts that bounce up due to forces beyond the Human's control are not penalized.

**PATTERN BLOCKERS are not Artifacts. However, some restrictions apply:**

- PATTERN BLOCKERS may not be removed from the Field by the Human Player,
- Teams cannot keep more than one PATTERN BLOCKER in their Loading Zone at a time.  
*(the intent of these rules is to prevent a single alliance from hoarding all 3 Pattern Blockers)*

**Humans violating BUZZER BEATER restrictions during their attempt:**

- LAUNCHING BUZZER BEATER EARLY = **MINOR FOUL** if missed ~ **MAJOR FOUL** if scored
- LAUNCHING BUZZER BEATER LATE = No FOUL/No Score
- LAUNCHING from outside of ZONE = **MINOR FOUL** if missed ~ **MAJOR FOUL** if scored



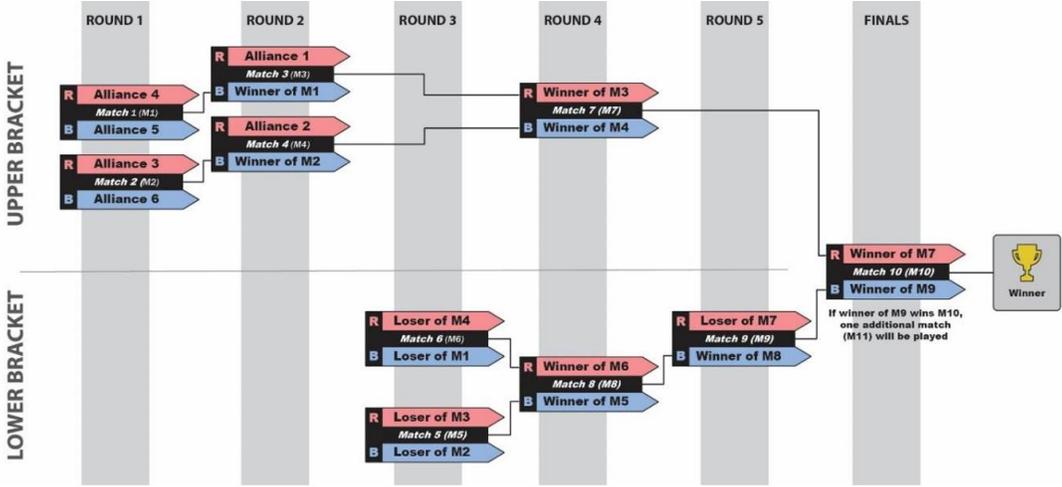
**NOTE REGARDING DISABLED ROBOTS THAT PREVENT USE OF THE GATE/RAMP:**

FOR ROBOTS THAT BECOME DISABLED IN A POSITION NEAR THE OPPOSING ALLIANCE'S GATE OR RAMP FOR AN EXTENDED PERIOD OF TIME AND/OR AT THE END OF THE MATCH IN A MANNER THAT PREVENTS THE OPPOSING ALLIANCE'S ABILITY TO FORM A PATTERN:

- The DISABLED ROBOT will still be subject to potential FOULS per **G417** (Opposing GATE contact), **G418** (ARTIFACTS removed during the initial contact), and **G424** (Contact in Opposing GATE ZONE).
- During the 2<sup>nd</sup> half of TELEOP (the last 1:00), if the DISABLED ROBOT holds open the opposing GATE or prevents the opposing Alliance from being able to reach it for longer than 10 seconds, the opposing Alliance will be awarded the **FULL PATTERN SCORE**.
- If an inoperable ROBOT is located at the bottom of the RAMP such that it prevents ARTIFACTS from exiting, causing the RAMP to be filled completely up (9 or more), the opposing Alliance will receive credit for **9 CLASSIFIED ARTIFACTS for every 5 seconds that the condition continues**.

# - - - - - PLAYOFFS - - - - -

To determine the **RECODE** champion, we will use the 6-Alliance Bracket provided in the Competition Manual (shown below), following the Double Elimination Tournament structure.



At the conclusion of Qualification Matches, the Teams will be ranked based on Table 13-1 in the Competition Manual (shown below), with the top 6 Teams being named Alliance Captains.

Order Sort	Criteria
1 <sup>st</sup>	RANKING SCORE (RS)
2 <sup>nd</sup>	Average ALLIANCE AUTO Points
3 <sup>rd</sup>	Average TELEOP ALLIANCE ASCENT Points
4 <sup>th</sup>	Highest MATCH Score (including FOULS)
5 <sup>th</sup>	Random sort by the <i>FIRST</i> event management software

\*IMPORTANT NOTE: Due to the limitations of the scoring system (specifically our inability to manipulate it), the Ranking determinations will be based on the scores entered through the scoring tablets. Teams should bear in mind that, although it may not seem entirely fair, we are unable to do much about this. Besides, this is all just for fun anyway.

