Forum Answered Questions - Remote
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**Billie Jean**
Senior Member
Join Date: Nov 2013
Posts: 217

**General Robot Rules**
09-22-2020, 10:52 AM
Answers to questions about General Robot Rules.

**Tags:** None

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**Broadway Joe**
Game Design Committee Member
Join Date: Sep 2010
Posts: 943

**Launching Distance**
10-20-2020, 08:31 PM
This reply by Broadway Joe has been deleted by Broadway Joe

10-20-2020, 08:29 PM

**Originally posted by FTC12533**

*Rule <RG08> in Game Manual Part 1 states that “Teams must only launch the elements with enough velocity to score”, and that if a robot is deemed to be launching with too much velocity, they should be re-inspected and that “Robots must then show that a launched scoring element cannot travel in the air more than a 16 ft. (4.88 m) distance or more than 5 ft. (1.52 m) in elevation”. Noting that this game requires the rings to be launched in the launch zone, this means that some positions on the field, when being shot from, will be in violation of the 16ft rule (as shown in https://www.reddit.com/r/FTC/comment...me_renders_of/).*
**Q1:** Noting that this game requires rings to be launched with high velocity and spin, does the rule limit the construction of the robot so that it could not possibly launch further than 16 feet?

**Q2:** In addition, with many teams competing in remote events, where inspection will be just an honesty check, to what extent will <RG08> be enforced this season?

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A1: If a Referee feels the Robot is Launching rings in excess of the requirement, then Teams must demonstrate that the Robot as configured, cannot Launch Rings exceeding the limits imposed by <RG08>.

A2: There will be no checks of Robots that compete in Remote events. We are relying on Teams to be honest and to follow all the Rules. At traditional events, Rule <RG08>, along with all the other rules will be strictly enforced.
Commercial Off the Shelf Components

09-22-2020, 10:53 AM

Answers to questions about Commercial Off the Shelf Components.

Tags: None

Billie Jean
Senior Member

Stuck

PITTSCO Motor 385

10-26-2020, 02:21 PM

Q:

Originally posted by FTC10095
Is a PITSCO Motor 385 an allowed DC motor? We were not sure if this is considered a Tetrix motor (listed as legal under the rules).

A: No, this is not a legal motor.

Last edited by Billie Jean; 10-29-2020, 02:36 PM.

Universal Joints

11-17-2020, 01:07 PM

Originally posted by FTC12533
Q: What is the legality of universal joints, specifically the gobilda universal joint? (https://www.gobilda.com/4003-series...to-6mm-d-bore/). Universal joints were ruled legal in a forum post last year and we wanted to verify that they were still legal.

A: Yes, universal joints are legal.
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**Billie Jean**  
Senior Member  
Join Date: Nov 2013  
Posts: 217

**Miscellaneous Robot Electrical Parts and Materials**  
09-22-2020, 11:40 AM

Answers to questions about Miscellaneous Robot Electrical Parts and Materials.

*Tags: None*

**Pierluigi Collina**  
Game Design Committee Member  
Join Date: Sep 2010  
Posts: 1095

01-13-2020, 01:27 PM

*Originally posted by FTC14470*

**Subject: Interconnect Only PCB**

**Question: Hello!**

I believe this is allowed based on previously asked questions, but wanted to make sure. Is a custom PCB that has no electrical components on it besides connectors that is used strictly to connect things like motors, encoder, sensors, etc. allowed?

A similar question is asked here: [https://www.firstinspires.org/sites/...-questions.pdf](https://www.firstinspires.org/sites/...-questions.pdf)  
(use ctrl + f and type "pcb" to find it)

**Answer: Yes. Be sure to have a circuit diagram for the PCB and be prepared to discuss/describe/explain the PCB to inspectors at your events (if attending Traditional Events)**
**Pierluigi Collina**  
Game Design Committee Member  
Join Date: Sep 2010  
Posts: 1095

11-10-2020, 01:06 PM  
**#3**

*Originally posted by FTC8397*

**Subject: Robot Controller Phone LED Light**

**Question:** Game manual part 1 <RE13> neither explicitly allows nor disallows use of the camera flashlight. It can be helpful with computer vision tasks. Rulings regarding its use in prior seasons have been:

2017-18 -- allowed  
2018-19 -- initially disallowed, then allowed  
2019-20 -- allowed  

*Will use of the camera flashlight be allowed for the 2020-21 season?*

*Thank you.*

**Answer:** Yes, the LED built in to the robot controller phone may be used as a light source.

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**Pierluigi Collina**  
Game Design Committee Member  
Join Date: Sep 2010  
Posts: 1095

