

## Milford District Event

Week 2-March 7-9, 2019

Event Coordinator: Beth Beattie  
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Milford High School

2380 S Milford Rd  
Milford, MI 48380



## Competition Duties

Scout Lead / Qual S		Drive Team		Pit Crew		Pit Scout	Alt. Teams (Fill in)	
Devin B	Brien S	Michael C	Alyssa H	Jackson H	Hayley SR	Joe F	Kristen S	Jasmin K
Jacob R	Nick S	Zach B	David V	Natalie H	Jakob O	Brenden L	Emily S	Sophia J

	Shift 1		Shift 2		Shift 3		Shift 4	
<b>Team 1</b>	Zach A	Max G	Brendan D	Noah B	Meghan O	Grace C	Nolan Y	Jonah W
<b>Team 2</b>	Johnny B	TJ M	Nicholas E	Nick D	Nathan P	Garrison Y	Conan B	Keegan R
<b>Team 3</b>	Alyssa B	Sophia K	Zachery G	Alex M	Patrick P	Nick B	Rachel D	Marissa S
<b>Team 4</b>	Declan C	Luke H	Ian K	Aidan S	Jack P	Blayne Y	Kayla W	Kaitlyn M
<b>Team 5</b>	Carter C	Amanda F	Ryan M	Alex C	Max S	Aiden J	Derek P	Alison B
<b>Team 6</b>	Claire C	Peyton SR	Kenna M	Cayla S	Brandon V	Eddie M	Duyen A	Naomi L

## 2018 DISTRICT COMPETITION AGENDA – Bring your safety glasses

### WEDNESDAY

Field set-up 5:00 PM-???

### THURSDAY-wear black rocket T shirt

Field and pit set up 2:15-6:00 PM

Pits open\* 5:00 PM

Pits close 10:00 PM

\* Teams may set up pits immediately. Unbagging will begin when a Robot Inspector arrives.

**FRIDAY-wear black HOT shirt** with blue jeans.

Arrive at MHS field house 7:45 AM

**Please carpool or get dropped off so that there is room for visitors to park**

Pits open (pit scouting) 8:00 AM

Opening ceremonies 10:30 AM

Matches begin 11:00 AM

Lunch begins 1:00 PM

Lunch ends Matches resume 2:00 PM

Matches end 8:00 PM

Pits close \*\* 9:00 PM

### SATURDAY-wear red Saturday shirt

Attire: Red Shirt with black pants

Arrive at MHS field house 7:40 AM

Pits open 8:00 AM

Opening ceremonies 9:00 AM

Matches begin 9:30 AM

Alliance Selections 12:30 PM

Lunch begins 1:00 PM

Playoff Matches begin 2:00 PM

Playoff Matches end 5:00 PM

Awards 5:00 PM

Field Clean-Up 6:00-8:00PM

Pits close \*\* 6:30 PM

\*\* Pits close at scheduled time, or one hour after the end of last match

### Lunches and Snacks

Concessions Stand Open:

- Thursday: 4 PM-9 PM
- Friday: 11AM-9 PM
- Saturday: 8 AM-end

*Lunch Friday and Saturday will be provided to team members*

# FIRST Competition Safety, Information and Rules

You will often hear the expression Gracious Professionalism® throughout your involvement in *FIRST*. One of our main goals is to encourage all team members and mentors to conduct themselves with kindness, sharing and consideration of others. Gracious Professionalism® is a central tenet of the *FIRST* experience. It is not acceptable to engage in hostile action, hostile/profane language or any other violent or antagonistic conduct. *FIRST* reserves the right, at its discretion, through the Event Manager or his/her designee, to arrange for any team, team member, event participant or other individual to be removed from participating or attending any *FIRST* event or program for engaging in such conduct. *FIRST* looks forward to everyone's cooperation in keeping our programs and events exciting, educational and full of Gracious Professionalism®.

The following are some areas, practices, and functions for which teams will be observed and monitored for safety conformity and innovation. This list is not all-inclusive, and the Safety Advisors and your peers will observe and report any positive and negative safety practices.

