



Information Packet

“Snow Day Showdown VII”
NJ FTC Qualifying Tournament

February 2nd, 2014

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- **Welcome to 4th Annual Qualifier at Hightstown High School**
- **We would like to thank our hosts teams:**
 - **TEAM MERCURY FRC Team #1089**
 - **TEAM MERCURY FTC Team #3944**
- **Hightstown High School**
(Home of the “Snow Day Showdown” for 7 years!)

CONTENTS

1. Directions & Special Notes
2. Event Schedule
3. Event Information
 - Upon Arrival...
 - What to Bring
 - Pit Areas and Fields
 - Inspection & Judging
 - Alliance Selection
 - Food
4. Judged Awards, Alliances, Advancement Criteria
5. Team Listing

Directions & Special Notes

Venue: **Hightstown High School,**
25 Leshin Lane
Hightstown, NJ 08520

Team Arrival Time 7:30 - 8:00

Directions are available at

<http://maps.google.com/maps?oi=maps&q=25%20Leshin%20Lane,Hightstown%20NJ>

The venue's official site is

<http://www.eastwindsorregionalschools.com/ewrs/schools/hightstown%20high%20school/>

SPECIAL NOTES –

1. This is one of largest qualifiers of the year. In order to accommodate all of the teams that wanted one last chance to earn a slot at the Championship, Hightstown HS has pulled out all of the stops. Please work with us to make this a big success and a stress-free day for all. Let GP prevail!
2. Related to the above comment, we ask teams to make every effort to arrive by 8am, at the latest. Doors open at 7:30 and we will begin registering teams and inspecting bots. Teams begin reporting for Pre-scheduled Interviews at 8:20! We need an early and efficient start to assure that we do not make this a late day.
3. To facilitate Inspection, PLEASE make sure that you have pre-inspected your robot before coming. It should have the latest software loaded, be checked for compliance to mechanical requirements, and follow the Samantha mounting guidelines which were provided.
4. During Concurrent Matches, Game Announcing will take place on only one active field at time. We will adjust the use of concurrent matches to balance the benefits of announced Games with the adherence to schedule. Naturally, teams can help with the latter.
5. We are running three fields throughout the day ... and may keep two fields running through the Lunch Break if there is any schedule issue. This worked quite well at an earlier Qualifier where some catch-up was needed.
6. Four 3-Team Alliances will be selected for Elimination Rounds.
7. Re-examination of Samantha mounting should occur prior to the Elimination Rounds to help assure glitch-free Final Rounds.

Competition Schedule

"Snow Day Showdown VII" Qualifier February 2nd		
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)
		Welcome to Teams
8:15		Description of Day's Logistics
8:30		Judged Interviews Begin
		Drivers Meeting
8:45		followed by Reset Crew Mtg
9:15		Practice Match(es), as possible
9:45		Opening Ceremony
		45 Qualifying Rounds, Total
10:00		(36 Teams: 5 Matches Each) [270 Minutes @ 6 Minute Cycle Time]
		Complete ~25 of 40 Rounds
12:30		Lunch
		Finish Qualifying Rounds (~20 Rounds)
1:00		[120 Minutes]
3:15		Alliance Selection
		Start SEMI-FINALS
3:30		6 Matches Yield 2 Alliances from 4 [48 Minutes]
		Start FINALS
4:15		3 Matches Used to Yield the Winning Alliance [24 Minutes]
		Complete FINALS
4:45		(2 Alliances - One Winning, One Finalist)
4:45		Closing Ceremonies
5:00		Event Complete

EVENT INFORMATION

- **Arrival:** It is critical that all teams show up on time and report to Team Registration immediately upon arrival. An adult representative of the Team should report to Registration. The rest of the team should go directly to the Pits ...and prepare for Inspection and Judged Interviews.
- **Late Arrival:** Call 862-432-1526 if you are going to be late. The match schedule will be made final at 9:45 AM. You must pass Inspection by then.
- **Consent Forms:** Similar to other NJ FTC events this year, teams should utilize the on-line system, STIMS (Student Team Member Summary) rather hard-copy Consent Forms for each member. Bring the Summary Report from STIMS to Check-In. Adult mentors and coaches are now able to use STIMS as well.
- **Engineering Notebook:** Please submit your engineering notebook to the registration desk during check in.
- **Inspection:** Bring your robot to Inspection immediately upon arrival. Robots must pass inspection before they can participate on the Practice Field.
- **Overall Schedule:** The day's timing will be in keeping with most competitions this year, however may be a bit longer due to the number of participants. Teams are asked to arrive by 8am and the day ends around 5:00 – 5:30. The 5:30pm completion time is conservatively planned in case any equipment problem arises. If all goes well, the event would finish ~one hour earlier than that. We suggest that you prepare for the conservative end (at 5:30), though.
- **What to Bring:** **SAFETY GLASSES for your participants is a top priority. We will expect teams to wear this important safety item.** Also, remember to bring a multi-outlet utility strip to assure that you can bring power to a convenient spot on your Pit table.
 - As usual, it is also good to bring spare batteries and other critical parts, as well as a battery charger. It is always smart to mark you materials with your team number so that they don't get mixed with those of another team.
- **Food:** The event will have food available for purchase during the day and at lunch time, of course. Reasonable pricing is assured. Please have team members bring some pocket money.
 - **It is asked that teams NOT bring their lunches to the venue.** The good folks of Hightstown High School always have plenty of great food for us. This small fundraising aspect to the event is one of the very few constraints given to us in return for the free use of the high school's great facility... for the seventh year! Please help NJ FTC to comply with HHS's reasonable wishes.