Yesterday, 05:49 PM  
**#4**

*Originally posted by FTC11129*

**Subject: USB Control of LED strip**

**Question:** Our team would like to add controllable RBG light strip for aesthetics and for signaling purposes in TeleOp and Autonomous. Adafruit’s DotStar LED strips ([https://www.adafruit.com/product/2238](https://www.adafruit.com/product/2238)) were permitted in the past with I2C to SPI bridge. Can we use USB to SPI bridge ([https://www.adafruit.com/product/2264](https://www.adafruit.com/product/2264)) chip to connect RGB strip to powered USB hub? The board is not user programmable and available in COTS package ([datasheet](https://www.dichip.com/Support/Doc.../DS_FT232H.pdf)).

**Answer:** In short, No. An I2C to SPI bridge would be acceptable. The USB to SPI bridge to control the LEDs violates RE13.c
Billie Jean
Senior Member

Join Date: Nov 2013
Posts: 217

09-22-2020, 11:40 AM
Answers to questions about Motors and Servos.

Tags: None

Pierluigi Collina
Game Design Committee Member

Join Date: Sep 2010
Posts: 1095

11-10-2020, 01:09 PM

Originally posted by FTC9999

Subject: Servo Power Module Device Limits

Question: Section 7.2.1 [Robot Technology Definitions] of Game Manual Part 1 defines a REV Servo Power Module as "An electronic device that boosts the power supplied to 3-wire servos. A REV Servo Power Module has 6 input servo ports and 6 matching output ports. It draws power from a 12V source and provides 6V power to each output servo port. A REV Servo Power Module can provide up to 15A of current across all output servo ports for a total of 90 Watts of power per module."

The stall current of the VEX EDR 393 is rated as 3.6 amps at 7.2 volts (or 3 amps at 6 volts), but when connected to the VEX "Motor Controller 29" the stall current is limited to 3 amps at 8.5 volts (or 2.2 amps at 6 volts).

The stall current of the goBILDA 2000-0025-0002 (25-2) servo is rated as 3 amps at 7.4 volts and 2.5 amps at 6 volts. Thus, teams are allowed to power six (6) goBILDA 25-2 servos from a single REV Servo Power Module (SPM).

Even though teams are allowed to power six (6) goBILDA 25-2 servos...
per SPM, and even though the VEX 29/393 draws less current at stall than the goBILDA 25-2, teams are only allowed to power two (2) VEX 29/393s per SPM.

Like most teams, after the season is over our competition bot becomes an outreach bot. Since the SPM can safely power six (6) VEX 29/393s we reduce the number of SPMs on the bot from the 5 to 7 required for competition to at most 2 SPMs as allowed by the specifications. We use the 4 to 5 SPMs recovered from the previous season’s bot on next season’s competition bot so that the team need not have to purchase any more SPMs than necessary in the long run.

Nevertheless, in the interests of reducing congestion, debugging complexity, and points of failure on a competition bot, we request that the restriction of two (2) VEX 29/393s per SPM be removed. As with any other servo, the SPM’s over-current shutdown feature will safely inform teams in the event the team miscalculates the max current draw of the mix of servos, VEX and non-VEX, connected to any given SPM.

**Answer:** Thank you for the thoughtful analysis. We do not plan to make any changes to the Servo Power Module limits for this season.
Stuck
Control System
09-22-2020, 11:41 AM
Answers to questions about the Control System.

Tags: None

Billie Jean
Senior Member

Stuck

Answer: Yes.

Pierluigi Collina
Game Design Committee Member

10-13-2020, 01:31 PM
Originally posted by FTC12533
Subject: External Mechanisms Attached to Gamepads

Question: Are external attachments to legal controllers, such as this 3D printed joystick that snaps onto an Xbox 360 controller legal? This attachment does not directly modify the controller in any way.

Answer: Yes.

Pierluigi Collina
Game Design Committee Member

10-29-2020, 06:58 PM
Originally posted by FTC12533
Subject: 3rd-Party Gamepads & Gamepad Modifications

Question 1: Is a modified PS4 controller, such as those from:
Billie Jean
Senior Member
Join Date: Nov 2013
Posts: 217

Sensors
09-22-2020, 11:41 AM

Answers to questions about Sensors.

