

“Snow Day Showdown VI”

NJ FTC Qualifying Tournament

January 20, 2013

- **Welcome to 3rd Annual Qualifier at Hightstown High School**
- **We would like to thank our hosts teams:**
 - **TEAM MERCURY FRC Team #1089**
 - **TEAM MERCURY FTC Team #3944**
 - **Hightstown High School**
(Home of the “Snow Day Showdown” for 6 years!)

CONTENTS

- 1. Directions & Special Notes**
- 2. Event Schedule**
- 3. Event Information**
 - **Upon Arrival...**
 - **What to Bring**
 - **Pit Areas and Fields**
 - **Volunteers Needed**
 - **Inspection & Judging**
 - **Alliance Selection**
 - **Food**
- 4. Judged Awards, Alliances, Advancement Criteria**
- 5. Team Listing**

Directions & Special Notes

Venue: Hightstown High School,
25 Leshin Lane
Hightstown, NJ 08520

Team Arrival Time, 7:30 - 8:00

- Directions are available at <http://maps.google.com/maps?oi=maps&q=25%20Leshin%20Lane,Hightstown%20NJ>
- The venue's official site is <http://www.eastwindsorregionalschools.com/ewrs/schools/hightstown%20high%20school/>

SPECIAL NOTES –

1. This is one of largest qualifiers of the year. In order to accommodate all of the teams that wanted one last chance to earn a slot at the Championship, Hightstown HS has pulled out all of the stops. Please work with us to make this a big success and a stress-free day for all. Let GP prevail!
2. Related to the above comment, we are asking teams to make every effort to arrive by 8am, at the latest. Doors will open at 7:30 and we will begin registering teams, scheduling interviews, and inspecting. We need an early and efficient start to assure that we do not make this a late day.
3. To facilitate Inspection, PLEASE make sure that you have pre-inspected your robot before coming. It should have the latest software loaded, be checked for compliance to mechanical requirements, and follow the Samantha mounting guidelines which were provided.
4. During Concurrent Matches, Game Announcing may take place on only one active field at time. We are running two fields. If all goes well, we will avoid Concurrent Matches (two fields running at the same time).
5. Four 3-Team Alliances will be selected for Elimination Rounds.
6. Re-examination of Samantha mounting should occur prior to the Elimination Rounds to help assure glitch-free Final Rounds.

Competition Schedule

"Snow Day Showdown VI" Qualifier January 20th

| | | |
|--------------------|--|--|
| 7:00 - 7:30 | | Arrival Time for Volunteers |
| 7:30 | | All Volunteers On Site Teams Needing Extra Help |
| | | Team Registration |
| 8:00 | | Inspection Stations Open (Hdw & Sfw Insp Begins) |
| | | Welcome to Teams |
| 8:15 | | Description of Day's Logistics |
| 8:20 | | Judged Interviews Begin |
| | | Drivers Meeting |
| 8:45 | | followed by Reset Crew Mtg |
| 9:15 | | Practice Match(es), as possible |
| 9:45 | | Opening Ceremony |
| 10:30 | | 38 Qualifying Rounds, Total (30 Teams: 5 Matches Each) [247 Minutes @ 6.5 Minute Cycle Time] |
| | | |
| | | Complete 18 of 38 Rounds |
| 12:30 | | Lunch |
| 1:00 | | Finish Qualifying Rounds (10 Rounds) [65 Minutes] |
| 2:30 | | Alliance Selection |
| 3:00 | | Start SEMI-FINALS 6 Matches Used to Yield 2 Alliances from 4 [42 Minutes] |
| 3:45 | | Start FINALS 3 Matches Used to Yield the Winning Alliance [21 Minutes] |
| 4:15 | | Complete FINALS (2 Alliances - One Winning, One Finalist) |
| 4:30 | | Closing Ceremonies |
| 5:00 | | Event Complete |