EVENT INFORMATION (continued)

- **Competition Area:** The three fields will be located side by side the high school's large gymnasium this year! Thanks Hightstown!! Spectators are welcome, however, it is asked that the people use the seats and do not crowd the field area. Otherwise, the view of others will be obstructed.
 - When queued for a match, please report to the Queuing Area near the fields. We expect to have a table there, where your robot can be set. From there, a Queuer will take your Drive Team to the playing field at the appropriate time.
 - In order to finish on schedule, including 5 qualification matches for all 36 teams, it is important that the direction of Queuing be followed efficiently. If, for any reason, your robot is not ready when queued, a team must send a representative.
- **Pit Area:** Your team number will be affixed to the table that has been assigned to you. Space is limited in the pit area. 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 sight lines to the field. If you are having an issue with your pit, please see an event manager or crew member for immediate assistance.
 - Queuing Areas will be marked near the Competition Fields. Please pay attention to the Field Number which will appear on the left-side of the Match Lists, when distributed.
 - The **Hardware Inspection** Area and Practice Field, if available, will be within the Pits. The **Software Inspection**, Software Verification Demo Area and HELP Table near the Competition Fields.

Safety : All team members and their guests are expected to behave in a safe manner and obey all safety rules. Individuals not acting safely will be asked to leave the event premises. 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.

Volunteers: As is our usual practice, we may be asking each team if they can provide the names of students who can volunteer to help out during the day. (We understand that some teams with less than six members may not be able to supply a volunteer. No problem.)

Gracious Professionalism: Fun is the rule for the day. 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.

JUDGED AWARDS, ALLIANCES, ADVANCEMENT CRITERIA

- **Judged Awards**: The full set of awards will be given out at the February 2nd Qualifier including the new CONTROL Award! We will have 6 panels of Judges. [Judged Interview Times are pre-assigned. Check out the last page of this document!](#)
 - We are attempting to accomplish ALL of the judged interviews BEFORE the start of Qualification Matches. It is important that teams arrive between by 8:00 ... and really abide by the interview time that they are given. **Judged Interview Time takes priority over Robot Inspection.**
 - Note –Be aware of the Judging Room to which you have been assigned and look for the wall signs. Escorts will help people move quickly to their interview. Maintaining schedule is vital.
- **Alliance Selection**: Since >24 teams are participating , we will be following FIRST rules regarding 3-team Alliances. Following the completion of Qualification Matches, we'll form four 3-Team Alliances to participate in the Elimination Matches.
- **Alliance Rules**: Several teams have asked if “NJ Scrimmage Rules” apply (i.e., Alliance Captains cannot pick amongst themselves). Scrimmage Rules DO NOT apply. 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 Championship**: Here are the guidelines for earning an invitation to the NJ FTC Championship Tournament.
 - Since the February 2nd tournament holds 36 teams, there are 7 invitations being awarded. We will work our way down the partial list, below, until 7 advancing teams are identified.

1. Inspire Award Winner
2. Winning Alliance Captain
3. Inspire Award 2nd place
4. Winning Alliance, 1st team selected
5. Inspire Award 3rd place
6. Winning Alliance, 2nd team selected
7. Think Award Winner
8. Finalist Alliance Captain
9. Connect Award Winner
10. Finalist Alliance, 1st team selected
11. Rockwell Collins Innovate Award
12. Finalist Alliance 2nd team selected
13. PTC Design Award
14. Highest Ranked Team not previously advanced
15. Motivate Award
16. Highest Ranked Team not previously advanced