Tags: None

Pierluigi Collina
Game Design Committee Member
Join Date: Sep 2010
Posts: 1095

10-13-2020, 01:24 PM

Originally posted by FTC16626

Subject: Intel T265 RealSense Camera w/ 3rd Party VSLAM Library

Question: According to a reply by the GDC last season, the T265 was ruled legal as it is and can function solely as a UVC camera. https://ftcforum.firstinspires.org//...5207#post75207

Just as a quick summary, the Intel RealSense T265 camera performs VSLAM (Visual Simultaneous Localization and Mapping) allowing one to localize and get relative pose. It is not directly programmable and all the processing is done onboard.

Since then, a member of the FRC community has ported his T265 wrapper from FRC for FTC use (https://github.com/pietroglyph/ftc265). The camera transmits the pose data through UVC. The T265 still functions like a webcam. So no external USB/other connection is made. It just uses the same USB connection as any other webcam and transmits the same UVC data. It should be legal by all FTC standards.

Just wanted to re-establish legality on the Intel RealSense T265 for this season and clarify if extracting pose data from the UVC stream is legal. Essentially, are we allowed to use the T265 and that library specifically in competition for localization?
**Answer:** Yes. Make sure to pay attention to power needs ... the T265 likely needs to be plugged into a powered USB hub.

Note that in general, ruling from prior years do not automatically apply to the current season. It is always a good idea to ask via the Forum if/when there are questions about component legality.

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**Originally posted by FTC8813**

**Subject:** Microcontroller as Sensor

**Question:** An ATTiny85 works great as a hardware pulse counter. This chip can be made non-programmable. We want to use the ATTiny85 as a voltage sensor for the signal coming from an encoder. In this way, we will have a sensor (encoder) connected to a sensor (voltage sensor). The ATTiny will be set as non-programmable. Is this allowed on a robot?

**Answer:** No. The ATtiny85 is inherently a programmable system and must be programmed at least once before it can be used. The limit on programmability is not a question of can it still be programmed, but rather of was it ever capable of being user programmed.

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**Originally posted by FTC16514**

**Subject:** Interfacing 5V Analog Sensors with a Rev Hub

**Question:** In past seasons 5V analog sensors have been legal when connected to a Modern Robotics Core Device Interface Module (which is no longer legal this season). We'd like to continue using such sensors this season, so are wondering:

1. Can 5V analog sensors legally be connected to a 5V power port on the REV hub? (This appears to be acceptable under <RE12(a)>)
2. Does a voltage divider, consisting of two resistors to lower the sensor output signal from 5V to 3.3V, fall under passive electronics in <RE12(c)>?
3. If (1) or (2) are prohibited, can you suggest a legal way to use a 5V analog sensor that doesn't work with a 3.3V signal?

**Answer 1:** Yes

**Answer 2:** Yes. Make sure to select resistor values appropriately! And
remember to have a simple schematic ready in case your robot inspector has questions!

**Answer 3**: n/a

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**Pierluigi Collina**  
Game Design Committee Member  
Join Date: Sep 2010  
Posts: 1095

Yesterday, 05:53 PM

*Originally posted by FTC8813*

**Subject: I2C Encoder Interface Device**

**Question**: As a follow-up item to the question about counting encoder pulses (quoted below), if one were to find a supplier of a legal pulse counter off-the-shelf, is it acceptable to use such a device with an encoder? The reason for asking is that there are only 8 encoder ports and i2c doesn't handle the pulse rate of typical encoders.

**Answer**: Under current rules, this would be considered in the bucket "Additional Electronics" and is not allowed.
Billie Jean
Senior Member

Gameplay – All Match Periods

09-22-2020, 11:53 AM

Answers to questions about Gameplay – All Match Periods.

Tags: None

Air Jordan
Game Design Committee Member

11-02-2020, 10:11 AM

Originally posted by FTC9999

Subject: Rings that Exit the Playing Field Boundary, Impact an Object, and Bounces Back Into the Playing Field Boundary

Question: Are Rings that come to rest inside the Playing Field Boundary after bouncing off an object outside the Playing Field Boundary, such as the garage wall, eligible to be scored?

Answer: Yes

Air Jordan
Game Design Committee Member

11-16-2020, 07:20 PM

Originally posted by FTC12524

Subject: Rule <RG08> Launching Game Scoring Elements

Hello! We are FTC Team 12524 and we have a big discussion about
<RG08> rule from the Game Manual Part 1. The rule states that Robots must show that a launched scoring element cannot travel in the air more than a 16 ft. (4.88 m) distance or more than 5 ft. (1.52 m) in elevation. The main problem is with the definition of the word “or”.