EVENT INFORMATION

- **Arrival:** It is critical that all teams show up on time and report to Team Registration immediately upon arrival. Only two representatives should report to Team Registration. The rest of the team should go directly to the Pits ...and prepare for Inspection and Judged Interviews.
- **Late Arrival:** Call 862-432-1526 if you are going to be late. The match schedule will be made final at 9:45 AM. You must pass Inspection by then.
- **Consent Forms:** Please be prepared to submit your Consent Forms when registering. A signed form is needed for each team member and supporting adult. Forms are available on line and were also forwarded as an attachment with this communiqué for your convenience. Also STIMS can be used and is really preferred!
- **Inspection:** Bring your robot to Inspection immediately upon arrival. Robots must pass inspection before they can participate on the Practice Field.
- **Overall Schedule:** The day's timing will be in keeping with most competitions this year, however may be a bit longer due to the number of participants. Teams are asked to arrive by 8am and the day ends around 5:00 – 5:30. The 5:30pm completion time is conservatively planned in case any equipment problem arises. If all goes well, the event would finish ~one hour earlier than that. We suggest that you prepare for the conservative end (at 5:30), though.
- **What to Bring: SAFETY GLASSES for your participants is a top priority. We will expect teams to wear this important safety item.** Also, remember to bring a multi-outlet utility strip to assure that you can bring power to a convenient spot on your Pit table.
 - As usual, it is also good to bring spare batteries and other critical parts, as well as a battery charger. It is always smart to mark you materials with your team number so that they don't get mixed with those of another team.
- **Food:** The event will have food available for purchase during the day and at lunch time, of course. Reasonable pricing is assured. Please have team members bring some pocket money.
 - **It is asked that teams NOT bring their lunches to the venue.** The good folks of Hightstown High School always have plenty of great food for us. This small fundraising aspect to the event is one of the very few constraints given to us in return for the free use of the high school's great facility... for the fifth year! Please help NJ FTC to comply with HHS's reasonable wishes.
 - There is a large adjacent cafeteria in which the food will be sold. It is desirable to keep the food out of the Pit Area unless a true crowding situation exists.

EVENT INFORMATION (continued)

- **Competition Area:** The two fields will be located side by side in the Main Competition Area. A third field will be located in the Auxiliary Area for Practice. Spectators are welcome, however, it is asked that people use the seats and do not crowd the field area. Otherwise, the view of others will be obstructed.
 - When queued for a match, please report to the Queuing Area near the fields. We expect to have a table there, where your robot can be set. From there, a Queuer will take your Drive Team to the playing field at the appropriate time.
 - In order to finish on schedule, including 5 qualification matches for all 30 teams, it is important that the direction of Queuing be followed efficiently. If, for any reason, your robot is not ready when queued, a team must send a representative.
- **Pit Area:** Your team number will be affixed to the table that has been assigned to you. Space is limited in the pit area. Please stay within the boundaries of your pit and be kind to your neighbors.
 - If you have large banners, displays, or posters, we can find a space somewhere else in the arena for these items. The Pit Areas should stay clear of obstructions to traffic and sight lines to the field. If you are having an issue with your pit, please see an event manager or crew member for immediate assistance.
 - Queuing Areas will be marked near the Competition Fields. Please pay attention to the Field Number which will appear on the left-side of the Match Lists, when distributed.
 - The Hardware Inspection Area and Practice Field, if available, will be within the Pits.
 - The Software Inspection, Software Verification Demo Area and HELP Table near the Competition Fields.

Safety : All team members and their guests are expected to behave in a safe manner and obey all safety rules. Individuals not acting safely will be asked to leave the event premises. Please notify an Event Crew member if you have any safety issues or concerns. Please report any illness or injuries to the Pit Administration table or event organizers.

Volunteers: As is our usual practice, we may be asking each team if they can provide the names of students who can volunteer to help out during the day. Field Reset is the most likely assignment, if needed. (We understand that some teams with less than six members may not be able to supply a volunteer. No problem.)

Gracious Professionalism: Fun is the rule for the day. Please act in accordance with the guidelines of Gracious Professionalism. Ungracious behavior directed at referees or event volunteers will not be tolerated and will be grounds for disqualification from the event. Be kind to your referees, fellow teams, and help them as needed.

