

# Information Packet

## 2<sup>nd</sup> Annual

# “Southern NJ Meet Championship”

- Congratulations to all of the great teams who have advanced to this year’s Meet Championships. Your hard work and top performances during the season have paid off. **Welcome to the post season!**
- We are delighted to have 24 teams coming to Stuart Country Day School on February 13<sup>th</sup> to compete for 6 Advancement Slots to the NJ FTC State Championship.
- Right at the outset, we thank Alicia Testa, The Sparks, and Stuart Country Day School for hosting the event. The Sparks have been perennial hosts of the Friday Afternoon P’Town Throwdown and we were delighted when they stepped forward to host this full day competition.

### Location:

**Stuart Country Day School  
1200 Stuart Road  
Princeton, NJ 08540**

**Team Registration: 8am**

**Event Completes: ~4:30pm**



### Carrying in “Baseline Points” ?

- Yes, as explained and posted on line, teams involved in the Meet Championships begin with the average QP and RP score that earned you way in to the post- season.
- If you are unsure of your QP/RP values, they can be seen by visiting the New Jersey FTC website at [www.NewJerseyFTC.com](http://www.NewJerseyFTC.com) Find the menu bar item “All NJ FTC Events”, then “Team Rankings from Meets/Qualifiers”, then finally, “Link to 2014/2015 Final Team Standings”. You’ll find your QP/RP Score there.
- And so, the 5 “Qualification Matches” that your team plays on Saturday morning will add QP’s and RP’s to your Baseline Points ...and the cumulative total determines the Southern NJ Championship Meet Rankings ...going into Alliance Selection.
- Once again, the Meet Championships are recognizing those who’ve worked hard to accomplish high QP/RP scores this season. Good luck to all of our teams!

## EVENT INFORMATION

**Signage**- - There will be some signs to direct you from the Parking Lot to the venue. Look for the FTC marking as you pull in.

**Arrival**: It is important that all teams show up on time and report to the check-in table immediately upon arrival. This will allow us to make the match schedule quickly. Please call 862-432-1526 if you are going to be late.

**Early Arrival**: If you are a team that is having trouble with your robot, please let us know and please plan to arrive by 7:30. It is our hope to have some veteran team members available to lend a hand.

**Competitio Area**: The full competition will be held in the Gymnasium. Bleacher seating is available for teams and their guests. Pit tables may be located in the room adjacent to the Gym, as was the case last year, or we may actually place the Pit tables around the perimeter of the Gym. Either will be roomy and convenient.

**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 NO Team networks are allowed in the Pit.

**Queuing**: Per usual, Event Team Queuers will remind teams (as needed) to come to the Competition Area in time for matches. However, remember that Queuers are there to assist and the BEST teams queue themselves and don't need to be reminded that their match is coming up.

**Top Teams are watching the Matches, then are in the Queuing area and ready to go for their Match. Please assign someone on your team to help to help your team perform like a top team!**

**Supplies**: Be sure to bring a Utility Strip. Safety Glasses, Battery Chargers (marked with Team Number) and spare parts.

**Opening Ceremony**: A brief Opening Ceremony will be held immediately following the Drivers Meeting at approximately 10:30 in the Gymnasium. Teams in the first Matches should already have their robot placed on the field at that time.

**Match Lists**: We are often asked "when will Match Lists be available?". They will be handed out ~10:15. The information will be available sooner if all teams are able to pass inspection earlier.

## EVENT INFORMATION (continued)

**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.

**Inspection:** Bring your robot to Inspection IMMEDIATELY upon arriving. This is always THE pacing element in getting the competition started on time. Please help.

**Robot Marking** : Remember to have your team numbers on the robot in large size, per specification. So too, make sure that your robot accommodates the mounting of the Alliance Flag.

**Food:** The arrangement for lunch will be similar to other events. Our host will take food orders at Check-In time and will bring in food. Lunch orders must be placed by 9 am on event day. That is when the food order is finalized so that it is available around noon.

