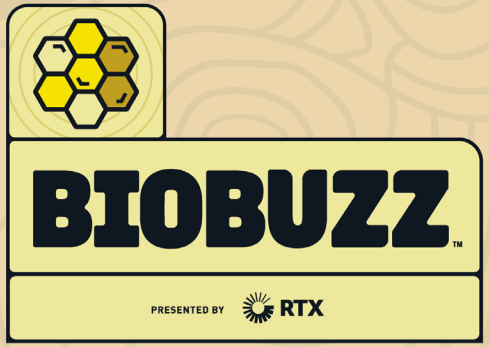
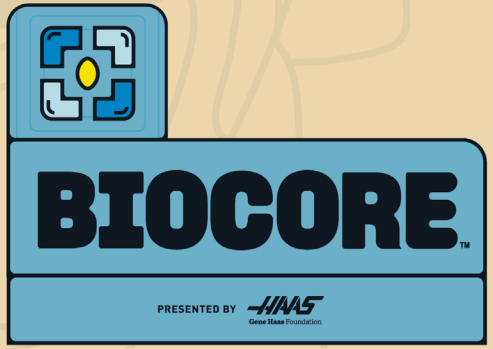
2026 / 2027 SEASON

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FLL Challenge Updates

Updated October 14th, 2026

更新03

(October 14th, 2026)

UPDATE 03 – TREE STABILIZATION (MISSIONS 8 & 9) - Events are encouraged to stabilize the tree model by applying a thin strip of black tape (matte black gaffers tape is recommended) along the mat border, directly behind the tree. Teams should practice and prepare to compete with either a taped or untaped tree, as event conditions may differ from the guidance provided.

更新 03 — 樹木加固（任務 8 和 9）

建議在比賽中對樹木模型進行加固，即在樹木後方的墊子邊緣處貼上一條黑色膠帶（建議使用啞光黑色布基膠帶）。各參賽隊伍應做好準備，既要練習使用加固過的樹木，也要練習使用未加固的樹木，因為實際比賽環境可能與此處提供的指導建議有所不同。

更新02

(October 14th, 2026)

UPDATE 02 – RELEASING INTERCHANGEABLE MODELS FROM DOCKS (Missions 13-15) - Programming the robot to remove an interchangeable model from its dock using the model's built-in latch is allowed when done autonomously during the match. This is consistent with Rule 18, which prohibits separation of Dual Lock, taking models apart, or breaking a mission model.

更新 02 — 從停靠點釋放可互換模型（第 13-15 關）-

在比賽過程中，允許透過編程使機器人利用模型自帶的鎖扣，將可更換模型從其底座上取下（前提是該操作由機器人自主完成）。此規定與第18條規則相符；第18條規則禁止拆解「雙鎖」（Dual Lock）、將模型拆開，或損壞任務模型。

更新01

(September 2nd, 2026)

UPDATE 01 - LUCKY LEAVES – Before the match begins, the leaves will be randomized within the nest, and teams will not be told the starting placement of the katydid. This is an intentional part of the challenge. To account for this unpredictability, mission constraints have been updated to extend flexibility. The following mission constraint language replaces the previous version (blue text):

- *The nest is the mission model that holds the leaves and the katydid.*
- *The leaf habitat includes the nest and the marked area on the mat that surrounds it.*
- *If the katydid is completely outside the leaf habitat at any time during the match, the bonus is no longer available.*
- *If the katydid is completely outside the leaf habitat at the end of the match, the team scores zero points for this mission.*

Scoring materials, including the Scoresheets, Robot Game Excel Scorer, and the Event Hub Official Score Calculator, will be updated to reflect this change. Teams and volunteers should download and use the latest version when preparing for events.

更新 01 – 幸運葉片（Lucky Leaves）— 在比賽開始前，葉片在巢穴內的分佈將進行隨機化處理，且各參賽隊伍不會獲知紡織娘（katydid）的初始放置位置。這是本項挑戰中刻意設定的一環。為應對這種不確定性，任務限制條件已做出調整，以提供更大的靈活性。以下任務限制條款將取代舊版本（藍色文字部分）：

- 「巢穴」是承載樹葉和紡織娘的任務模型。
- 「樹葉棲息地」包含「巢穴」以及墊子上環繞其周圍的標記區域。
- 若在比賽期間，紡織娘曾經完全處於「樹葉棲息地」之外，則該獎勵失效。
- 若比賽結束時，紡織娘完全處於「樹葉棲息地」之外，則該任務得分為零。