JUDGED AWARDS, ALLIANCES, ADVANCEMENT CRITERIA

- **Judged Awards**: The full set of awards will be given out at the January 20th Qualifier. We will have 6 panels of Judges. Judged Interview Times are pre-assigned. Check out the last page of this document!
 - We are attempting to accomplish ALL of the judged interviews BEFORE the start of Qualification Matches. It is important that teams arrive between by 8:00 ... and really abide by the interview time that they are given. **Judged Interview Time takes priority over Robot Inspection.**
 - Note –Be aware of the Judging Room to which you have been assigned and look for the wall signs. Escorts will help people move quickly to their interview. Maintaining schedule is vital.
- **Alliance Selection**: Since >24 teams are participating , we will be following FIRST rules regarding 3-team Alliances. Following the completion of Qualification Matches, we'll form four 3-Team Alliances to participate in the Elimination Matches.
- **Alliance Rules**: Several teams have asked if “NJ Scrimmage Rules” apply (i.e., Alliance Captains cannot pick amongst themselves). Scrimmage Rules DO NOT apply. Alliance Captains are free to pick amongst themselves. All other official FIRST tournament rules, such as declining an alliance, apply as well.
- **Qualifying for the NJ FTC Championship**: Here are the guidelines for earning an invitation to the NJ FTC Championship Tournament.
 - Since the January 20th tournament holds 30 teams, there are 7 invitations being awarded. We will work our way down the partial list, below, until 7 advancing teams are identified.
 1. Inspire Award Winner
 2. Winning Alliance Captain
 3. Inspire Award 2nd place
 4. Winning Alliance, 1st team selected
 5. Inspire Award 3rd place
 6. Winning Alliance, 2nd team selected
 7. Think Award Winner
 8. Finalist Alliance Captain
 9. Connect Award Winner
 10. Finalist Alliance, 1st team selected
 11. Rockwell Collins Innovate Award
 12. Finalist Alliance 2nd team selected
 13. PTC Design Award
 14. Highest Ranked Team not previously advanced
 15. Motivate Award
 16. Highest Ranked Team not previously advanced

30 FTC Teams confirmed for the ***Snow Day Showdown - VI***

Qualification Tournament

| <u>Team Number</u> | <u>Team Name</u> | <u>School or Organization</u> | <u>Key Contact</u> |
|--------------------|-------------------|--|------------------------------------|
| 3944 | Team Mercury | Hightstown HS | Chris Gregory |
| 110 | MFS Foxes | Moorestown Friends School | Timothy Clarke |
| 220 | ZeroGravity JR A | Steinert High School | David Kohler |
| 221 | Zero Gravity JR B | Steinert High School | David Kohler |
| 251 | Mech-a-Iodons | Cliffside Park HS | Martin Carcich |
| 756 | TEST Team | Bridgewater-Raritan H.S. | Jeff Steele |
| 757 | Suburban Legends | Bridgewater-Raritan H.S. | Jeff Steele |
| 2825 | NB Raiders | NBHS | Roger Weiss |
| 3774 | Hive Voltage | Bayonne High School | Marie Aloia |
| 3777 | MechaLions | Paterson Charter School for Science and Technology | Ozgur Yaglidere |
| 4086 | ORC | Oratory Prep | Ted Dore |
| 4289 | Steel Lightning | ACIT | Robin Guyer |
| 4328 | C'est la Vie | Englewood | Randy Sherry |
| 4390 | STORM | Lenape/Cheorkee Regional HS | Mr. Michael Conductor |
| 4486 | Madison | Madison High School | Matthew Blackman |
| 4500 | MFS Falcons | Moorestown Friends School | Timothy Clarke |
| 4890 | Hive Voltage 2.0 | Bayonne High School | Marie Aloia |
| 5078 | Omegatron | Home Team | Sanjay Kakirde |
| 5205 | SyBorgs | South Brunswick | Mike Snook |
| 5212 | Megahertz | Cliffside Park HS | David Rappaport |
| 5354 | ORC II | Oratory Prep | Ted Dore |
| 5387 | The Greyhounds | Northern Burlington County Regional HS | Sam Chilkotowsky |
| 5406 | Optimus Bee | BASCS | Edin Bilali |
| 5573 | RoboCougars | N.13th St. Tech | Amir Ressaissi |
| 5724 | Hive Mind | BASCS | Edin Bilali |
| 6037 | WAGS | Girl Scouts West Windsor Plainsboro | Jan Cardinale |
| 6082 | AltF4 | Neptune HS | Tom Manderachi |
| 6472 | Eagle Tech | Edison High School | Michael Iannace; Ojaswi Agarwal |
| 6613 | Robo Yale | Yale School | Matthew Brady |
| 6719 | Piotech | Pioneer Academy of Science | Ismail Dede |

