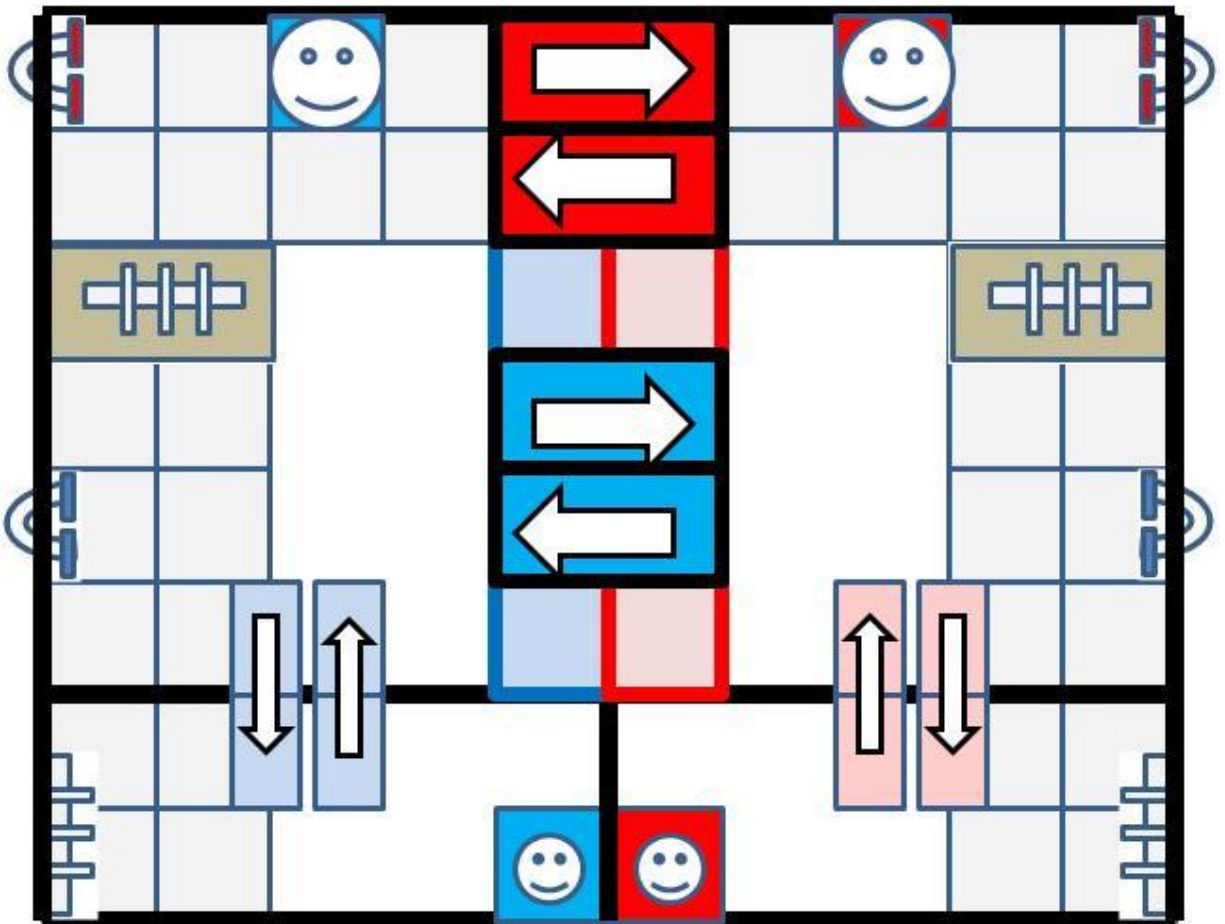


EVENT INFORMATION PACKET

# *Bridges at Bridgewater Outreach Scrimmage*

July 13, 2013



# **1<sup>st</sup> Annual Bridges at Bridgewater!**

## **Outreach Scrimmage**

- **First and foremost, we thank our gracious hosts, Paul Kloberg and the FRC/FTC Teams of Bridgewater-Raritan High School.**
- **We'd like to thank our volunteers and our mentoring teams who are coming to share the benefit of their knowledge and experience with our newest FTC teams and interested guests.**
- **Last but not least, THANKS to our new teams and guests. It is great to have you join us at "Bridges at Bridgewater". You are demonstrating your interest in having a solid team this year, by investing your valuable summer time. We are delighted to have you with us.**