Referees at our today League Meet told that our shooter is not legal because Rings travel more than 16 ft with the elevation of 3 ft.

**Question:** So, the question is: Could a Scoring Element travel in the air more than 16 ft. if it doesn’t elevate higher than 5 ft. Or both limitations should be respected for the shooter to be legal?

*Thank you*

**Answer:** A Launched Ring that travels in the air more than 16 feet violates rule <RG08>. A Launched Ring that travels more than 5 feet in elevation violates rule <RG08>.
Billie Jean
Senior Member

Join Date: Nov 2013
Posts: 217

Pre-Match
09-22-2020, 11:52 AM

Answers to questions about Pre-Match setup.

Tags: None

#1

Air Jordan
Game Design Committee Member

Join Date: Sep 2010
Posts: 545

10-19-2020, 07:35 PM

Originally posted by FTC12533

Subject: Pre-Loading a Wobble Goal - Is Completely Supported by the Robot Allowed?

In Game Manual 2, rule 4.5.1, it states that the robot needs to pre-load the wobble goal at the start of the match. Looking at the definition of “pre-load”, it says that the robot only needs to be touching the game element. However, I feel like it is unclear on whether or not the wobble goal needs to also be in contact with the ground.

Question 1: Does the wobble goal need to be touching the ground at the beginning of the match?

Question 2: Can it be completely supported by the robot?

Answer 1: No
Answer 2: Yes

#2
Subject: Section 4.5.1 Pre-Match - Placement of the Three Rings that are not Used During the Autonomous Period

Section 4.5.1 does a great job of describing the setup for a Remote match for the Robot, Wobble Goals, Starter Stack Rings, and YOUR Robot's pre-load Rings. However, there is no mention of your "Ghost Partner's" Rings - the Rings that WOULD have been optionally pre-loaded onto your partner's Robot if you actually had a partner playing. Your partner's Wobble Goal is specifically mentioned and accounted for, but nothing about what happens to their optional Pre-Load Rings. Without mention of these Rings, it seems that there are only seven (7) total Rings available for play during the Driver-Controlled period in Remote play - the three (3) you may optionally pre-load, plus the four (4) that randomly get configured for the Starter Stack. However, under the definition of Game Element in Section 4.4, it lists a quantity of 10 Rings.

Question: Do the three (3) Rings that your "Ghost Partner" would have optionally pre-loaded get placed in the Low Goal during Pre-Match setup along with any Rings not pre-loaded onto YOUR Robot or used in the random Starter Stack? This seems to be the only means to account for the disparity in Rings between sections 4.4 and 4.5.1.

Answer: Yes. Thank you for identifying this pre-Match setup step that is missing from the Game Manual Part 2 - Remote Events. A future release of the Game Manual will include instructions for the three Rings referenced in the question.

Subject: Operation of Motors and Servos during Pre-Match Setup

Question 1: Are robots allowed to have motors and servos powered during initialization in order to fit within the 18 inch cube starting size requirement?

Question 2: Are teams allowed to manually operate motors and servos with the gamepad (such as pressing a button to activate a motor PID loop or move a servo) during the initialization period, in order to grasp game elements and/or ensure robot mechanisms are within the 18x18x18" sizing cube, provided that manual control would cease before randomization?

Answer 1: Yes, provided that the Robot is motionless while the Robot and Driver Station are in the required hands-off state before the start of the Match.

Answer 2: Yes
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**Billie Jean**
Senior Member

Join Date: Nov 2013
Posts: 217

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**Driver-Controlled Period**
09-22-2020, 11:52 AM
Answers to questions about the Driver-Controlled Period.

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**Air Jordan**
Game Design Committee Member

Join Date: Sep 2010
Posts: 545

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Originally posted by **FTC13474**

**Subject: Ring Stuck in the Return Rack**
Question: During the Driver-Controlled Period, if a ring is placed by the Human Player in the Return Rack AND it gets stuck (does not fall out of playing field side), is the Human Player allowed to reach into the Return Rack to retrieve the stuck ring and attempt to return it again?

**Answer:** Yes

---

Originally posted by **FTC13474**

**Subject: <G27> Removing Game Elements from the Playing Field and <G16> Human Player Station - Returning Rings to the Playing Field**

**Question:** For Remote Events, what will occur with the Rings that go
Answer: The answer that you seek is found by reading rules <G27> and <G16> in the Game Manual Part 2 - Remote Events. Field Personnel and the Human Player may return Rings from outside the Playing Field back into the Playing Field.