As with all of the events, the food will be very reasonably priced and **we ask that teams support our host by purchasing their lunch on site, rather than bringing their own or ordering out.** If your team members simply have some pocket-money for lunch and snacks (and you coordinate your lunch order submittal by 9am) all will be just fine.

**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.

**PIT SAFETY** : Safety expectations and rules at the Meet Championship are the same as for all FIRST events. Please refer to the FIRST manual for those standards.

**Safety Glasses are an Absolute Requirement in the Pits and at the Fields**

**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.



# Competition Schedule

## "Southern NJ Meet Championship" February 13 2016

7:30		All Volunteers On Site Teams Needing Extra Help
8:00		Team Registration Inspection Stations Open (Hdw & Sfw Insp Begins)
8:15		Welcome to Teams Description of Day's Logistics
8:30		Judged Interviews (8:30 -10:00)
10:15		Drivers Meeting followed by Reset Crew Mtg
10:30		Opening Ceremony
10:45		30 Qualifying Rounds, Total (24 Teams: 5 Matches Each) [180 Minutes @ 6 Minute Cycle Time]
		Complete ~20 of 30 Rounds
12:30		Lunch
1:00		Finish Qualifying Rounds (~10 Rounds ... ~60 Minutes)
2:15		Provide Rankings Alliance Selection Alliance Prep
2:30		Start SEMI-FINALS 6 Matches Yield 2 Alliances from 4 [48 Minutes]
3:15		Start FINALS 3 Matches Used to Yield the Winning Alliance [24 Minutes]
3:45		Complete FINALS (2 Alliances - One Winning, One Finalist)
4:00		Closing Ceremonies

# JUDGED AWARDS, ALLIANCES, ADVANCEMENT CRITERIA

**Judged Awards:** The full set of awards will be given out at the Southern Meet Championship. There will be 4 panels of Judges. Judged Interview Appointment times will be established and available at Team Check In (and should even be emailed to you before the event).

We plan to accomplish ALL of the judged interviews BEFORE the start of Qualification Matches.

It is important that teams arrive-by 8:00 ... and really abide by the interview time that they are given. **Judged Interview Time takes priority over Robot Inspection.**

Note – There will be Judged Interview Room Queuers but carefully review your Appointment Time when you pick it up at Team Check-In.

Be aware of the Judging Room to which you have been assigned and look for the wall signs. Maintaining schedule is vital.

**Alliance Selection:** Under the assumption that all 24 teams participate , we will be following FIRST rules regarding 3-team Alliances. Following the completion of Qualification Matches, four Alliances will participate in the Elimination Matches.

**Alliance Rules:** 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 State Championship:** Here are the guidelines for earning an invitation to the NJ FTC Championship Tournament. Assuming that the Meet Championship size is 24 teams, there are 6 invitations being awarded. We will work our way down the partial list, below, until 6 advancing teams are identified.

1. Inspire Award Winner
2. Winning Alliance Captain
3. Inspire Award 2nd place
4. Winning Alliance 1<sup>st</sup> Partner
5. Inspire Award 3rd place
6. Winning Alliance 2<sup>nd</sup> Partner
7. Think Award Winner
8. Finalist Alliance Captain
9. Connect Award Winner ....



# “Southern NJ Meet Championship” Team List

	Team Number	Team Name
1	2753	Team Overdrive
2	3774	Hive Voltage
3	4311	Watt the Hex
4	4328	C'est la Vie
5	4890	Hive Voltage 2.0
6	5332	Cougar Current
7	5398	RoboTux
8	5912	Long Branch HS
9	6508	Radioactive Raiders
10	6613	Yaliens
11	6934	TranSisters
12	6983	CouGEARS
13	7040	CyberFalcons
14	7994	HCST - 7994
15	8421	Robo Cubx
16	8439	<i>Terror Bytes</i>
17	9042	Midnight Magic
18	9554	HCST-9554
19	9765	Mechanized Bacon
20	9853	<i>Chatham Cougars</i>
21	9951	Matrix
22	9971	LANbros
23	10203	Matawan Regional HS
24	10242	ChatterBots