



- Welcome to the 2<sup>nd</sup> Annual Early BEE Weekend Meet.
- First and foremost, we thank our gracious hosts, FTC Team “Hive Voltage” and “Hive Voltage 2.0” of Bayonne High School for hosting the event once again.
- We’d like to thank our volunteers and our teams who have made the effort to participate in this early event possible.
- **Important Point –**
  - Lunch – An order form will be available at Team Check In to help set up lunch. We are asking that completed forms be turned as early as possible. The absolute deadline is 9am.
  - In fact, in order for the Pizza shop to best support our event, we need to give them a rough estimate within the next couple of days.
  - If you can take a moment to let us know the approximate number of pizzas your team will need that would be very helpful. Your advance response is really appreciated.

**Location:**  
**Bayonne High School**  
**669 Ave A Bayonne**  
**New Jersey, 07002**

**Team Registration: 8am**  
**Event Completes: ~4:15pm**



## EVENT INFORMATION

- **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 gymnasium. It is easy access from the Parking Area and it will be marked. Note – We are really asking folks to adhere to the “controlled area” limits around the field. Only the 3-member drive team and involved volunteer should be at the field. Let’s make sure that everyone gets a good chance to see the robots in action!
- 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. We will have a Pit Router set up for the use of all.
- **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. Per usual, we will likely queue ~2 matches ahead and ask that those Drive Teams / Bots standby in Queuing Hold Area (designated at the venue.)
- **Supplies:** Be sure to bring a Utility Strip. Safety Glasses, Battery Chargers (marked with Team Number) and spare parts.
- **Opening Ceremony:** At 9am, we ask that everyone not actually in the process of being judged, or having their Bot inspected, assemble for the brief Opening Ceremonies. All will resume after the Ceremonies.
- **Match Lists:** We are often asked “when will Match Lists be available?”. They will be handed out ~9:45. The information will be available sooner if all teams are able to pass inspection earlier.
- **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.

## EVENT INFORMATION (continued)

- **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. That sometimes does not happen early in the season. So too, make sure that your robot accommodates the mounting of the Alliance Flag.
- **Lunch:** Again, coaches are asked to provide a good estimate of the number of pizzas that they plan to buy. This will be very helpful to our food planning people. Please help. The completed Pre-Order Form should be turned in at the time of Team Check In or shortly thereafter. Lunch orders must be placed by 9am on event day. That is when the food order will be finalized so that it is available around noon. As with all of the scrimmages, 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. Snack food, water, soda, coffee, and bagel will be available on your arrival.
- **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 this Scrimmage are the same as for all FIRST events. Please refer to the FIRST manual for those standards.
- **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



<b>EARLY BEE - Weekend Meet</b>		
7:00 - 7:30		Arrival Time for Start-Up Volunteers
7:30 AM		All Volunteers On Site Early Arriving Teams
8:00 AM		Team Registration and Inspection Stations Fully Open
8:00 - 9:30		Mechanical & Software Inspection
9:15 AM		Drivers Meeting
9:30 AM		Match List Available
9:45 AM		Start Qualifying Matches (24 Teams: 5 Matches Each) <u>Thirty Matches to be Played</u> [8 Minute Cycle Time]
		17 Matches accomplished before Lunch
12:00 PM		Lunch Break
12:30 PM		Start Final 13 Qualification Matches
2:15 PM		Qualifying Matches Over
		Alliance Selection
2:30 PM		Start SEMI-FINALS 6 Matches Used to Yield 2 Alliances from 4 [48 Minutes]
3:15 PM		Start FINALS 3 Matches Used to Yield the Winning Alliance [24 Minutes]
3:45 PM		Complete FINALS (2 Alliances - One Winning, One Finalist)
4:00 PM		Closing Ceremonies
4:15 PM		Tear Down / Event Complete

# 24 FTC Teams

## For the ... **EARLY BEE**

Team Number	Team Name	School or Organization
577	Wrecker Robotics	Westport CT.
2825	NB Raiders 2.0	North Brunswick Township High School
3567	Fear the Gear	Chatham High School
3719	Bionic Raiders	North Brunswick Twp. HS
3774	Hive Voltage	Bayonne High School
4102	Columbia Cougars	Columbia HS
4215	Hypnotic Robotics	River Dell H.S
4326	Basement Lions	Horace Mann School
4486	Mad Science	Madison HS
4890	Hive Voltage 2.0	Bayonne High School
5332	Cougar Current	Columbia HS
5717	Gear UP!	NJIT Consortium
5968	Westfield Robotics	Westfield Schools
6110	METS Mechanical Mayhem	METS Charter School
6719	PioTech	Pioneer Academy
6979	CyberSharks	River Dell H.S.
6980	Bad Wolf	River Dell H.S.
6983	Cougars	Cresskill
7102	Westfield Robotics 2	Westfield Schools
7149	EHT PAL Enforcers	EHT PAL
7213	Royal Challengers	
7294	Whippany Park High School	Whippany Park High School
7890	Horace Mann School	Horace Mann School
7990	Gearheads	NJIT Consortium

## JUDGED AWARDS

- **Judged Awards** – It has become standard practice in New Jersey to include interviews and judged awards at Meets, particularly Full Day Meets. With the exception of Inspire, the four traditional awards will be given out .. Innovate, Design, Motivate and Connect.
- **Engineering Notebooks** - There will be an opportunity to get some early feedback on your Engineering Notebook. Please bring it and plan to submit it at Team Check-In if you'd like some helpful critique of it.
- **See you on Sunday** There will be some signs to direct you from the Parking Lot to the venue. Good luck with your preparations.