## Competition Safety

- **Use the buddy system when traveling and while at the event.**
- Please do not wander the halls during the event. Please stay located within the Fieldhouse and Pits areas.
- Demonstrate safe behaviors in the heat of competition. **Always walk and work in a controlled and thoughtful manner. Running and horseplay is not permitted at any time.** Travel safely and carefully between the pit and the playing field.
- Teams are expected to attend and be attentive during opening ceremonies. During opening ceremonies, 4 people per team may remain in the pits.
- ☐ Do not form "tunnels" during the Awards Ceremony. This can cause discomfort to those traveling through them and creates safety issues.
- Sitting together in a group during competition matches makes the game more exciting and fun. It's where you can show support for your team. Since very often there is not enough seating to accommodate everyone, there has to be a policy regarding seating. **Teams are not allowed to save seating space.**
- The cafeteria will be open to teams for lunch at 1pm on Friday. Show your gracious professionalism by waiting until the students and teachers have exited the cafeteria before entering.
- **Do not** arrange for Internet access or phone lines on the site or attempt to connect to the Internet. Teams may not set up their own 802.11a/b/g/n/ac (2.4GHz or 5GHz) wireless communication (e.g. access points or ad-hoc networks) in the venue. Wireless Internet access will be available. A wireless hot spot created by a cellular device is considered an access point.
- FIRST Staff and Volunteers are distinguished by their name badges.

## In the pit

- **Safety glasses are required.** All event attendees must wear ANSI-approved, UL Listed, CE EN166 rated, AS/NZS, or CSA rated non-shaded safety glasses while in the ARENA. Lightly tinted lenses are permitted provided eyes are clearly visible to others, but reflective lenses are prohibited
- Wear shoes that completely cover the entire foot. Shoes must be substantial and have closed-toes and heels to protect against foot injuries, regardless of work location. Flip-flops, sandals, mules, Crocs, lightweight slippers, etc. are not acceptable.
- *Children under 12 MUST be accompanied in the Pit by an Adult at all times!*

## Our Team Expectations

- All team members are expected to be on time for team matches and scouting shifts. Be aware of the match and scouting schedule. Arrive 5min early so you aren't late.
- The team expects positive participation during the matches and awards. Support our team and other alliances too. Put cell phones and other distractions away during the matches.
- The buddy system is a FIRST rule (companionship is a perk too). Use your breaks to grab snacks, check out the pits, go to the bathroom etc, with your buddies. No one should be alone during competitions.
- Check in with Mr Legato or Ms Stephenson or Ms Gleason if you are arriving at the event or leaving with parent.
- Be respectful to your teammates and others. Be constructive in your interpersonal interactions. Public displays of affection makes others feel excluded and/or uncomfortable and is not allowed during team time.
- **Be on your best behavior. Remember you are representing GM, your school and your team at this event.**

**Social media:** We would like to get as much coverage as possible for our event! If live Tweeting on Twitter during the competition, please tag with #omgrobots and #omg

## Pit Information

Pits will be 10 x 9. The pit will be powered by a generator during event hours. Do not daisy chain power strips in the pits. Please bring power strips that have breakers, if at all possible. The generator will be turned off overnight.

Thursday load-in: Please queue up along the red line to keep traffic flowing. Teams will follow the red line. The circle drive is where robots can be unloaded. There is a single size garage door that can be used to unload equipment. The trailers can then be parked along the perimeter of the student parking lot.



## 40 Teams Competing

	Number	Name	From			
	<a href="#">66</a>	Grizzly Robotics	Ypsilanti, Michigan		<a href="#">6071</a>	The Aluminators
	<a href="#">67</a>	The HOT Team	Highland, Michigan		<a href="#">6078</a>	RoboRams
	<a href="#">308</a>	Monsters	Walled Lake, Michigan		<a href="#">6193</a>	The Legend of Robotics
	<a href="#">468</a>	Aftershock	Flint, Michigan		<a href="#">6344</a>	Yale Jiggawattz
	<a href="#">835</a>	The Sting	Beverly Hills, Michigan		<a href="#">6545</a>	Tawas Braves
	<a href="#">3098</a>	The Captains	Waterford, Michigan		<a href="#">6550</a>	Wildcat Robotics
	<a href="#">3536</a>	Electro Eagles	Hartland, Michigan		<a href="#">6610</a>	Robot Roll Call
	<a href="#">3668</a>	TroBots	Whitmore Lake, Michigan		<a href="#">7174</a>	ProtoBots
	<a href="#">3707</a>	Brighton TechnoDogs	Brighton, Michigan		<a href="#">7178</a>	Yeti
	<a href="#">4362</a>	Gems	Brighton, Michigan		<a href="#">7188</a>	SaddleBots
	<a href="#">4776</a>	S.C.O.T.S. Bots	Howell, Michigan		<a href="#">7195</a>	Portland Raiders
	<a href="#">5053</a>	Lakers	Waterford, Michigan		<a href="#">7220</a>	Steel Falcons
	<a href="#">5167</a>	Vi-Bots	Marysville, Michigan		<a href="#">7225</a>	Mechatronic Mustangs
	<a href="#">5214</a>	The Mighty CavBots	Saint Clair Shores, Michigan		<a href="#">7254</a>	Knowmads
	<a href="#">5263</a>	Robo-Bucs	Riverview, Michigan		<a href="#">7553</a>	OSTC-Southwest
	<a href="#">5460</a>	Strike Zone	Lapeer, Michigan		<a href="#">7598</a>	SCA Constellations
	<a href="#">5561</a>	Raider Robotics	Flushing, Michigan		<a href="#">7783</a>	St. Mary's Preparatory
	<a href="#">5562</a>	Laker Logistics	Maple City, Michigan		<a href="#">7791</a>	Lincoln Abes
	<a href="#">5603</a>	Rise of the Warrior Bots	Auburn, Michigan		<a href="#">7818</a>	Williamston High School
	<a href="#">5697</a>	Bearcats	Bridgeport, Michigan		<a href="#">7912</a>	Flex Tech Robotics

