

2004 FIRST Robotics Competition

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→ Special Notices ←

FIRST Policy on Replacement of Kit Parts at Event Sites

Due to the growth in FIRST Robotics Competition (FRC) teams, the expense to duplicate the entire kit for the increasing number of regional events in spare parts is no longer practical or fiscally viable for FIRST.

The following items will not be available at event sites:

- Pneumatics;
- Wheels;
- Entire Metal Box;
- Joysticks;
- Plastics – motor mounts and gearbox plastics.
- Batteries and chargers.

Depending on the number of requests, it is also impossible to guarantee spare motors or any other specific items will be available at events. If requests should outnumber supplies, especially motors, FIRST may run out. We suggest that teams plan accordingly by carrying spares for all critical robot parts. We will do everything we can to provide spares or assistance, but encourage all teams to prepare for any possible spare needs in advance.

Loaner Control Systems at all events

Teams are responsible for all Innovation First products required at events. If at any event a team needs to borrow any part of the Control System, a Credit Card number must be provided to ensure proper return of the items after the completion of the event. All “loaner” items are available on a first-come first-served basis:

- Operator Interface;
- Robot Controller;
- Radio Modems;
- AC Adapter for Operator Interface;
- Speed Controllers (Victor 884);
- Relay Modules (Spike).

If the part is not returned at the end of the event, FIRST retains the right to bill the credit card number provided for the items borrowed.

FIRST requests that teams bring unused motors, pneumatics, motor mounts, and gearboxes to the events to assist and support each other. You can expand your FIRST network as you swap parts!

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2004 Robot Inspection

Robot inspectors will be looking for sharp corners that could pop the game balls. Please try to mitigate all sharp corners before you ship your robot.

New Robot Ship Date

FIRST realizes that the issue of missing parts has adversely impacted the build schedule for many teams. It is FIRST policy not to extend the build deadline unless special circumstances warrant it, but FIRST has decided that the magnitude of the missing parts issue this year warrants such an extension for fairness, equality and customer satisfaction. **We are therefore extending the robot ship deadline from Tuesday February 24 to Thursday February 26.**

Late part deliveries disrupted the kit packing process and created the quality issues experienced in the kit packing. A number of factors prevented FIRST from providing timely delivery of replacement parts to all teams and we apologize for the inconvenience and disruption to the build schedule that this has caused teams. FIRST realizes this two-day extension may not fully compensate all teams for the delays experienced but a larger extension would impact the receipt of robot crates at events in the first week of the season. Please accept our apologies.

We at FIRST are looking forward to seeing your robots compete in this year's fantastic game developed by the Game Design Committee and FIRST hopes all of you are looking forward to an excellent FIRST experience during the 2004 season.

Steven R. Chism
Senior Director of Programs, FIRST

2004 Rules

FIRST staff and volunteers will vigorously support and enforce the 2004 rules as written. A team's excellent and creative work that may not align / be in agreement with the rules will be acknowledged as excellent work ***but will be disallowed.***

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[→ General Notices ←](#)

Documents and Updates

FIRST will provide important information to teams via the FIRST web site at:

http://www.usfirst.org/robotics/doc_updt.htm

Please check the team updates portion of the web site on a regular basis to insure that your team does not miss critical information about the 2004 FIRST Robotics Competition.

Our schedule to publish Team Updates is:

- Tuesday by 5PM and Friday by 10AM. We work hard to meet these commitments. Unexpected circumstances may, on occasions, delay their publication.
- Additional updates may be released if required.

Question & Answer System

The Question & Answer System can be found at:

<http://www.usfirst.org/robotics/2004/qa.htm>

1. Please ask one question at a time.
2. Questions are limited to 240 characters.

The Manual

Updates

Information that was documented in Team Updates 01 - 10 was incorporated into the manual and posted on the FIRST website on Monday, 02/16/2004.

Information documented in Team Updates will be incorporated into the manual and is scheduled to happen weekly / bi-weekly. After this process has taken place, you will be able to access:

- .pdf files with “track changes” **turned on** so teams can see all changes applied;
- .pdf files with all “track changes” **incorporated** = an up-to-date manual.

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Section 1. Introduction

No changes.

Section 2. Communication

No changes.

Section 3. The Arena

No changes.

Section 4. The Game

- ❖ **Modify 7.3.3 as below. The new/modified text is bolded and italicized and/or lined-out.**

At the completion of each Qualification Match, each team will receive a win, loss or tie depending on the final score. Each team on the winning Alliance will receive two Qualifying Points. Each team on the losing Alliance will receive zero Qualifying Points.

In the event of a tie Match Score, all four teams will receive one Qualifying Point.

All four teams will receive a number of Ranking Points equal to the Match Score of the losing alliance or their alliance score in the case of a tie. A Surrogate team will receive zero qualifying Points and will not receive any Ranking Points.

A team is declared a no-show if no member of the team is in the alliance station at the start of the match. Teams that do not show up for a scheduled qualification match will receive zero (0) Qualifying Points (QP's) and zero (0) Ranking Points.

Section 5. The Robot

No changes.

Section 6. The Kit

No changes.

Section 7. The Tournament

No changes.

Section 8. The Awards

No changes.

Section 9. Team Organization

No changes.

Section 10. At The Events

No changes.