

Flashback to the Future

Team List added
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“RES-Q 2216”

Hello Flashback 2016 FTC Participants,

- We are now **a few days** away from the “Flashback To the Future” NJ FTC Off-Season Scrimmage. Hopefully, everyone is looking forward to this scrimmage as much as we on the NJ FTC Planning Committee.
- A **BIG Thanks** goes out to The YALE School and Yaliens. This is our second time at their Cherry Hill location and we are really looking forward to it.
- As always, we’d like to send out a very early **THANK YOU** to all of our great NJ FTC volunteers who are helping to make this event a solid success.
- Included in this document are **Helpful Notes, Event Schedule, and more.**
- **Updates – In addition to the Team List ...**
 - **Flying Saucers spotted ← Lunchtime Frisbee contest!**
 - **Head Start Trivia**
 - **Did you attend Flashback last year? Alliances that could answer a 50’s (last year’s theme) Trivia Question correctly prior to Matches received a 30 Second Head Start for Tele-Op Mode. Brush up on your Star Wars, Star Trek, Back to the Future, ... trivia. It will pay off.**

- **Event Location:**

**The Y.A.L.E. School
11 Connecticut Ave
Cherry Hill, NJ**

- **Map and Driving Instructions can be found near the bottom Home Page at ...**

- <http://www.yaleschool.com/campuses/ellisburg/>



**Sunday,
May 22nd**

**Teams Arrive: 9:30
Event Ends: 3:30**

- **First, a reminder of the “Flashback” format...**

1. Teams will be competing using this year’s robot however they will be playing a game that includes game elements from previous years. This approach adds some newness to the event without forcing any change to robot design.
 - The new Game Rules (see the final page) are traditionally released 2 weeks prior to the event to allow teams a chance to strategize and / or make some minor modifications to their robot, should they wish.
 - The addition of plows, hooks, guide rods, ... are welcome, ...and the 18 inch size constraint on the robot has been opened ...to 24 inches!
2. As we are “flashing back” back to the FUTURE, teams are really encouraged to get into the spirit of the event ... by decorating themselves, their robot, their Pit ...all to the futuristic / space-age theme.
 - Yes, there will be Award Certificates for the best Pit decoration and for the best LOOK TO THE FUTURE spirit (can be costume or behavior).
 - We’ll have some other fun elements to the day.
3. All teams present will participate in the Elimination Matches.
 - Currently, five 2-team Alliances are planned but we will randomly take some Alliances to 3 teams, if we have additional teams join us on the 22nd. The more, the merrier and ...everyone plays in the Elimination Matches!
 - The Winning Alliance and Finalist Alliance will take home Flashback Award Certificates.

That is the formula for the day. It is very different than most scrimmages and we want to remind folks that it is NOT the traditional “RES-Q” that we will be playing.

**See the final page of this document for the Game.
Contact us if you have any questions.**

Flashback 2016



7:00	Arrival Time for Load-In / Set-Up Crew
9:00	Doors Officially Open for Early Bird Teams / Volunteers
9:30 - 10:00	Teams Arrive, Check In and Head for Inspection Cursory Mechanical Inspection & Software Inspection
10:30	Inspections Complete - Match Lists Available
10:30	Opening Ceremonies - Game Description and Field Review - Drivers Team Meeting (including Coaches) on the Field
10:45	Qualifying Rounds (Teams play 5 Matches each)
12:00	Lunch Starts
12:30	Lunch Over - Matches Resume
1:15	End of Qualifying Rounds Selection of Alliances <i>(NJ Scrimmage Rules: Alliance Captains cannot pick Alliance Captains)</i>
1:30	Wild Card Match - Matches (best of 3) #4 versus #5
2:00	Semi- Finals Matches (best of 3) #2 versus #3, #1 versus #4 / #5 Winner
3:00	Finals
3:30	Complete Finals Closing Ceremonies - FTC - Event Complete

Helpful Notes

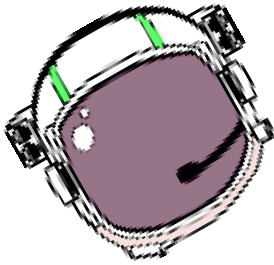


Qualification Matches

- It is our intent to have 5 “Flashback” match opportunities per team.
- That means that we will run about 12+ qualification matches.
- Naturally, these Matches will be used to determine “seeding” and five Alliance Captains.
- Yes, that means that a “Wild Card” Match will take place between the #4 and #5 Seed in order to Eliminate one of them and move into Semi-Finals with four Alliances

