

Team Update 00

General

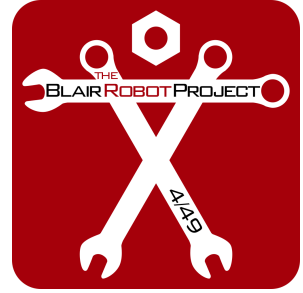
Team Update 00 is provided as a quick reference of major rule changes. The approach taken in this Team Update is to describe changes to content only. Editorial changes to verbiage, rule and section references, and formatting changes are not described.

As always, it's important to read the whole manual at least once and become an expert on sections of the manual that directly relate to your role and responsibilities on your team. Teams are welcome to ask (thoughtful, informed) questions through the official Q&A system.

Game Manual

General Updates

- FOUL has been updated to MINOR FOUL and TECH FOUL has been updated to MAJOR FOUL to align with FRC.
- The Game Manual is posted as a static PDF on the Blair Bunnybots website and will not update live as changes are made.
- Team Updates will be posted weekly each Sunday as PDFs on the Blair Bunnybots website and in the CHS Discord community announcements channel.
- The [Blair Bunnybots Q&A system](#) will go live this Wednesday. As in FRC, the Q&A is not a resource for firm predictions on how a situation will play out at the event. The following topics will not be addressed:
 - rulings on vague situations,
 - design reviews of a ROBOT system for legality, and
 - questions that are overly broad, vague, and/or include no rule references.



Gameplay Rules

- *Rule 6 and Rule 7:* These rules, which address damaging the FIELD and interacting with FIELD elements, have been incorporated into the Game Manual for easier reference by teams and FIELD staff. Additionally, keep in mind that Rule 5 remains in effect from last year's game.
- *Rule 18:* This rule, which addressed stepping over the FIELD wall, has been modified to permit entering the FIELD through the long sides only.

Robot Rules

- *Rule 4:* ROBOTS are now required to use bumper covers that indicate both their alliance color and team number. As a result, alliance-colored flags are no longer used to indicate a ROBOT's alliance. Due to the filler line system used during qualification matches, teams should be prepared to quickly swap bumpers or have easily replaceable bumper covers. A guide on building bumpers can be found [here](#), and specific guidance on mounting bumpers will be provided in a future Team Update.