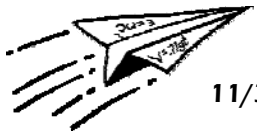


# What to expect NorCalFTC Qualifier 2011-12 Season



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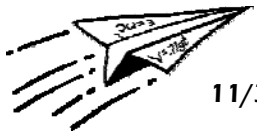
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1

# Today's Goals

- What happens at a Tournament



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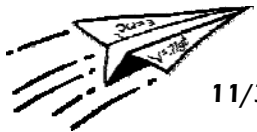
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2



# FTC Tournaments

- In 2011 season, 2 tier system in Nor Cal
  - November - January : 1<sup>st</sup> Level (aka Qualifier) Tournaments - Attend several!
  - February: NorCal Regional Championship Tournament - Invited to attend, if team "advances"
  - All qualifiers will have same schedule with some local flavor at beginning and ending of day.
- Qualifier Events are NOT currently posted on "Official Event Info" site
  - Don't panic that you don't see the details on usfirst.org....
  - Look at norcalftc.org
- Qualifier Registration link will be on norcalftc.org
  - Qualifier Cost: \$75 (USD)
  - "Rolling Waves" of Registration



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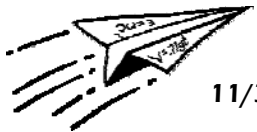
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# Qualifying Tournament Registration

- November Qualifier Registration Wave -- done
- December Qualifier Registration Wave
  - "First Chance" for NorCal teams that have not registered for a November event -> opens on 11/3
  - "Open" opens on 11/13
- Does not have to be the coach that registers the team!
- All tournaments will be First Come - First Served
- Some tournaments will fill fast



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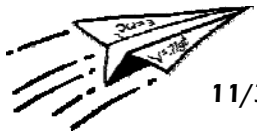
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# Typical Tournament Schedule

8:00AM	Team Check-In / Pits Open
8:30-10:15	INSPECTION!
8:30-10:30	Judge Interviews (Assigned AM)
9:30	Practice Start - First come...
10:15	Leader/Driver meeting
10:30	Opening Ceremony
11-3	"Seeding" Rounds - if you pass Inspection
3:30	Alliance Selection: SemiFinals/Finals
5:30PM	Closing Ceremony
6:30PM	Cleanup & Go Home



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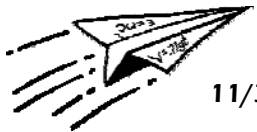
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# General Tournament "Spaces"

- **Pits** -> Work area for the team doing the day -> NOISY
  - 1 table & a few chairs with "nearby" power
  - Shared practice field
  - Food may or may not be allowed
  - SAFETY GLASSES MANDATORY
  - Hand tools only - no power tools!
- **Competition Floor** -> Area where Robot Game is played -> NOISY
  - 1 competition field
  - Spectator seating or standing only
  - Exactly 3 people per team: 2 Drivers & 1 "Game Coach"
    - Game coach is not necessarily the team's coach/mentor.
  - Highly likely NO FOOD OR DRINK!
  - High Energy music, Emcee/Announcer, A/V - many distractions!
- **Judging Rooms** -> Individual quiet area for formal team interview



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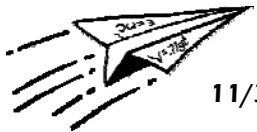
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# Tournament "Activities"

- Team check-in
  - Must have liability waivers to check-in
  - Must have at least 1 adult with team!
  - To enter pit area, must have safety glasses
  - Team Volunteer check-in
    - Volunteers will turn in liability waiver at event.
- Drivers / Leader Meeting
  - Mandatory for 1 team leader or team driver to attend - be on time! Not for the team
- Opening Ceremony
- 4 Activities: INSPECTION, Judging, Scouting & Game Play
- Closing Ceremony
- Managing Food and Mood



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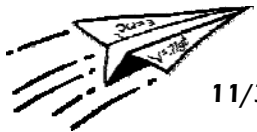
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# Robot Inspection

- Ensures robot is built following rules
- If you don't pass by 10:15am, your day is done!
  - Team's responsibility to manage!
  - Do a walk through of the Inspection Sheets line by line ahead of time
  - Don't forget: 1) Team Sign 2) Alliance Flag holder 3) Software Template!