Robot Condition

- It’s important that you have a working robot that uses this year’s template and is free of software bugs.
- Please double-check your Android mounting and USB cabling to make sure that your robot is trouble-free. At this point in the season, we are expecting robots to be sound.
- Remember, you are allowed to modify this year’s tournament bot for the competition if you wish to improve / optimize your chances with the special Flashback Game.
 - Your robot size can be increased to 24”, if needed (to add a plow for instance). We want to make it easy to accommodate such minor changes.
 - We will also allow time at the beginning of the day, once your robot has passed inspection, to work with the modified field prior to the start of Matches.



Venue and Volunteers

- Thanks again to The YALE School for their hospitality and to our amazing volunteers, who will be introduced on Saturday.
- Food – The folks at The YALE School have plenty of the typical great scrimmage food. Simply ask your team members to bring some lunch money. They'll be well fed and fine.
- Parking – No problem at all. There is an enormous parking lot.
 - Volunteers – As usual at our no-charge events, we may ask if teams can volunteer one adult to lend a hand ...and we are asking team members to assist with field reset.
 - We may not use all of the walk-in volunteers but it is smart to have them in reserve.
- Please contact us with any questions or concerns.

Flashback 2016

Team List

Team #	Team Name	Coach / Contact
365	MOE	Ron Prettyman
4328	Cest La Vie	Randy Sherry
6613	Yaliens	Sharee Murray
6934	TranSisters	CY Ramsey
7035	Radical Robots	Pamela Mercouris
7149	EHT PAL Enforcers	Hector Tavarez
9765	Mechanized Bacon	Jim Bates
9848	Mechanical Pioneers	Ruth Barreiro
9971	LANbros	Rebecca Nugent
10874	Lions of Montclair	Marva Burke
New Team	YWCA PAGs	Pari Shaik

Flashback – To the Future

RES-Q '2216

Object

1. The Initial Mission of Alliance Robot #1 is to deliver Medical Personnel (Medics) to each Treatment Pods at the Volokos Medical Facility on Mining Planet 'Richar-4'
2. The Initial Mission of Alliance Robot #2 is to mine Energy Cubes by first placing them into their Alliance Color Side of Either 'Shared Scales' (Pendulum) for weighing.
 3. When Energy Towers are "accidentally" knocked down (60 secs into the Mission), the Mission quickly becomes loading Energy Cubes into the Emergency-Power Containers on all 3 floors of the Medical Facility.
 4. When Injured Minors are discovered (90 secs into the Mission), getting them hand loaded and brought to the Rescue Pods in the Left and Right wings of the Volokos Medical Center is vital.
 5. When it's found that Meteors from a recent (120 secs into Mission) Meteor Shower have life-saving benefit, these Medical Meteors (Racquet Balls) are hurried to Treatment Pods and awaiting Injured Miners.

Set Up (Shown at the right.)

- Robot #2 may be preloaded with 2 Medics. Others await outside the Medic Load Zone.
- Wiffle Balls (Space Debris) & Racquet Balls (Medical Meteors) in Cascade Effect Dispenser
- Robot #1 may be preloaded with 2 Cubes and 2 Cubes are located near the Scales.
- All other Energy Cubes are located In the four Energy Towers (3 Crates high).
- All Scoring Zones are empty. Extra Medics & Miners are outside the Field for hand-load.

