更新与澄清说明

更新于2025年11月3日
（***FIRST***®发布的更新和澄清优先于所有其他来源）

（2025年11月3日）

更新05 – 任务道具中的装饰性元素

某些任务模型包含装饰性元素，这些元素对模型功能并非必需。在正常比赛过程中，这些装饰性元素可能会偶尔松动或脱落。

团队应设计并操作机器人以避免损坏任务模型，但如果装饰性元素因合理的比赛操作而脱落，裁判将给予合理判断（详见规则18关于模型损坏的规定）。

场地志愿者会尽最大努力确保所有装饰性元素完好，但在比赛现场可能会出现部分缺失或无法修复的情况。若团队策略依赖这些元素，应在比赛前检查比赛场地，并在发现缺失时及时告知裁判。

（2025年9月16日）

更新04 – 任务03：当矿车投递遇到中断的情况

如果矿车成功送达对方场地，而对方团队以某种方式干扰/中断了他们的机器人，导致裁判将矿车移出比赛区域，则该投递仍视为在对方场地完成。
投递方团队将获得投递积分，且如果双方都成功完成了矿车投递，奖励分仍然可以获得。

Challenge Updates

Updated November 3rd, 2025

(*FIRST*-issued updates supersede all other sources)

(November 3rd, 2025)

UPDATE 05 – DECORATIVE MODEL ELEMENTS – Some mission models include decorative elements that are not essential to their function. These elements may occasionally become loose or fall off during normal gameplay. Teams are expected to design and operate their robots to avoid damaging mission models, but referees will give benefit of the doubt if decorative elements detach as a result of reasonable gameplay (see Rule 18 regarding model damage).

Volunteers will make every effort to ensure all decorative elements are present, but some may be missing or unrepairable at an event. Teams whose strategy depends on these elements should check their field before the match and alert the referee if something is missing.

(September 16th, 2025)

UPDATE 04 – MISSION 03: MINECART DELIVERY INTERRUPTION – If the minecart is successfully delivered to the opposing field and the opposing team interrupts their robot in a way that causes the minecart to be taken out of play by the referee, the delivery will still be counted as “on” the opposing team’s field. The delivering team earns points for the delivery and the bonus remains possible if both teams complete a successful delivery.

更新与澄清说明

更新于2025年8月5日
（***FIRST***®发布的更新和澄清优先于所有其他来源）

（2025年8月5日）

更新 03 – 任务 02: 揭秘地图 得分标准澄清

任务02包含三个表层土模块，每个模块的清理需完成特定动作方视为有效：

- 第一区域（有乐高圆环标识）：需完全移除，使其与主模型完全分离；
- 第二区域：需横向滑动，直至卡扣完全落下；
- 第三区域：需旋转推进，使其完全越过场地图上的标识线。

请大家认真观看官方规则视频中的细节演示

更新 02 – 任务 02: 揭秘地图 设置注意事项

3M™ 字母扣需精确对齐，避免意外接触表层土区域。若未对齐，可能会导致粘连或位移问题，影响模型运行效果。

各参赛队在安装过程中请注意检查装置是否运作流畅。

更新 01 – 机器人返回时超出基地边墙

机器人在返回返回区的过程中任何部分越过场地边的垂直边墙，均视为"完全进入基地"，该动作不扣分。

Challenge Updates

Updated August 5th, 2025

(*FIRST*-issued updates supersede all other sources)

(August 5th, 2025)

UPDATE 03 – MISSION 02: TOPSOIL CLEARING CRITERIA – Mission 02 includes three topsoil sections, each requiring a unique action to be considered cleared:

- One section (identified by its loop) must be completely removed, so it is no longer touching the model.
- The second section must be slid until the latch drops fully.
- The third section must be rotated until it is completely past the designated line marked on the mat.

The mission video demonstrates each clearing method and can be used as a reference for intended functionality.

UPDATE 02 – MISSION 02: MAP REVEAL SETUP – 3M™ Dual Lock™ Reclosable Fasteners should be aligned carefully to avoid unintended contact with the topsoil sections. Misalignment may cause sticking or movement issues that could affect the model's performance. Teams should check for smooth operation during setup.

UPDATE 01 – EXTENDING PAST THE WALLS OF HOME UPON RETURN – Extending past any wall of Home **upon return** counts as "completely in" and can be handled without penalty.