

Information Packet

2nd Annual

“Northern 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 the River Dell High School on February 7th to compete for 6 Advancement Slots to the NJ FTC State Championship.
- Right at the outset, we thank Ed Houston and our River Dell High School FTC Teams for hosting the event. It’s great to be back with #4215 Hypnotic Robotics and their fellow team #9129 Demon’s Run.

Location:

River Dell High School
55 Pyle Street
Oradell, NJ 07649-2599

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 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 Sunday morning will add QP’s and RP’s to your Baseline Points ...and the cumulative total determines the Northern 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

School Website: <http://www.riverdell.org/rdhs/site/default.asp>

Signage- - There will be some signs to direct you from the Parking Lot to the venue. Look for the FTC Teardrop outside the entranceway.

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.

Pit Area: The Pits will be located in the school cafeteria area. It is easy access from the Parking Area and it will be marked. From the Cafeteria, it is short walk to the Competition Area which will be in the school's gymnasium – equipped with bleachers for great spectator seating!

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, Queuers will work with adult Lead Queuers to help teams to move from the Pit Area to the Competition Area in time for matches. Since there is some distance to the fields, we will likely queue ~2 matches ahead and ask that those Drive Teams / Bots standby in Queuing Hold Area within the Gym.

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 10:45 in the Gymnasiums. 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.

Lunch: Since the event host has access to the kitchen and cafeteria that is where they plan to sell concessions. It will be conveniently close to the Pits and teams can grab lunch. The arrangement for lunch will be similar to last year. Lunch orders must be placed by 9 am on event day. That is when the food order will be 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

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)
8:15		Welcome to Teams
8:30		Description of Day's Logistics
8:30		Queuers Mtg
8:45		Reset Crew Mtg
9:15		Practice Match(es), as possible
10:45		Drivers Meeting Opening Ceremony Start of Qualifying Rounds
11:00		30 Rounds, Total (24 Teams: 5 Matches Each) [180 Minutes @ 6 Minute Cycle Time]
12:15		Lunch (13 Matches Completed)
1:00		Finish Qualifying Rounds (17 Rounds) [102 Minutes]
2:45		Rankings Generated
3:00		Alliance Selection Start SEMI-FINALS 6 Matches Used to Yield 2 Alliances from 4
3:45		Start FINALS 3 Matches Used to Yield the Winning Alliance
4:15		Complete FINALS (2 Alliances - One Winning, One Finalist)
4:30		Closing Ceremonies
5:00		Event Complete

JUDGED AWARDS, ALLIANCES, ADVANCEMENT CRITERIA

Judged Awards: The full set of awards will be given out at the 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 1st Partner
5. Inspire Award 3rd place
6. Winning Alliance 2nd Partner
7. Think Award Winner
8. Finalist Alliance Captain
9. Connect Award Winner

“Northern NJ Meet Championship” Teams

Team Number	Team Name
207	Critical Mass
3567	Fear the Gear
4102	CHS Cougars
4215	Hypnotic Robotics
5339	The W.A.L.K.E.R.S.
5406	Optimus Bees
5573	RoboCougars
6101	Energized Hazard
6102	E=MK2
6936	CodeRunners
7102	WR Flux Capacitors
7311	Terrier Byte Bots
7312	Terrier Byte Bots II
7959	Cougar Cubs
8085	Technomancers
8816	ML Robotics
9129	Demon's Run
9244	Lenape Robotics
9891	Team Titanium
9999	The Ninejas
10096	Those Guys
10582	Emerald Knights
10603	Wood-Chips
10788	ML Robotics II