Team Update 06

General

Digital Animation Award Blog and Information

2026-2027 season information about the Digital Animation Award sponsored by Worcester Polytechnic Institute (WPI) has been published. For more details, see additions to the Competition Manual section 6.6 Project-Based Awards as shown below and read the recently posted blog.

Inspection Checklist

Version 26-27.2 of the Inspection Checklist has been posted.

Competition Manual

6.6 Project-Based Global Awards

6.6.1 Digital Animation Award Sponsored by Worcester Polytechnic Institute (WPI)

This award, sponsored by WPI, celebrates STEAM (Science, Technology, Engineering, Art, and Mathematics) and emphasizes the ability to tell a story through animation that integrates technological, social, and humanistic concepts.

The 2027 Digital Animation Award is offered to help encourage students to cultivate skills in design and creation of animation while telling a story about the impact of technology on society. This award is open to all *FIRST* Robotics Competition teams and *FIRST* Tech Challenge teams and **is optional**. More information can be found on the Digital Animation Award webpage.

9.1 Dimensions and Accuracy

Links to the Field Acceptance Checklist and the Field Mitigation Guide have been updated.

11.4 In-MATCH

G401 ***Don't interact with a ROBOT during AUTO.** As soon as the countdown to start the MATCH begins and until the end of AUTO, DRIVE TEAM members may not directly or indirectly interact with a ROBOT or an OPERATOR CONSOLE, with the following exceptions:

A. to press the (▶) start button within a MOMENTARY margin of the start of the MATCH,
B. to press the (■) stop button ~~either~~ at the team's discretion ~~or instruction of the Head REFEREE per T402~~, or
C. for personal safety or OPERATOR CONSOLE safety.

G402 **No AUTO opponent interference.** During AUTO, a team may not disrupt AUTO for the opposing ALLIANCE.

Violation: MAJOR FOUL per MATCH. MAJOR FOUL and YELLOW CARD per MATCH, if STRATEGIC.

During AUTO, FIELD columns A, B, C constitute the red side of the FIELD, and columns D, E, F (Figure 9 5) constitute the blue side of the FIELD. Each ALLIANCE has priority over those FIELD and SCORING ELEMENTS on their side of the FIELD.

Navigating into the opposing ALLIANCE'S side of the FIELD during AUTO is a risky gameplay strategy that may be seen as STRATEGIC.

Examples of actions that are considered disruption of AUTO include but are not limited to:

A. CONTROLLING SCORING ELEMENTS located on the opposing ALLIANCE'S side of the field, and
B. contact an opposing ROBOT on their side of the FIELD.

SCORING ELEMENTS that happen to enter the other side of the FIELD after being deflected by another object in the FIELD (e.g., FIELD element, ROBOT) will likely not be penalized.