

Flashback to...

the Rockin' 50's



Hello Flashback 2015 FTC Participants,

- **We are now about a week away from the “Flashback To the Rockin’ 50’s” 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 to Matt Brady and Yaliens for being our Host Venue this year. This is our first time at the 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, the Team List, the Event Schedule, ...**

• ***Event Location: The Y.A.L.E. School, 11 Connecticut Ave
Cherry Hill, NJ***

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

• **<http://www.yaleschool.com/campuses/ellisburg/>**



- **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) were 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 50’s, teams are really encouraged to get into the spirit of the event ... by decorating themselves, their robot, their Pit ...all to the 50’s theme.
 - Yes, there will be plaques (2 awards) for the best Pit decoration and for the best 50’s spirit (can be costume or behavior).
 - We’ll have some 50’s trivia, 50’s music and 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 30th. The more, the merrier and ...everyone plays in the Elimination Matches!
 - The Winning Alliance and Finalist Alliance will take home Flashback Plaques. (If there is a 2nd Alliance partner picked, they will receive a certificate on the 30th and a plaque will be later shipped to them.)

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 “Cascade Effect” that we will be playing.

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

Flashback ***2015***



Arrival Time (earliest possible) for the Key Volunteers

7:30 Arrival Time for Field Control and Registration Volunteers

8:00 Doors Officially Open. Teams Arrive and Register
Cursory Mechanical Inspection & Software Inspection

8:30 Opening Ceremonies

9:15 Match Lists Available

9:15 Drivers Team Meeting (including Coaches) on the Fields

9:45 Qualifying Rounds (10 Teams play 5 Matches each)

11:45 End of Qualifying Rounds

11:45 Rankings Shared

12:00 Selection of Alliances

(NJ Scrimmage Rules: Alliance Captains cannot pick Alliance Captains)

12:15 Lunch Starts

1:00 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

Matches (best of 5)

3:45 Complete Finals

3:45 Closing Ceremonies - FTC - Event Complete

Flashback 2015



61	Ozone	PA
365	MOE	DE
3568	Ice Wolves	NJ
4301	Tigers	NJ
5398	RoboTux	NJ
6045	Foobar	PA
6613	Yaliens	NJ
7244	Out of the Box	PA
8421	Robo Cubx	NJ
8530	Exit 5 Robotics	NJ

10 Teams, so far ...

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.
- Unfortunately, we will not have a great deal of have software expertise standing by at this year’s Flashback. 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 – To the Rockin’ 50’s

Object

1. Score Autonomous Points placing a Pre-Loaded (Face Off) Puck into the Tall Goal via the IR Sensor and/or by winning the Drag Race, pushing a Hot Rod (Get Over It - Goal).
2. Score Ball Placement Points by filling the Side Tubes (Cascade Effect Goals) on the Juke Box (Bowled Over – Home Zone) or herding Balls into the Low Goal Area.
3. Score Parking Points as in Cascade by parking Robots, Hot Rods, and Ice Cream Sodas (totally full Cascade Effect 30cm Goals) on your Alliance’s Ramp or Low Goal Area.
4. Bonus Points for Parking or Balancing on the Rockin’ Dance Floor (Get Over It- Bridge).

Set Up (Shown at the right.)

- Two Robots are in the Drag Race Area with a Hot Rod parked directly in front of them but NOT touching.
- Two Robots are placed within their Home Color Box at Center Field. Their orientation will be determined after the roll of the die.
- The Ice Cream Shop “Dispenser” is loaded with a mix of Cascade Effect plastic balls and a rubber Racquet Balls from Get Over It.
- The empty Ice Cream Soda Mugs (30cm Rolling Goals) are placed as shown.

Autonomous Mode – Center Field

- Based on the Roll of the Die, Center Robots are aligned with the white stripes. Two wheels of the Robot must be touching the 1, 2, or 3 Tape stripe based on the Roll.
- Robots score 60 Pts for a Puck placed in the Tall Goal **BUT** – Robots receive a Minor Penalty for releasing the Balls by knocking the Kick Stand.