Note – Four Wait List teams (shown in lighter green) were offered slots at Snow Day when teams ahead of them qualified via the Frozen Frenzy event of January 12th. Awaiting final confirmation of those four teams.

Concurrent Competition and Judging Operations Schedule

| "Snow Day Showdown VI" Qualifier January 20th | | | JUDGING SCHEDULE BELOW |
|--|--|--|--|
| 7:00 - 7:30 | | Arrival Time for Volunteers | 7:00 to 7:30 - Arrival Time for Volunteers |
| 7:30 | | All Volunteers On Site Teams Needing Extra Help | 7:30 to 8:00 - On Site Orientation |
| | | Team Registration | |
| 8:00 | | Inspection Stations Open (Hdw & Sfw Insp Begins) | |
| | | Welcome to Teams | Welcome to Teams |
| 8:15 | | Description of Day's Logistics | Introduction of Judges |
| 8:20 | | Judged Interviews Begin | 8:20 to 10:00 - Judges interview teams. The intent is for each of six 2-3 person Judging Panels to see 5 teams. The interview should be ~10 minutes, then 5 minutes record notes. |
| | | Drivers Meeting | |
| 8:45 | | followed by Reset Crew Mtg | |
| 9:15 | | Practice Match(es), as possible | |
| 9:45 | | Opening Ceremony | 10:00 - Judges prepare notes for Initial Identification of Top Contenders. 10:15 - Judges identify their Top Contenders for each of the Awards. |
| 10:30 | | 38 Qualifying Rounds, Total (30 Teams: 5 Matches Each) [247 Minutes @ 6.5 Minute Cycle Time] | |
| | | | 10:45 to 12:00 - Judges observe Teams in Qualification Matches and in the Pits |
| | | Complete 18 of 38 Rounds | 12:00 - Full Deliberations |
| 12:30 | | Lunch | Lunch |
| | | Finish Qualifying Rounds (10 Rounds) | 1:00 to 1:45, Judges can observe final Qualification Matches, ... |
| 1:00 | | [65 Minutes] | |
| 2:30 | | Alliance Selection | 1:45to 2:45 - Final Adjustments to choices, if any |
| | | Start SEMI-FINALS 6 Matches Used to Yield 2 Alliances from 4 [42 Minutes] | 2:45 start writing Awards Scripts |
| 3:00 | | | |
| | | Start FINALS 3 Matches Used to Yield the Winning Alliance [21 Minutes] | 3:45 Award Scripts are finished and Judges are prepared for Closing Ceremony |
| 3:45 | | | |
| | | Complete FINALS (2 Alliances - One Winning, One Finalist) | |
| 4:15 | | | |
| 4:30 | | Closing Ceremonies | Closing Ceremonies |
| 5:00 | | Event Complete | Event Complete |

Judged Interview Appointments

| | Interview (10 minutes/team) | Judging Room 1 | Judging Room 2 | Judging Room 3 | Judging Room 4 | Judging Room 5 | Judging Room 6 |
|---------|-----------------------------|----------------|----------------|----------------|----------------|----------------|----------------|
| Group # | Start Time | Team # | Team # | Team # | Team # | Team # | Team # |
| 1 | 8:20 | 110 | 220 | 221 | 251 | 756 | 757 |
| 2 | 8:40 | 2825 | 3774 | 3777 | 3944 | 4086 | 4289 |
| 3 | 9:00 | 4328 | 4390 | 4486 | 4500 | 4890 | 5078 |
| 4 | 9:20 | 5205 | 5212 | 5354 | 5387 | 5406 | 5573 |
| 5 | 9:40 | 5724 | 6037 | 6082 | 6472 | 6613 | 6719 |