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**Bridgewater-Raritan High School  
600 Garretson Road,  
Bridgewater, NJ 08807**

**Event Start 9:00 am**

**Event End 3:00 pm**

# SCHEDULE FOR THE DAY

		<b>Welcome</b>		Coffee, Juices, Doughnuts as folks arrive, mingle and get settled.
<b>9:00</b>		<b>Orientation</b>		Powerpoint overview of FIRST Robotics, FTC and the Teams & Events in New Jersey.
<b>9:15</b>		<b>FTC Team Discussion</b>		Description of this year's official FIRST Game. Supporting FTC members describe the design of representative robots, how the game is played, and the season.
<b>9:30</b>		<b>"Bridges at Bridgewater" Game Reveal</b>		Details of the event's competition will be described. Q&A period. Brainstorming.
<b>9:45</b>		<b>Alliance Formation</b>		Mentoring FTC members are partnered with the new (and future FTC team members) to create 2-robot Alliances
<b>10:00</b>		<b>Robot Prep</b>		Training robots (jersey-bots) are loaned to the competing Alliances. These robots can be modified with mechanisms to best play "Bridges at Bridgewater". Veterans assist new people in making the necessary modifications.
<b>11:00</b>		<b>Practice Time - Large Bots</b>		Large FTC robots, owned by teams, have the opportunity to operate on the special Field to practice with the various elements.
<b>11:30</b>		<b>Modify &amp; Practice Time - Small Bots</b>		Small training robots, loaned to teams, have the opportunity to operate on the Field.
<b>12:00</b>		<b>Lunch</b>		
<b>12:30</b>		<b>Mini-Competition Kick Off</b>		Teams reconvene in the Competition Area. Final questions are answered. Matches begin.
<b>12:45</b>		<b>Competition - Phase 1</b>		Matches are played. Every team competes in three matches and has a chance to play against every other Alliance.
<b>1:45</b>		<b>Competition - Phase 2</b>		Possible modifications to the Game Rules are announced and a second round of matches are played.
<b>2:45</b>		<b>Closing and Awards</b>		Event Awards given to the Winning Alliance. Photos for the event album. Closing remarks.
<b>3:00</b>		<b>Event Complete</b>		

# VENUE & GENERAL INFORMATION

**Supplies:** If you are a mentoring team and hopefully bringing your robot, please be sure to bring a Utility Strip. Safety Glasses, Battery Chargers (marked with Team Number) and spare parts.

**Arrival:** Please try to arrive between 8:30 and 9:00am and report to the check-in table immediately upon arrival. This will allow us to promptly match up guests with veteran teams ..and start the progress. Please call 862-432-1526 if you are going to be late or if something unforeseen happens.

**Pit Area:** The Pits will be located in the school cafeteria area. We will place Alliance Partners into adjacent tables. There will another set of tables nearby on which can be found assorted Tetrix parts that can be shared for use on the loaner robots.

## **FIRST AID**

Please go to the Pit Administration table for basic First Aid Supplies. Please alert the event organizers if more involved care is required.

## **GENERAL CONDUCT**

Participants and volunteers are expected to behave with Gracious Professionalism at all times. Any unruly behavior or actions which create safety concerns may result in warnings or ejection from the site at the discretion of the organizers.

Ungracious or threatening behavior directed at referees or event volunteers will not be tolerated and will be grounds for disqualification and ejection from the event.

