

## Reminders to GCER teams:

1. You cannot intentionally touch the Automated Drum Delivery System (ADDS).
  - a. If you are going for the drums, make sure your localization is good.
2. The neutral zone between the two sides allows interaction among robots, independent structures, and game pieces. Make sure your team accounts for this with your game strategy in Double Seeding and Double Elimination.
  - a. Make sure the interaction is within the neutral zone and not on the other side.
  - b. Robot Interaction in the neutral zone, resulting in a robot being moved into the ADDS, will not disqualify the robot from touching the ADDS.
  - c. Robot interaction in the neutral zone, resulting in a robot or independent structure being pulled out of the neutral zone to a side, will not result in a disqualification for entering the other side.

### 3D Printing- 6 part maximum

1. All 3D printed parts being used at GCER must have the .stl(s) turned into KIPR by midnight Friday, July 10<sup>th</sup>
  - a. Email all STL submissions to [stls@kipr.org](mailto:stls@kipr.org) with your team/school name and team number in the subject line.
2. No 3D printing allowed in the pits

## Rule Changes for GCER 2026-Changes highlighted in Red and in v 1.5 on team homebase

### 13. Interference-Spirit of Botball Rule:

#### c. Game Piece Interference

If a robot **intentionally throws, launches, or pushes game pieces, or packaging bins** into the opponent's game area to disrupt **the opponent's robot, movement, or scoring**, that team will be **Disqualified (DSQ)** and lose the match.

**d.** Game pieces placed in scoring position on the Exterior Loading Dock may not be intentionally disrupted **or touched** by the opposing team, or the team will be **Disqualified (DSQ)** and lose the match.

### Challenges-2<sup>nd</sup> and 3<sup>rd</sup> paragraph

The Head Judge is the final arbiter of a challenge and can dismiss what they believe to be spurious or irrelevant challenges. This includes challenges to robots and or parts that they deem to not provide any competitive advantage or are against the Spirit of Botball to the team. An example against the **Spirit of Botball** would be a team knowing about the issue **prior to the**

**match** and planning to challenge at the game table. If the team knows prior to arriving at the table in the **Spirit of Botball**, they must let the other team or a KIPR official know so that the team has the opportunity to correct the issue. **Failure to do so can result in the challenge not being upheld, and the team will be disqualified from that match.** Teams determined by the judges to be in safety or performance-changing violation will be given 60 seconds by the judges to make a correction, remove offending pieces, or take the robot off the table; otherwise, the robot must be removed for the round, or the team can forfeit. A robot determined before the start of a round to be in a safety or performance-changing violation of the construction rules will not be allowed to play while in that state. A robot ruled to be unsafe for humans will not be allowed to run until modified.

If a team wants to execute a challenge, then they must wager their round. If the team that makes the challenge is correct **and they had no prior knowledge of the issue**, then they win the round, and the other team is disqualified for that round. However, if the team that makes the challenge is incorrect, **knew about the issue ahead of time**, or is deemed spurious by the Head Judge, they will be disqualified for that round, and the other team will win. In the case that both teams wish to make a challenge, the one to approach the judge with the challenge first will be the determining challenge.

### Game Piece Starting Position Changes

- *Pallets* – All *Pallets* will be aligned so that the top boards of the *Pallet* are parallel to the long edge of the side.
  - ~~Two~~ **One** will be placed ~~in a stack~~ on the outside edge of the black tape line that makes the right edge of the *Lower Start Box* and the outer edge of the black tape line that makes the lower edge of the *Warehouse*.
  - **One will be placed on the curved corner of the External Loading Dock, flush with the edges**
- *Small Crates* – Half will be randomized in terms of color and half with known colors and positions.
  - Two yellow cubes will start roughly centered on the ~~stack of two pallets~~ to the right of the *Lower Start Box*.

### Scoring Changes

- Upper Start Box Multiplier (robot must leave the starting box and return)  
# of **Returned** Robots \_\_\_\_\_ +2
- Large Red and Green cubes will now count as 4 cubes each

- They will not count as sorted unless they are on a pallet, and another green or red cube is placed with them
- Large Brown cubes will now count as 8 cubes each
  - They will not count as sorted unless they are on a pallet, and another cube of any color is placed on them (Brown cubes are wild cards and can count as any color cube)