Rule <G27> states that Rings that go outside the Playing Field Boundary will be returned to the Playing Field by Field Personnel at the earliest safe and convenient opportunity at a non-Scoring location approximately where it left the field. The intent of this rule is to apply to Rings that exit the Playing Field and are out of reach by the Human Player Station.

Rule <G16> allows the Human Player to leave the Human Player Station to retrieve Rings. The Human Player shall use the Return Rack to introduce Rings into the Playing Field.

outside the field perimeter either by robot launching, or when a match is played without a solid side perimeter barrier?
End Game - FTC Forum

Billie Jean  
Senior Member  
Join Date: Nov 2013  
Posts: 217

End Game  
09-22-2020, 11:51 AM  
Answers to questions about the End Game.

Tags: None

#1

Air Jordan  
Game Design Committee Member  
Join Date: Sep 2010  
Posts: 545

10-18-2020, 11:29 PM  

Originally posted by FTC9999  
Subject: Wobble Goal and Wobble Goal Ring Scoring

Game Manual Part 2 - Remote Events, Section 4.5.4 End Game, 1) Wobble Goal Delivery says: b) Drop Zone - Each Wobble Goal placed over a Barrier and Supported by the Drop Zone at the End of the Match earns twenty (20) points ...

Statement 1: Thus, the Drop Zone achievement is not possible in the case where the "Playing Field Boundary" is a taped line.

Statement 2: Nevertheless, each ring Completely Supported by a Wobble Goal or another Ring Completely Supported by a Wobble Goal earns five (5) points. A ring could be BOTH Inside the Drop Zone AND Inside the Playing Field yet still earn 5 points for the "Wobble Goal Rings" achievement.

Question 1a: In the case where the "Playing Field Boundary" is a wall, one or more of the rings could be in contact with a wall, but would otherwise be Completely Supported by a Wobble Goal or another Ring Completely Supported by a Wobble Goal. How would a ring that is in contact with a wall be scored?
Response to Statement 1: The Wobble Goal Delivery to the Drop Zone task requires placing the Wobble Goal over a Barrier. A Team using a taped Playing Field Boundary must add a physical Barrier to the Playing Field Boundary if the Wobble Goal Delivery to the Drop Zone task is part of the Team's Scoring strategy. See the definition of Barrier in section 4.4 of the Game Manual Part 2 - Remote Events. The DIY Field Element Guide published on the FIRST Tech Challenge website contains instructions for building a legal Barrier using cardboard and tape.

Response to Statement 2: The End Game Wobble Goal Ring task description in the Game Manual Part 2 clearly states that "any Wobble Goal location and orientation are allowed for this achievement."

Answer to Question 1a: A Ring contacting a Playing Field Boundary wall is eligible to be counted as Scored for the End Game Wobble Goal Ring achievement if it satisfies the Scoring requirements. For example, to count as Scored, the Ring must be Completely Supported by a Wobble Goal or another Ring that is Completely Supported by a Wobble Goal. Keep in mind that a Ring Supported by a Playing Field Boundary wall is not able to be Completely Supported by a Wobble Goal and therefore has zero Score value.

Answer to Question 1b: If the Ring contacting the Playing Field Boundary wall is Completely Supported by the Wobble Goal (i.e., it is not Supported by the Playing Field Boundary wall), additional Rings that it supports are eligible for the End Game Wobble Goal Ring achievement.

Question 1b: How would a ring that is in contact with a ring that is in contact with a wall be scored?

Answer: The Robot actions described in the question are not starting the Wobble Goal Delivery End Game task early. A Possessed Wobble Goal that is Outside the Launch Zone or In a Target Zone when the End Game Period starts is eligible for the End Game Wobble Goal Delivery tasks.
Air Jordan  
Game Design Committee Member  
Join Date: Sep 2010  
Posts: 545

10-24-2020, 10:38 PM  

**Original posted by FTC9808**  
**Subject:** May a Robot move a Wobble Goal Into a Target Zone or to Outside the Launch Zone Any Time up Until the Start of the End Game Period?  

**Question:** The End Game rules state that a wobble goal in a target zone or NOT in the launch zone is eligible for scoring during the end game. If our robot scores the wobble goal that we preload during autonomous, can we move the other wobble goal at any time before the end game? In other words, can it also be moved during autonomous? Can it be transported across the launch line during driver-controlled (before the start of the end game) in order to be eligible for scoring during the end game?  

