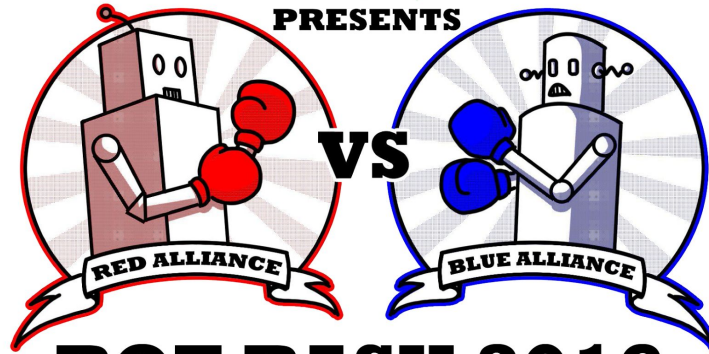




**PRESENTS**



## **BOT BASH 2016**

### **Official Event Rule Changes**

1. No inspection, Honor system on Robot legality. +10 pounds allowed. Gross / obvious violations of robot rules will be identified by the referees and must be corrected before the robot continues. All other FIRST robot rules apply.
2. In QUALIFICATIONS - Defenses will be randomly selected/ placed per the details below. The placement will be defined in advance and will change every 8-10 matches to match the robot cycles. (5.5.10)
3. In PLAYOFFS - Defenses will be selected by the opposing alliance (except Low Bar). (5.5.10)
4. G38 Clarification - Driving over or getting stuck on a boulder while holding another bolder will not be a violation of G38. Additionally, if a robot inadvertently possess more than one bolder, a penalty will not be called if the condition is corrected immediately.
5. Tower Strength = 8 for all matches. (3.1.4)
6. G13 Applies, however, AFTER a robot has fully crossed a defense and returned to the midline, a robot may cross the midline with no foul and contact with an opposing alliance robot will not be an additional foul.
7. In Eliminations, up to ONE tied MATCH SCORE between two alliances will be re-played. If the 2nd re-play results in an additional tied MATCH SCORE, the published FIRST tie-breakers will be used. (5.4.4)
8. Each player station will begin each match with 2 additional boulders.
9. **Elimination Round Changes:**
  - a. During alliance selection, Alliance Captains will only be permitted to select from teams that are not Alliance Captains (No Seed 1 selecting Seed 2, etc).
  - b. The structure of the alliances and the elimination rounds will be subject to change based on the number of teams in attendance.