Autonomous Mode – Drag Race

- 20 Points scored for successfully pushing the Hot Rod (Get Over It Goal) to the Finish Line.
- 30 Additional Points are awarded to the first Hot Rod to the Finish Line
- Major Penalty if your Robot or Hot Rod jumps the 2-inch Wall and interferes with opponent

Filling Points-- Only Pertains to Juke Box (All Side Tubes on the Juke Box are 60 cm)

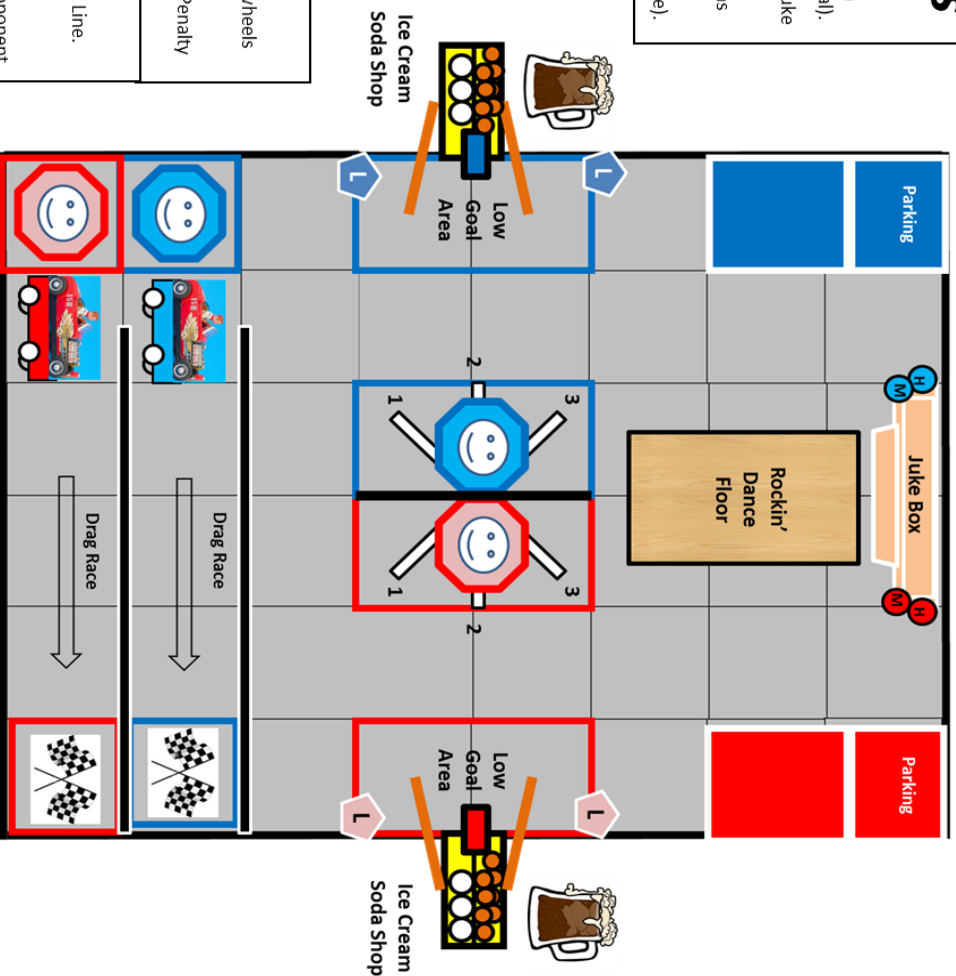
- Height of Fill determines Score: 2 Points/cm (Front Tube) and 3 Points/cm Back Goal.

Gathering Points

- All Balls herded in front of the Soda Shop (Low Goal Area) will be counted as 1 Point each.

End Game – Tall Goal

- Similar to Cascade Effect, the Tall Goal can only be scored at End Game.
- The Point value is 6 Pts/CM of Tall Goal fill.



Parking

(Same as Cascade Effect)

- 10 Pts for Robots or filled Rolling Goals (or Hot Rods) in your Alliance’s Low-Goal Area.
- 30 Pts for Robots or filled Rolling Goals (or Hot Rods) on Ramps or Platforms

Note – The Ice Cream Soda Mug must be filled in order to score Parking Points with it.

The Rockin’ Dance Floor (Can only be touched during End Game)

- Once in End Game, the first Robot to touch it, “owns” the Dance Floor.
- 20 Points for Parking on the Dance Floor; Additional 30 Points for Balancing on it.