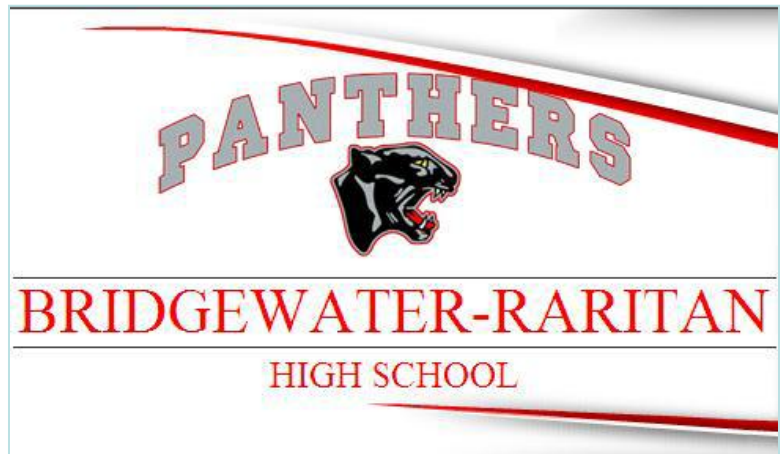
## **GENERAL SAFETY COMMUNICATIONS**

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.

**Food:** Our hosts, Bridgewater-Raritan Robotics, will have snacks available for arriving teams and guests.

They will also handle lunch. There will be plenty to eat!

Please bring some pocket money for food . All prices will be very reasonable. Thanks, BRHS!



# DETAILED EVENT INFORMATION

**FTC Demo:** We will have information available on the official FIRST Game of 2012/2013 “Ring It Up”. The game will be described and mentoring teams with functioning tournament bots will demonstrate some of their scoring moves.

**FTC Robot Review:** Mentoring teams will also describe their robot design and how some of its features evolved over the year, with more experience playing “Ring It Up”

**Competition Unveiling:** The cover of this Information Packet includes a pictorial of the special game. More detail (e.g., specific game rules, point scoring, dimensions) will be available at the event. We’d really like to challenge the alliances with the details of the competition on July 13<sup>th</sup> so that both teams in the alliances work together to strategize and to ready the small bot.

**Competition Overview:** What clues can be gleaned from the pictorial? There are not two bridges, as we’ve seen in official FIRST games, ...not 4 or 6 bridges, BUT 8 Bridges! And, while a traditional FTC field is 12x12 feet, the July 13<sup>th</sup> super-field is 16x20 feet! Large (tournament) bots score on the large Ring It Up goal in the back field where they have a local supply of Rings (and some additional Rings which they must fetch from across the bridge). The Smaller (training bots) operate in the fore-field and bring their Special Rings into the backfield scoring zones. Only the smaller bots can cross the narrow bridges to the Special Rings in the fore-field. Train ‘em well!

**Robot Readiness:** It is intended that Mentoring Teams will assist their guests in preparing their Small Bot for the competition. A sample robot will be shown that uses a Mindstorms motor to create a small ring lift mechanism. It is expected that our alliances will much improve upon this design. We want the guests to do the hands-on work ...with advice and counsel from our veterans. Veterans are also asked to help with simple changes to programming, as needed (in RobotC).

**Match Lists:** We are often asked “when will Match Lists be available?”. For this event, we need to organize our Alliances first. The expectation for Match List availability is on or before 10:15.

**Gracious Professionalism:** 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.



# Bridgewater-Raritan High School Information

## Website

<http://www.brrsd.k12.nj.us/HighSchool.cfm>

## Directions to Bridgewater- Raritan Campus

***Please Note: The Middle School was once BRHS East and as such, some GPS programs take folks to the other side of town when they request BRHS as a destination.***

***The CORRECT path can be best found by using the link below from the Google Maps option:***

<https://www.google.com/maps?q=600+Garretson+Road,+Bridgewater,+NJ&hl=en&ll=40.07304,-74.724323&sspn=5.094406,7.064209&oq=600+Garettson&hnear=600+Garretson+Rd,+Bridgewater,+Somerset,+New+Jersey+08807&t=m&z=16>

PANTHERS



BRIDGEWATER-RARITAN

HIGH SCHOOL