

6



At The Event

Table of Contents

Contents

Section 6 – At The Event	2
6.1 – Overview	2
6.2 – Tournament Event Agendas	2
6.3 – Courtesies and Rules	2
6.4 – Competition Overview	3
6.4.1 – Practice Rounds	3
6.4.2 – Judge’s Interviews	3
6.4.3 – Robot Identification with the Field Management System	3
6.4.4 – Match List	4
6.4.5 – Scouting	4
6.4.6 – Early Matches	4
6.4.7 – Maintaining Schedule	4
6.5 – Team Spirit	5
6.5.1 – Team Styling	5
6.5.2 – Banners and Flags	5
6.5.3 – Spectators and Field Etiquette	5

Section 6 – At The Event

6.1 – Overview

This section provides a general summary regarding a *FIRST* credo, mascots/uniforms, recommended items and equipment for teams to bring, pit rules, event schedules, registration, practice rules/time slots, and robot inspections. Please read the following to get a "feel" for competition schedules, registration procedures, practice times, and matches.

6.2 – Tournament Event Agendas

Schedules will be available through your local FTC Affiliate Partner prior to or at your tournament.

6.3 – Courtesies and Rules

You will hear the expression *Gracious Professionalism* often throughout your involvement in the *FIRST* Tech Challenge. One of our main goals is to encourage all team members to conduct themselves with kindness, consideration, and sharing.

We hear heartwarming stories of teams sharing parts, helping to build and/or repair competing robots, and helping rookie teams avoid preventable pitfalls. These are examples of some side benefits of being involved with this organization.

The pit is where the behind-the-scenes action takes place. The *FIRST* staff and volunteers want you to enjoy the competition. Please read the rules below so everyone can work and compete in a safe, sportsmanlike, friendly, and orderly manner. Please follow courtesy rules while in the pit as well as in the audience. Please help to make the audience comfortable.

Bands:	No live bands in the audience or pit.
Battery Safety:	Charge in an open, well-ventilated area.
Fire Extinguishers:	Located at the pit administration station and on the playing field.
Food:	You should check with the event organizer before bringing food to an event, as some venues will not allow outside food on-site due to contracts and agreements.
Music/Noise:	No loud music, audio systems, whistles, banging sticks, blow horns, etc. They interfere with announcements and prevent teams from hearing important announcements. Power may be shut off and/or noise makers confiscated.
Internet Access:	No internet access... at all.
Team Safety Captain:	Each team appoints a safety captain who will help maintain safety at events, especially in the pit. He or she will remind attendees about safety rules listed below.
Safety Glasses:	All team members and onlookers must wear safety glasses in the pit and on the playing field. If you wear glasses, you must wear safety goggles over them or wear attach safety side shields to them. Teams are required to bring enough safety glasses/goggles to supply its team members and its guests.

Running:	There will be no running in the pit.
Painting:	There will be no painting in the pit.
Sales:	Because of site regulations/contracts, <i>FIRST</i> cannot allow teams or individuals to sell items, such as T-shirts, pins, etc., at any events.
Seat Saving:	Not allowed, we need seats to get the public comfortable and interested.

6.4 – Competition Overview

FIRST requires all teams to bring and supply safety glasses for its members and guests for each competition. Students and adult team members and guests must wear them to protect their eyes while working on the robot, when observing robot building/repair work, and while competing.

Operators, players, and coaches will not be allowed on the competition field without them. Regular glasses and sunglasses do not qualify as safety glasses. **You must wear safety goggles over them.**

Goggles are not required to be worn over regular glasses **if** the regular glasses are made of polycarbonate / plastic material similar to that in safety glasses **and** safety side shields are attached.

6.4.1 – Practice Rounds

The competition fields may be open to anyone who would like to practice before the opening ceremonies. Your FTC Affiliate Partner and local event staff will provide specifics about practice matches.