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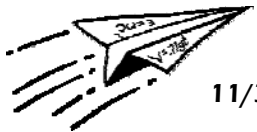
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# "Seeding" Rounds

- Minimum of 4 rounds - like to have 5 or 6
  - Success depends on BEING READY!
  - Teams must pay attention and being ready when it is their match time!
- Game control software picks alliance partners randomly -> Results in ranked list
  - Two Aspects contribute to rank:
    - Win / Loss Record (Qualifying Points)
    - Point Differential (Ranking Points)
- Top 4 teams will be Alliance Captains and will choose their partner(s) for Semifinals!



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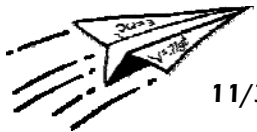
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# Judging

- 1 Formal judging session
  - Take your engineering notebook
  - Take your entire team!
  - Can do a ~5 minute presentation
  - 15 minute interview with panel of 2 or 3 judges
  - Be on time - watch schedule
- Informal judging happens throughout the day - if judges come to talk to your team - bonus!
  - Treat them with respect. Stand. Look them in the eye.
  - If you can't answer their questions, make an effort to find others from your team that can.



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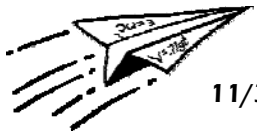
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# Judging "Evaluation"

- Not an absolute number/score
- Teams are ranked compared to other teams (of those at your tournament only)
- Judges "deliberate" (discuss) over results
- All Judged Awards based on deliberations
- No feedback given to teams



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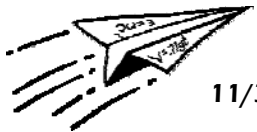
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# Advancement to Championship

- Advancement defined in Game Manual section 3.8
  - Ordered List:
    1. Qualifier Host Team (with caveats)
    2. Inspire Award Winner
    3. Winning Alliance Captain
    4. Inspire Award, 2<sup>nd</sup> place
    5. Winning Alliance, 1<sup>st</sup> team selected
    6. Inspire Award, 3<sup>rd</sup> place
    7. Winning Alliance, 2<sup>nd</sup> team selected
    8. Think Award Winner<and so forth...>
- 3 (or 4) teams from each event will advance
- Awards are based on a discussion amongst the JUDGES with input from others



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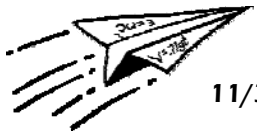
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# Robot Performance Round Tips

- Practice - Participate in a Scrimmage!
- Practice - Helps to have other teams and/or "audience" present
- Practice - Host a scrimmage!



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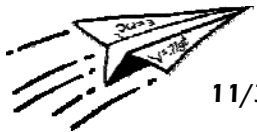
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# Scouting!

- All teams need to scout teams!
  - Going into alliance selection, captains must be able to intelligently pick their partner going into semifinals
  - Figure out which teams and which robots best compliment yours!
  - Think about all aspects of game play - not just scoring but defensive, autonomous, end game, etc



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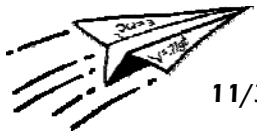
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# Managing Food and Mood

- **Food**
  - Buy from tournament (if offered) or bring own (if allowed)
  - Food typically NOT ALLOWED in any gym!
  - Please obey all local restrictions particularly around food/beverage restrictions - we need to keep on the host site's "good side"!
- **Mood**
  - The tournament day can be very stressful! Things are likely to go wrong.
  - Recognize what each team member needs as it relates to managing stress!
  - Have a plan "Just in Case" ; Have a plan in case of bad weather ; Have a plan in cases where team is affected by cold/flu
  - Very very helpful to participate in a scrimmage to understand how the team members react to the distractions and "what-ifs" that will inevitably happen



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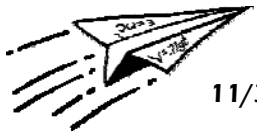
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# Bring To Tournament

- SAFETY GLASSES & Signed Waiver Forms
- Laptop(s)
- Robot & additional pieces
- Lunch/Snacks/Water/Non-Sugary items
- Extension Cord(s), Surge protector, Power strip
- Team Volunteer



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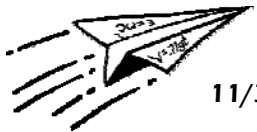
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# Wrap Up / Q&A

- Questions?
- For more info:
  - Email: [ftc@playingatlearning.org](mailto:ftc@playingatlearning.org)
  - Website: <http://www.norcalftc.org>
  - Phone: (510) 656-8664



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