

Winter Meet III



December 6 2015

Hosted by Team #5387, the Techounds

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Venue Address, Website, Parking

Venue: North Burlington County Regional **MIDDLE** School
160 Mansfield Road East
Columbus, NJ 08022

School Website: <http://hs.nburlington.com/>

Team Arrival Time, 7:30 - 8:00
Volunteers closer to 7:30, please
Departure Time: ~4pm

- Below is the Parking Map.
- Following GPS to North Burlington County Middle School will get you to the correct area.
- The event is in the Middle School Gym. The picture should help in finding the correct driveway.
- There is a connection between the 2 lots. The bus parking will be accessible from the main lot (the large pillars will be removed on Friday and left out all weekend), so there is no need to take the longer route labelled in the graphic.
- Busses that are just dropping off can use either lot to do so.



Route 206

Route 68

Schedule Information **

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
9:45 AM	Match List Available
10:00 AM	Start Qualifying Matches (18 Teams: 5 Matches Each) <u>Twenty-three Matches to be Played</u> [9 Minute Cycle Time]
	17 Matches accomplished before Lunch
12:30 PM	Lunch Break
1:00 PM	Final 6 Matches Played
2:00 PM	Qualifying Matches Over Alliance Selection
2:15 PM	Start SEMI-FINALS 6 Matches Used to Yield 2 Alliances from 4 [48 Minutes]
3:00 PM	Start FINALS 3 Matches Used to Yield the Winning Alliance [24 Minutes]
3:30 PM	Complete FINALS (2 Alliances - One Winning, One Finalist)
4:00 PM	Closing Ceremonies
	Event Over - Tear Down

**** based on 18 Teams that have confirmed their intent to participate.**

EVENT INFORMATION

- **Arrival:** All teams are asked to show up on time and report to Team Registration immediately upon arrival. Only two representatives should report to Team Registration. The rest of the team should go directly to the Pits ...and prepare for Inspection and possible Practice Matches.
- **Late Arrival:** Call 862-432-1526 if you are going to be late. The match schedule will be made final at 9:30 AM. You must pass Inspection by then.
- **Inspection:** Bring your robot to Inspection immediately upon arrival. Robots must pass hardware and software inspection before they can participate on the Practice Field.
- **Overall Schedule:** The day's timing will be in keeping with most competitions this year. Teams are expected to arrive by 8am at the latest. The day ends around 4:00 including tear down. We really need teams' help to stay on schedule. If not on schedule, we will compete through Lunch and or the Elimination Matches may be truncated. All of that is avoidable if teams come on time with a ready robot and queue well throughout the day.
- **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.
- **Competition Area:** Signage at the school will direct your team to the Pit Area (in the Auxiliary Gym (connected directly to the Gym) and the Competition Area (in the Main Gymnasium).
 - 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 MANDATORY qualification matches for all teams and the OPTIONAL Elimination Matches, it is important that the direction of Queuers be followed efficiently. If, for any reason, your robot is not ready when queued, a team must send a representative.

OTHER

- **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.
 - The host will be setting up some common charging areas in the Pit Area, but there are only about 4 electrical outlets in the Auxiliary Gym. Those with us last year will recognize the major benefit of the Pits being much closer to the Field on Sunday.
 - One other important point is that no food or drink allowed in the Aux Gym or Main Gym, so when we break for lunch, or when folks are snacking, it must be done in the Cafetorium.
- **Inspection:** The Hardware Inspection Area will be within the Pits. The Software Inspection Station will be in the Gym, near the Competition Fields.
- **Alliance Selection:** Since this is a Meet, it is the morning Qualification Matches only that pertain toward possible advancement to the state championship via the QP/RP's earned. The afternoon's Elimination Matches are just for fun, for bragging rights and for the experience of getting into Elimination Matches.
 - We will be forming 3-team Alliances and will determine, based on how we are doing with the day's schedule whether we will have more than the traditional four for an event of this size. Again, we'd like as many teams as possible to experience Elimination Matches, ...so let's move efficiently through Inspection in the morning and there may be time for extra Alliance and Quarter Finals.
- **Alliance Rules:** Several teams have asked if "NJ Scrimmage Rules" apply (i.e., Alliance Captains cannot pick amongst themselves). The answer is YES. Since the Elimination Matches do not influence Advancement, Alliance Captains may not pick amongst themselves. This will provide more balanced competition and some mentoring of the teams that are less strong. Let's help all to grow.

OTHER

- **Judging:** Meet Judging will be included at the event. Meet Judging is a little less formal and uses a Score Card in making Award Certificate selections. Your team should be prepared for a Judged Interview related to Innovate, PTC Design, Connect and Motivate Awards.
- **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.
- **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 teams if they can provide the names of students who can help out during the day. (We understand that some teams with few number of members may not be able to supply a volunteer. No problem.)

- **Food:** The event will have food available for purchase during the day and at lunch time, of course.

The host will be ordering pizzas for lunch just like last year. They'll collect orders from the teams first thing in the morning. (All must be in by 9:30am, at the latest).

Price: \$16 for a regular large plain pizza + 4 bottles of water.

Please have team members bring some pocket money. The plan is to send out for pizza at lunchtime, similar to many previous events...which worked fine.

The host will have a concession stand with water, sodas, bagels, snacks, and coffee. They won't be using Dunkin Donuts this year, but we should have a couple of the big brew-pots so that there's an ample supply all day.

FTC Teams

3rd Annual - WINTER MEET

1	110	MFS Foxes
2	237	MFS Hawks
3	4390	Typhoons
4	5387	TechHounds
5	6613	Yaliens
6	6934	TranSisters
7	6936	CodeRunners
8	7149	EHTPAL ENFORCERS
9	7433	Cyclones
10	8018	Platinum Devlds
11	8705	Titanium Devils
12	9286	Mechanical Hounds
13	9533	Monroe Minionz
14	9765	Mechanized Bacon
15	9832	Robomaniacs
16	9854	Penn Charter Robotic...
17	9927	MidKnight Magic II
18	9971	LANbros