

Cow Town ThrowDown Robotics Tournament

2016 Rule Changes for StrongHold

Each alliance will only need to score 8 boulders in order to capture the tower. The FMS is currently set to 10, therefore each alliance will be credited 2 boulders at the end of each match.

In QUALIFICATIONS – Defenses will be randomly selected / placed per the details below. The placement will be defined in advance and will change every 10-12 matches to match the robot cycles. There will be no Audience Selection of Defenses.

- A. Cheval de Frise
- B. Ramparts or Moat
- C. Sally Port or Draw Bridge
- D. Rough Terrain or Rock Wall
- E. Low Bar (Always in play and in position 1)

In ELIMINATIONS - Defenses will be selected by the opposing alliance (Category and Placement, except Low Bar) per the categories below. There will be no Audience Selection of Defenses.

- A. Cheval de Frise
- B. Ramparts or Moat
- C. Sally Port or Draw Bridge
- D. Rough Terrain or Rock Wall

G38 Clarification - Driving over or getting stuck on a boulder while holding another boulder will not be a violation of G38.

G13 Exception - 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.

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.

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.