

Cow Town ThrowDown Robotics Tournament

2015 Rule Changes for Recycle Rush

No inspection, Honor system on legality. +5 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.

No penalty for yellow totes that cross the step unintentionally. (Note: Intentionally pushing yellow totes onto the other side before co-op will be a warning, and then a yellow card.).

The yellow totes may be used during Qualification matches and Playoff matches to build a regular stack. (Note: They will only count as 2 points per tote if used in a regular stack on the scoring platforms).

Each Alliance is allowed 1 extra Recycle Container, placed on their side of the field. This Recycle Container can be placed anywhere between the guardrails, player station wall and the step, but must be completely out of the Auto Zone. (For example, they can be on a tote, on the carpet, on the scoring platform, possessed a robot, or on another Recycle Container.) The Alliance can also choose to not place the extra Recycle Container on the field and it will remain out of play for the duration of the match.

During the Autonomous period, the “Right side” (from the drivers station perspective) Recycle Containers on the step may only be contacted by the alliance facing them. After Autonomous, Recycle Containers remaining on the step are open to either alliance.

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Slightly larger than transport robots can go on / off the field in “play mode” to save time if this can be safely done. The FTA and / or Head Referee may request for teams to return to the transport configuration for safety reasons. All robots must be able to demonstrate that they can achieve the transport configuration.

Playoffs Alliances are 4 teams. The Alliance captain determines which teams play each match with no requirement on who plays.

One member from the non-playing team may be part of the drive team group and will be considered a COACH.

Draft order is 1-8 (must be outside top 8), 8-1, 1-8

No Time Outs in Playoffs – The Alliance Must Use Their 4th Robot.