Information Packet – 3rd Annual "Halloween Competition"

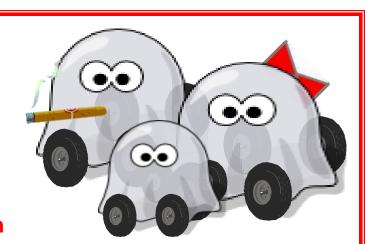
- We are delighted to have so many great teams coming out to the River Dell High School once again this year for this fun and scary Halloween event. (Let's hope that the weather is not scary this year!)
- Right at the outset, we thank our THREE River Dell High School FTC Teams for hosting the event. It's great to be back with #4215 Psychotic Robotics and their new fellow teams #6979 Cyber Sharks and #6980 Bad Wolf.
- We'd also like to thank in advance our volunteers and our brave teams who've made the effort to participate in this early event. It is going to be a Boo-tiful competition.

Location:

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

Team Registration: 8am

Event Completes: ~4:30pm



So, ...it's a "Meet" and not a "Scrimmage"?

- Yup, ... Once again, the Halloween event is an official "NJ FTC Meet". That
 means that all of the QP's and RP's earned by our teams on October 27th will
 be entered into our Season's "Team Ranking List", to be posted soon on
 www.NewJerseyFTC.com
- As was the case last year, the top 12 performing teams in Meets will be invited to the state championship at season's end!
- So, this is an early event but it is full of value. Don't let it spook ya, though. Just scare up your team members and work extra hard!
- <u>See you on Sunday</u> - There will be some signs to direct you from the Parking Lot to the venue. Good luck with your preparations.

EVENT INFORMATION

<u>Arrival</u>: It is important that all teams <u>show up on time</u> and <u>report to the check-in table</u> 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.

<u>Early Arrival</u>: 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.

<u>Pit Area</u>: 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.

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

<u>Opening Ceremony</u>: At 9am, we ask that everyone not actually in the process of being judged, or having their Bot inspected, report to the Gym for Opening Ceremonies. All will resume after the Ceremonies.

<u>Match Lists:</u> 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.

<u>Gracious Professionalism</u>: 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)

<u>Inspection</u>: 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:

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 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 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 Halloween Meet 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

7:00 - 7:30	Arrival Time for Start-Up Volunteers		
	All Volunteers On Site		
7:30	Teams Needing Extra Help		
	Team Registration and		
8:00	Inspection Stations Open		
	Judged Interviews		
8:00 - 10:00	Mechanical & Software Inspection		
8:30	Drivers Meeting		
9:00	Opening Ceremonies in the FTC Competition Area		
9:30	Practice Match(es), as possible		
	Qualifying Matches		
	(23 Teams: 5 Matches Each)		
	Twenty Nine Matches to be Played		
10:00	[8 Minute Cycle Time]		
	18 Matches accomplished before Lunch		
12:30	Lunch		
1:00	Final 11 Qualification Matches		
2:30	Alliance Selection		
	Start SEMI-FINALS		
	6 Matches Used to Yield 2 Alliances from 4		
2:45	[48 Minutes]		
	Start FINALS		
	3 Matches Used to Yield the Winning Alliance		
3:45	[24 Minutes]		
	Complete FINALS		
4:15	(2 Alliances - One Winning, One Finalist)		
4:30	Closing Ceremonies		
5:00	Tear Down / Event Complete		

JUDGED AWARDS

Judged Awards

- It has become standard practice in New Jersey to conduct Judging at all of our official competitions, including Meets.
- At Afternoon Meets, Pit Interviews are conducted, while at Full-Day Meets, we will
 conduct the traditional Room Interview. The availability of more time at a Full-Day
 Meets allows the more formal interview approach ...which is very good practice for
 Room Interviews at Qualifiers and Championship Tournaments later in the year.
- We will Judge all six of the Awards, but not INSPIRE. That means Connect, Motivate, Innovate, Design, Think ...and the new award, "Control", will be judged.
 - (The "Control" award is for excellence in programmed robot behavior as evidenced in Autonomous Period or the use of semi-automatic programmed sequences.)

"Meet Award Certificates" will be awarded during Closing Ceremonies.

Additional Awards

There are two other Awards (Certificates) which will judged and awarded:

- <u>"PIT and the Pendulum" Award</u> In the spirit of Halloween, our Judges are going to tour the Pit Area looking for the best decorations. We are looking for a scary, though functional pit, that would make Poe proud.
- <u>"Spirit" Award</u> We are hoping to see a lot of our team members get into the Halloween "spirit". Costumes (as long as they are safe and appropriate) are welcome and HIGHLY encouraged. This is always a great added feature of the Halloween Meet. ©

23 - "Halloween Meet" Teams:

	T	School or	Г
Team Number	Team Name	Organization	Key Contact
147	Montclair Momentum	Montclair High	Michael Barouch
207	Critical Mass	Dwight Englewood School	Marco Pagnotta
577	Wrecker Robotics	Westport CT.	John Solder
3567	Fear the Gear	Chatham High School	Natalie Macri
3774	Hive Voltage	Bayonne High School	Marie Aloia
3983	Highlands Robotics	Northern Highlands	Adam Brunner
4077	MASH	Friends of 401	Chris Fogwell
4102	Columbia Cougars	Columbia HS	Allan Tumolillo
4215	Hypnotic Robotics	River Dell H.S.	Ed Houston
4248	Onions	Unaffiliated	Christina McRae
4328	C'est la Vie	Dwight Morrow/ Academies@Englewood	Randy Sherry
4856	Minnie Mash	Friends of 401	Chris Fogwell
4890	Hive Voltage 2.0	Bayonne High School	Marie Aloia
5332	Cougar Current	Columbia HS	Allan Tumolillo
5573	RoboCougars	Essex County Vo-Tech N. 13th St. Tech	Amir Ressaissi
5968	Westfield Robotics	Westfield Schools	Sean Bonasera
6110	METS Mechanical Mayhem	METS Charter School	Ann Lezama
6508	Radioactive Raiders	North Brunswick High School	Venkat Shan
6936	CodeRunners	Golda Och Academy	Arco Jeng
6979	CyberSharks	River Dell H.S.	Ed Houston
6980	Bad Wolf	River Dell H.S.	Ed Houston
6983	Cougars	Cresskill	Jessica Nowak
7005	Highlands Robotics	Northern Highlands	Adam Brunner
7102	Westfield Robotics 2	Westfield Schools	Sean Bonasera
7294	Tesla Pandas	Whippany Park High School	Ron Saad