Autonomous Scoring

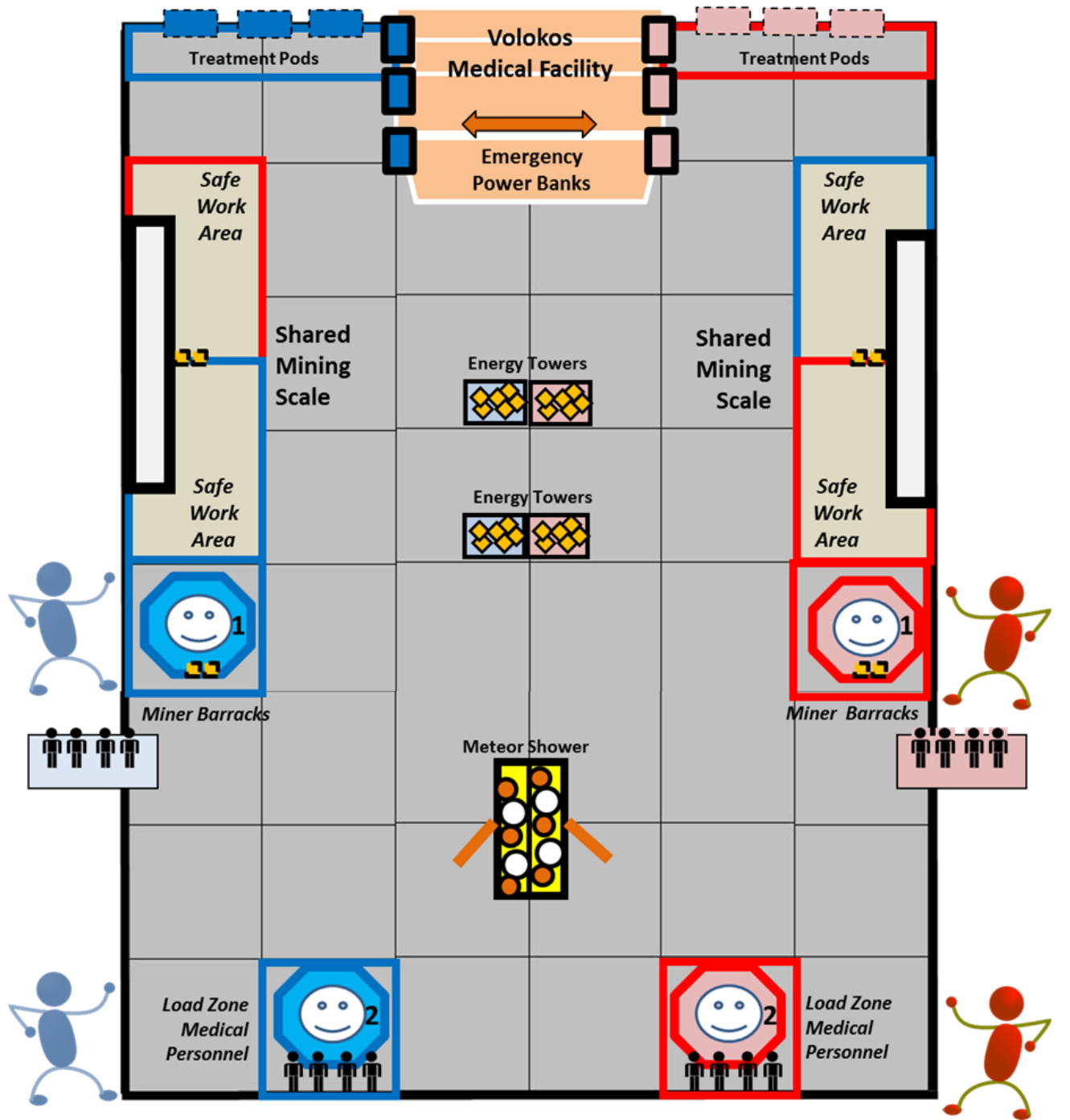
- 50 Points EARNED for delivering any Medics to a Treatment Pod without incident.
- 20 PENALTY Points for toppling ANY Energy Tower (20 Points per Tower!)
- 25 Points EARNED for causing a Meteor Shower

Harvesting - Energy Cubes (scoring based on final location)

- 5 Points per Cube located on the floor of either of your Alliance's Safe Work Areas
- 10 Points for Each Energy Cube placed into Alliance Side of Pendulum
 - Points in Pendulum double for the Alliance Side towards which it tilts.
- 10 Points for Each Energy Cube placed in a Container on 1st Floor of Volokos Facility
- 15 Points for Each Cube place in a 2nd Floor Container, 20 Points for 3rd Floor Cubes.

Harvesting - Meteorites

- 5 Points per Medical Meteorite (Racquet Ball) located in your Safe Work Area
- 10 Points for each Medical Meteorite placed in Treatment Pod.
- 10 Points for each Medical Meteorite staged in a Emergency Power Bank on your side of the Volokos Medical Facility.



End Game (and Point-Multiplying Bonuses)

During END GAME (120 – 180 Secs) ...

- Injured Miners may be hand-loaded in the Robot (two at a time) at the Barracks.
- A Complete Treatment Pod = 1 Medic, 1 Injured Miner, 1 Medical Meteorite
- One "Complete Treatment Pod" = All Points to Double for the rescuing Alliance!
- Two "Complete Treatment Pods" = All Points to Double again!!
- Three "Complete Treatment Pods" = All Points to Double again!!!