6.4.2 – Judge’s Interviews

There will be a ten to fifteen-minute interview scheduled for every team to meet with the judge’s throughout the event. Please have at least two student team representatives available; the entire team/robot is encouraged to participate.

6.4.3 – Robot Identification with the Field Management System

At FTC Tournaments, teams will need to identify their NXTs with the Field Management System (FMS) computer(s) prior to the start of the tournament (likely during Inspection) and before each match as they are setting up the field (part of the field queuing process).

Each team will be required to "name" their NXT with their official FTC Team number expanded to four digits (e.g. FTC Team #123 would name their NXT "0123"). Should you come to the tournament with a spare NXT, then you should name that spare with your team number followed by a hyphen then a letter designation beginning with "B" (e.g. "0123-B", "0123-C"). This spare NXT can also be registered with the FMS computer(s) during inspection as well.

Should a spare NXT be "loaned" to another team, the receiving team should rename the NXT with their corresponding team number along with the hyphenated letter designation showing the FMS that it is a spare.

6.4.4 – Match List

Competition personnel will distribute the match list to teams on the day of the tournament.

6.4.5 – Scouting

This information has been provided by the 2007 Chairman's Award winners, FRC Team #365, the Miracle Workerz:

Teams use all different methods to record information about other teams – paper, computer, hand-held PDAs, etc. Use whatever method is most comfortable for your team. Scouting is important to determine how you complement other teams in your alliance and how you match up against your opponents. No matter how you record it, focus on information, which will be useful to your team when you meet your alliance partners to discuss strategy.

Some possible areas to gather information include:

- CAPABILITIES – what can the robot/team do and what can't it do?
- STRATEGIES – what does the robot / team do during the match? How do they play the game?
- PERFORMANCE – how well does the robot / team do what it attempts? What are the robot's strengths and weaknesses?
- AUTONOMOUS – what does the robot do in autonomous mode? Does the team have multiple program options?

The more data points you can collect on strategies and performance, the better understanding you will have of a given team. Many teams use a paper system to record this information. Information on Capabilities can be obtained by visiting the team / robot in the pit area.

6.4.6 – Early Matches

If your team is in any of the first four matches on the day of your event, volunteers will ask you to line up *before the opening ceremonies*. Matches begin right after its conclusion. Please, make sure your team is on time in case you have an early match.

6.4.7 – Maintaining Schedule

The queue team will work together throughout the day to line up teams for competition matches and maintain the schedules. It's important to pay attention to the match schedule and listen for announcements throughout the day. You will need to know when you will compete, find out the number of the ending match before lunch, and which match is the last match of the tournament day.

6.5 – Team Spirit

Competing as a team is fun as well as rewarding. Part of the pleasure and reward of being a team member is the way the team stylizes itself with team T-shirts, trading buttons, hats, cheers, cheerleaders, and costumes.

6.5.1 – Team Styling

When deciding on a team name or acronym, consider how you can work a theme around it to make your team more fun and recognizable. Refer to Section 8: Team Resources for information.

6.5.2 – Banners and Flags

Sponsors provide *FIRST* with banners so we can display them in specified areas as a way of thanking them for their generosity. We encourage teams to bring team flags and/or sponsor banners, but we ask that you adhere to the following:

- Do not use them to section off seating. Saving group seats is not permitted.
- Hang banners *in your pit station only*, not on the pit walls.
- You may bring banners to the competition area, but please do not hang them there. This area is designated for official *FIRST* sponsors' banners.

6.5.3 – Spectators and Field Etiquette

Teams are permitted to have 2 drivers and 1 coach at the field during their scheduled matches. Spectators are not allowed on the field at any time and must remain outside of the designated field area. Some events may provide media passes for one additional team member to gain access to a designated “media area”. Access to this area is only permitted with a media pass and only while the media representative’s team is on the competition field. Spectators blocking the sidelines or accessing the media area without a pass will be asked to move. Repeated violations of this rule may cause the associated team to be disqualified.