**Answer:** Yes to all three questions.

---

Air Jordan  
Game Design Committee Member  
Join Date: Sep 2010  
Posts: 545

11-16-2020, 01:27 PM  

**Original posted by FTC12789**  
**Subject:** Ring Return to the Playing Field Path = Ring --> Return Rack --> Ring Completely Supported by a Wobble Goal  

**Question:** We've been debating on whether or not this scenario is 100% penalty-free:

1. During Endgame, the Robot brings a Wobble Goal to directly under the Return Rack.  
2. The Human Player feeds Rings through the Return Rack  
3. One (1) Ring somehow manages to fall perfectly onto the Wobble Goal such that it is perfectly skewered and supported by the Wobble Goal. Note that this Ring NEVER becomes directly supported by the Floor, as described per <GS6>(1)b.  
4. The Robot then grabs the loaded Wobble Goal, and drags it to the Start Line for additional points.

Since Support/Supported does not have the concept of "transitive support" included in the definition, the Rings are never actually supported by the floor (the Wobble Goal is supported by the Floor, but the Wobble Goal supports the Ring, so the Ring is supported by the Wobble Goal but not the Floor). Therefore, when the Robot controls the Wobble Goal the Robot is technically in control of a Ring that has not yet been supported by the floor, and should get a penalty.

However, if there is no "transitive support" allowed then there’s another problem - only one ring in a perfect stack on the Wobble Goal can ever be fully supported by the Wobble Goal. If there are multiple rings, the ring on the bottom of the stack is fully supported by the Wobble Goal, but the ring above it is supported by the Bottom Ring, and not the Wobble Goal, and thus the second ring (and all rings above it) cannot score.

However, if "transitive support" is definitely allowed, then it breaks the
Answer: First of all, thank you for the very clear description of your thought process and the specific game manual references. The scenario described in steps 1 through 4 result in a violation of rule <GS6>(1)b. Rings returned to the Playing Field are required to be directly Supported by the Playing Field Floor before they are eligible to be Controlled by a Robot. If the subject Wobble Goal and Ring(s) are Controlled by a Robot, the Penalties described in rule <GS6>(1)b should be applied per Ring.

intent of <GS6>(1)b without a Robot exception - if a Robot catches a Ring coming out of the Return Rack, the robot is fully supported by the Floor so the Ring is technically fully supported by the Floor, too.

So which is it? I'm betting the whole "supported by the floor" sounded like an easy win, but transitive support is a stinker. <grin>

Thanks!
Stuck
Competition Rules
09-22-2020, 01:10 PM
Answers to questions about Competition Rules.

Tags: None

Billie Jean
Senior Member
Join Date: Nov 2013
Posts: 217
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A: Remote fields must be 12ft x 8ft to be competition legal.

Originally posted by FTC9978
Subject: Remote Field Size
Q: Is it required that we use a half field for a remote league meet? (12 x 8)

11-02-2020, 10:49 AM

Billie Jean
Senior Member
Join Date: Nov 2013
Posts: 217
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Originally posted by FTC9978
Subject: Red or Blue Remote Field
Q: Does it matter which half field we use for a remote league meet, Red or Blue?

11-02-2020, 10:45 AM

Billie Jean
Senior Member
Join Date: Nov 2013
Posts: 217
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Originally posted by FTC9978
Subject: Red or Blue Remote Field
Q: Is it required that we use a half field for a remote league meet? (12 x 8)
A: No. Teams may choose either a red or a blue half field.
**Field Setup**

09-22-2020, 01:21 PM

Answers to questions about Field Setup and Assembly.

**Billie Jean**

Senior Member  

Join Date: Nov 2013  
Posts: 217

Tags: None

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**Big Red Machine**

Game Design Committee Member  

Join Date: Sep 2010  
Posts: 427

Originally posted by **FTC7253**  
Subject: Double wobble target in single team remote auton

Q: Are both wobble targets to be placed on the field and available for scoring in auton for single team remote events?  
Meaning a single team can deliver the initially "possessed" wobble target and then the wobble target located on the other same-alliance start line?

A: Yes, both wobble goals should be placed on the field and available for scoring.

---

**Big Red Machine**

Game Design Committee Member  

Join Date: Sep 2010  
Posts: 427

Originally posted by **FTC12762**  
Subject: Using net for remote field?
Q: The GA FTC head ref suggested we ask on this forum: should the net be used for a remote field setup?

A: The net is not required, but it is recommended that it be used to protect people around the field.