**\*\*\* FOR THE PLAYOFFS, THERE IS ONE MORE SURPRISE \*\*\***

However, for now it will remain...



The final surprise will be revealed just before MATCH 10 is played.

- - - - - " J U D G E D " A W A R D S - - - - -

For **RECODE**, there are no Judging sessions or interviews. However, there are still awards.

In addition to the Competition Awards:

- WINNING ALLIANCE    → FINALIST ALLIANCE    → HIGHEST OVERALL SCORE

Judge Panels will base their determinations on observations throughout the competition and based on some (or all) of the other submittable materials (see below).



☆☆☆☆☆☆ **BEST TEAM CHEER** ☆☆☆☆☆☆

**GIVEN TO THE TEAM WITH THE BEST TEAM CHEER DURING THEIR PRE-MATCH INTRODUCTION. JUDGES WILL MAKE THEIR DETERMINATION BASED ON FACTORS SUCH AS ENTHUSIASM, ORIGINALITY, TEAM COORDINATION, AND CATCHINESS.**

\*For this award, the Judging Panel will use a point system, with each recording their individual scores of 1 to 10 for each performance. At the end of Qualification Matches, the scores will be totaled up and the winners will be determined by the highest score.

**\*\*To be considered for Judging, Teams must abide by the following guidelines:**

- Team cheers must emphasize their team's name and/or number in some way
- Team cheers cannot cause a delay to the match



☆☆☆☆☆☆ **BEST DRESSED TEAM** ☆☆☆☆☆☆

**GIVEN TO THE TEAM OR TEAM MEMBER THAT THE JUDGES FEEL IS DRESSED THE BEST. THE AWARD MAY BE GIVEN TO A TEAM AS A UNIT OR TO A SINGLE MEMBER OF THE TEAM. DETERMINATION WILL BE BASED ON FACTORS SUCH AS OVERALL STYLE, THEME UNIFORMITY, SENSE OF HUMOR, LACK OF CROCS, AND PERSONAL PREFERENCES.**

\*For this award, the Judging panel will use whatever system they deem appropriate.  
It's completely in their hands.  
I can't stress this enough. It's entirely in their hands.



## ☆☆☆☆☆☆ RAZZLE DAZZLE AWARD ☆☆☆☆☆☆

**THIS AWARD IS GIVEN TO THE TEAM WHOSE ROBOT STANDS OUT AND BRINGS THE OL' RAZZLE DAZZLE THE HARDEST.**

Determination for this award will be based purely on the judgement of the panel. It may be based on an unconventional part of the Robot. It may be the shiniest Robot. It may be that it reminds them of their dog. It might be the cutest Robot. It's up to them.

The Judges will be hanging out around the Playing Field, pits, queuing tables, etc. to observe.

(note: use of glitter results in **IMMEDIATE** disqualification for this award)

## ☆☆☆☆☆☆ TOUGHEST ROBOTS AWARD ☆☆☆☆☆☆

**THIS AWARD WILL BE GIVEN TO THE ROBOT THAT THE JUDGES HAVE REASON TO BELIEVE WOULD SURVIVE IN BATTLEBOTS THE LONGEST AMOUNT OF TIME.**

In the words of Rocky Balboa,  
**“IT AIN'T ABOUT HOW HARD YOU HIT.  
IT'S ABOUT HOW HARD YOU CAN GET HIT AND KEEP MOVING FORWARD!”**

With the amount of defense played in this game, having a sturdy Robot that is able to withstand heavy defensive contact from other Robots and keep playing is no easy task. Being able to take a hit and keep on keepin' on can be as valuable as an efficient intake.

The Judges will consider both the Robot's formidable appearance and resilience during gameplay.

This award is NOT based on not being damaged. In fact, recovering from damage might even help demonstrate its physical fortitude. Just like how missing teeth is a badge of honor for hockey players, being able to take damage and not let it stop them can only help.

## ☆☆☆☆☆☆ JUDGEY AWARD ☆☆☆☆☆☆

**BASED ON THE NAME, YOU MIGHT THINK THIS GOES TO THE MOST JUDGMENTAL TEAM.  
BUT YOU'D BE WRONG.**

**WE CAN'T PLAN FOR EVERYTHING, AND SOMETIMES A TEAM SHOWS US SOMETHING AWESOME. SO AWESOME, IN FACT, THAT WE NEVER SAW IT COMING. SINCE WE DIDN'T SEE IT COMING, WE LEFT THIS AWARD COMPLETELY OPEN-ENDED SO THAT THEY HAD THE VERSATILITY TO MAKE IT FIT.**

The box actually explained it pretty well. The Judges will pick a reason and go with it. Just be yourselves and let them notice it.

