

<RG06> **Alliance Marker** – Robots must include a **Team supplied, Alliance specific marker on two opposite sides of the Robot** to easily identify which Alliance a Robot is assigned to. The Alliance Marker must be displayed on the **same side of the Robot as the Team number**, within a 3” distance of the number. The Alliance Marker must be visible to the Referees during a Match.

- a. The **Red Alliance Marker must be a solid red square**, approximately **2.5 inches x 2.5 inches** (6.35 cm x 6.35 cm) +/- 0.25 inches (0.64 cm).
- b. The **Blue Alliance Marker must be a solid blue circle**, approximately **2.5 inches** (6.35 cm) +/- 0.25 inches (0.64 cm) in diameter.
- c. Both Alliance Markers **must be removable** in order to swap them between Matches.
- d. The Alliance Marker must be robust enough to withstand the rigors of Match play. Example robust materials include: 1) Alliance Marker template printed and laminated; mounted on polycarbonate sheet, wood panel, metal plate, etc.

The intent of this rule is to allow easy identification of the Robot and their Alliance to field personnel. **Alliance flags will no longer be provided by Tournament Directors.** A template for Teams is located on our website.

7.4 Team Scoring Element

The *Team Scoring Element* is an object that *Teams* create and bring to a competition to be used in the current season’s game. The *Team Scoring Element* must pass *Inspection* before it can be used in a *Match*.

For the 2019-2020 SKYSTONESM game, the *Team Scoring Element* is called the *Capstone*.

<TE01> **Material Constraints** - The *Team Scoring Element* is subject to the *Robot Mechanical Parts and Materials Rules* in section 7.3.2.

<TE02> **Size Constraints** - The maximum size of the *Team Scoring Element* is 4 inches (10.16 cm) by 4 inches (10.16 cm) by 8 inches (20.32 cm). The minimum size of the *TSE* is 3 inches (7.62 cm) by 3 inches (7.62 cm) by 4 inches (10.16cm). *FIRST® Tech Challenge Game Manual Part 1 | 39*

<TE03> **Team Number** - The *Team Scoring Element* must be labeled with their *Team* number (numerals only, for example “12345”) The letters must be legible when viewed from 12 inches away. The *Team* number needs to appear only once on the *Team Scoring Element*.

<TE04> **Illegal Parts** - The following types of mechanisms and parts are not allowed:

- a. Electronics.
- b. Any other part or material that violates *Robot* construction rules outlined in section 7.3.

<TE05> Current season’s Scoring Elements may not be used as the *Team Scoring Element*.