FTC Teams

Snow Day Showdown - VII

Qualification Tournament

Team Number	Team Name	School or Organization
220	Spartans I	Steinert
221	Spartans II	Steinert
251	Mechalodons	Cliffside Park HS
391	Mighty Irish	Notre Dame HS
755	Mechanical Wave	Delbarton School
2825	Raider Robot Riot	North Brunswick Township High School
3724	PCTI Bulldogs	PCTI
4102	Columbia Cougars	Columbia High School
4215	Hypnotic Robotics	River Dell H.S
4301	Tigers	Timothy Christian School
4787	HPHS Rams	Highland Park High School
4890	Hive Voltage 2.0	Bayonne High School
4936	Sparks	Stuart Country Day School
5212	Megahertz	Cliffside Park HS
5332	Cougar Current	Columbia High School
5339	W.A.L.K.E.R.S.	Warren County Technical High School
5387	TechHounds	Northern Burlington County
5398	RoboTux	Holmdel - Unaffiliated
5570	STEM Cyborgs	Leap Academy University Charter School
5717	Gear UP!	NJIT Consortium
5912	LBHS	Long Branch HS
6082	AltF-4	Neptune High School
6613	Robo Y.A.L.E.	Y.A.L.E. School
6660	STEM Tronix	Leap Academy University Charter School
6934	The TranSisters	Girl Scouts of the Jersey Shore
6936	CodeRunners	Golda Och Academy
6979	Cyber Sharks	River Dell H.S
6980	Bad Wolf	River Dell H.S
7040	CyberFalcons	Raritan Valley Composite Squadron
7294	Tesla Pandas	Whippany Park High School
7675	HPRHS	High Point Regional HS
7740	Primus Pilus	Unaffiliated
7959	Cougar Cubs	Columbia HS
7990	GEARHEADS!	NJIT Consortium
7994	HCST	High Tech High School
8085	Circuit Breakers	Glen Ridge High School

Concurrent Competition and Judging Operations Schedule

"Snow Day Showdown VII" Qualifier		JUDGING SCHEDULE BELOW
7:00 - 7:30	Arrival Time for Volunteers	7:00 to 7:30 - Arrival Time for Volunteers
7:30	All Volunteers On Site Teams Needing Extra Help	7:30 to 8:00 - Additional On-Site Orientation
8:00	Team Registration Inspection Stations Open (Hdw & Sfw Insp Begins)	
8:15	Welcome to Teams Description of Day's Logistics	Welcome to Teams Introduction of Judges
8:30	Judged Interviews Begin	8:30 to 10:00 - Judges interview teams. The intent is for each of six 2-3 person Judging Panels to see 6 teams. The interview should be ~10 minutes, then 5 minutes record notes.
8:45	Drivers Meeting followed by Reset Crew Mtg	
9:15	Practice Match(es), as possible	
9:45	Opening Ceremony	
10:00	45 Qualifying Rounds, Total (36 Teams: 5 Matches Each) [270 Minutes @ 6 Minute Cycle Time]	10:00 - Judges prepare notes for Initial Identification of Top Contenders. 10:15 - Judges identify their Top Contenders for each of the Awards.
	Complete ~25 of 40 Rounds	10:45 to 12:00 - Judges observe Teams in Qualification Matches and in the Pits
12:30	Lunch	12:00 - Start of Deliberations Lunch
1:00	Finish Qualifying Rounds (~20 Rounds) [120 Minutes]	1:00 to 2:30, Judges can observe final Qualification Matches
3:15	Alliance Selection	2:30 to 3:15 - Additional Deliberations 3:15 start - Awards Selected & Script Writing Begins
3:30	Start SEMI-FINALS 6 Matches Yield 2 Alliances from 4 [48 Minutes]	4:15 Award Scripts are finished and Judges are prepared for Closing Ceremony
4:15	Start FINALS 3 Matches Used to Yield the Winning Alliance [24 Minutes]	
4:45	Complete FINALS (2 Alliances - One Winning, One Finalist)	
4:45	Closing Ceremonies	Closing Ceremonies
5:00	Event Complete	Event Complete

Judged Interview Appointments

Judged interview times are shown below. Be sure that your team is aware of their interview time and that they report to the Judging Area's "Room Queue" ten minutes beforehand. (See the times listed across the bottom of the table.)

Similar to the Competition Matches, there will be Judge Queuing Volunteers to assist teams in getting to their rooms BUT remember, it is really up to the teams to be sure that they don't miss their appointment. The Judge Queuer is only there to assist.

As always, Judging Appointments take precedence over Inspection (or anything else). Don't keep our Judges waiting. It could cause you to miss your interview entirely.

Teams may bring their robot to the Judging Room with you. (It is not mandatory to do so,though >95% of teams tend to bring their 'bot.)

NJ FTC does allow a Coach or Mentor to join the team in the Interview Room however, they are not allowed to present, speak or help in any way. They are only there to observe and to work with the team for the future.

Video taping of interviews in New Jersey is NOT allowed. Still photos may be taken IF the team first graciously checks with the Judge volunteers and they have no objection.

Interview Start Time	8:30	8:45	9:00	9:15	9:30	9:45	
<u>Judging Room #1</u>	220	3724	4936	5570	6934	7675	1
<u>Judging Room #2</u>	221	4102	5212	5717	6936	7740	2
<u>Judging Room #3</u>	251	4215	5332	5912	6979	7959	3
<u>Judging Room #4</u>	391	4301	5339	6082	6980	7990	4
<u>Judging Room #5</u>	755	4787	5387	6613	7040	7994	5
<u>Judging Room #6</u>	2825	4890	5398	6660	7294	8085	6
In Room Queue No Later Than	8:20	8:35	8:50	9:05	9:20	9:35	