## ☆☆☆☆☆ TEAM CHOICE AWARD ☆☆☆☆☆

ONE OF THE THINGS THAT MAKES FIRST TECH CHALLENGE GREAT IS THE RESPECT THAT TEAMS HAVE FOR EACH OTHER. WHETHER IT'S WILLINGNESS TO HELP ANOTHER TEAM IN NEED, RECOGNITION OF AN OPPONENT'S TALENTS, OR FRIENDSHIPS THAT DEVELOP, THE FTC EXPERIENCE HAS PRODUCED A COMMUNITY WHOSE VALUE GOES BEYOND THE ROBOTS THAT COMPETE ON THE FIELD.

THIS AWARD IS AN OPPORTUNITY FOR TEAMS TO SHOW THEIR RESPECT AND RECOGNIZE WHAT ANOTHER TEAM BRINGS TO THE TABLE. EACH TEAM CAN NOMINATE ANOTHER TEAM TO HAVE THEM ACKNOWLEDGED PUBLICLY.

Each Team will be issued with a nomination card at check-in. On the card will be two sections to fill in: 1) The Name/Number of the Team they are nominating for the Award, and 2) The reason they chose them as worthy of recognition.

Teams will have until the designated Lunch Break on the Schedule to turn in their cards. At that point, a special Judge Panel will collect the cards.

The Winner will be selected based on a number of factors, including the number of nominations and the quality/significance of the provided reasons.

**Note:** The submitted nomination cards will remain anonymous and confidential. Although the reasons given may be included during the Award presentation, the identity of the nominating Team will not be read to avoid awkwardness or shyness. Feel free to speak freely.

**Another Note:** No, you cannot nominate yourself. The cards will have the number of the Team they were issued to printed on them, so we'll know.

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## ☆☆☆☆☆ RANDOM AWARD ☆☆☆☆☆

WE ALL KNOW THAT EVERY TEAM DESERVES AN AWARD FOR SOMETHING. HOWEVER, WE SIMPLY DO NOT HAVE THE TIME TO GO THROUGH EACH TEAM AND LIST OFF EVERY SINGLE ACCOMPLISHMENT AND ALL OF THE WAYS YOU'VE MADE YOUR MENTORS, FAMILIES, YOURSELVES, AND EVEN US VOLUNTEERS PROUD OF YOU.

SO, INSTEAD OF BUYING TROPHIES FOR EVERYONE, WE'RE GOING TO TAKE A SLIGHTLY DIFFERENT APPROACH: WE ARE GOING TO CHOOSE A TEAM AT RANDOM.

It's literally random. We're picking a name out of a fishbowl. At random. Random. Since everyone deserves to get an award, then we know that any Team that gets selected for this award deserves it. We can't miss. (however, if the Team selected has already won an award, then we will skip them and move on the next selection.)

There will be a **2<sup>ND</sup>** and **3<sup>RD</sup>** Place Winner selected, and then **1 Winner**.

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And last, but not least...

# ★ ★ ★ ★ ★ ROBOT PHOTO CONTEST ★ ★ ★ ★ ★

TEAMS WILL HAVE THE OPTION TO SUBMIT A PHOTO OF THEIR ROBOT BASED ON THE SELECTED THEME (LISTED BELOW). THE JUDGES (ALONG WITH SOME OTHER VOLUNTEERS) WILL DETERMINE THEIR FAVORITE.

THERE WILL BE 3 FINALISTS.

FROM THOSE 3 FINALISTS - THERE WILL BE 1 WINNER.

## THE THEME:

### “WHAT OUR ROBOT DOES WHEN IT’S NOT COMPETING”

FOR ALL THE BLOOD, SWEAT, AND TEARS THAT GO INTO BUILDING THEM, ROBOTS ONLY SPEND A SMALL PERCENTAGE OF THEIR TIME ON THE FIELD. FOR THIS AWARD, WE WANTED TO LET THEM SHOW OFF WHAT THEY DO WITH THE REST OF THEIR TIME.

## GET CREATIVE! HAVE SOME FUN WITH IT!

### RULES/RESTRICTIONS/INSTRUCTIONS

- 📷 **ONE SUBMISSION PER TEAM:** Get creative. Don't get greedy.  
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- 📷 **PHOTOS MUST BE AUTHENTIC!** That means no photoshop or alterations.  
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- 📷 **PHOTOS CAN INCLUDE A BRIEF CAPTION/DESCRIPTION:** They say that a picture is worth a thousand words, but a few more couldn't hurt. The caption can either be incorporated into the photo itself or included along with the submission email (see instructions for details).  
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- 📷 **PHOTO SUBMISSION INSTRUCTIONS:**
  - Photos must be submitted by **TUESDAY, MAY 26<sup>TH</sup>**
  - Attach file in email sent to **FTC.EVENTS@PENNFIRST.ORG**
  - In the subject line, enter **RECODE PHOTO [TEAM NUMBER]**
  - If you would like to include a caption that is not contained in the photo, enter it in the body of the email. To ensure that we only consider the portion of the email that you like to have included as the intended caption, use brackets. Everything within the open and closed brackets will be included. For example: **[This is the caption.]**
  - Please keep captions brief. 50 words or less.