## DESTINATION: DEEP SPACE GAME OVERVIEW

In DESTINATION: DEEP SPACE, we join two competing ALLIANCES collecting samples on Planet Primus. Unpredictable terrain and weather patterns make remote ROBOT operation essential to their mission on the planet. With only 2:30 until liftoff, the ALLIANCES must gather as many CARGO pods as possible and prepare their spaceships before the next SANDSTORM arrives.



T-minus 2:30: A SANDSTORM limits DRIVER visibility so ROBOTS independently follow preprogrammed instructions or are operated by human DRIVERS via video from their stations.

ALLIANCES

score points by:

1. Deploying ROBOTS from Habitat (HAB)
2. Preparing ROCKETS and CARGO SHIP with HATCH PANELS
3. Loading CARGO pods into their ROCKETS and CARGO SHIP

T-minus 2:15: The SANDSTORM clears, and human operators take control of their ROBOTS.

ALLIANCES continue to score points by:

1. Preparing ROCKETS and CARGO SHIP with HATCH PANELS
2. Loading more CARGO pods
3. Returning the ROBOT safely to the ALLIANCE's HAB

0:00: ROCKET liftoff

The ALLIANCE with the highest score at the end of the MATCH wins.

Table 5-1 DESTINATION: DEEP SPACE scoring opportunities

Award	Awarded for...	Value
<b>SANDSTORM Bonus 1</b>	each ROBOT whose BUMPERS fully cross the HAB LINE during the SANDSTORM PERIOD.	3
<b>SANDSTORM Bonus 2</b>	Value corresponds to the Level from which the ROBOT started.	6
<b>HATCH PANEL</b>	each HATCH PANEL (excluding Null HATCH PANELS) attached to a ROCKET or CARGO SHIP such that it is fully supported by that ROCKET or CARGO SHIP and via the hook/loop tape (contact by an opponent ROBOT does not count as "support" and does not negate a scored HATCH PANEL). No more than one HATCH PANEL per HATCH will be counted.	2
<b>CARGO</b>	each CARGO (regardless of inflation state) in a BAY with a Null HATCH PANEL or scored HATCH PANEL and not in contact with a ROBOT from that ROCKET/CARGO SHIP'S ALLIANCE. No more than one CARGO per BAY will be counted.	3
<b>HAB Climb Bonus: Level 1</b>	each ROBOT which has climbed their HAB PLATFORM (value corresponds to the Level to which the ROBOT has climbed). A ROBOT whose BUMPERS haven't fully crossed their HAB LINE to leave their HAB ZONE at any point during the MATCH isn't eligible.	3
<b>HAB Climb Bonus: Level 2</b>		6
<b>HAB Climb Bonus: Level 3</b>		12
<b>HAB Docking</b>	earning at least fifteen (15) HAB Climb Bonus points.	1 Ranking Point
<b>One (1) Complete ROCKET</b>	completing at least one (1) ROCKET with six (6) scored HATCH PANELS and six (6) scored CARGO	1 Ranking Point
<b>Tie</b>	Completing a MATCH with the same number of points as your opponent.	1 Ranking Point
<b>Win</b>	Completing a MATCH with more points than your opponent.	2 Ranking Points

An ALLIANCE can earn up to four (4) Ranking Points (RP) per Qualification MATCH, as described in Table 5-1. There are no RP, or comparable point bonuses, in Playoff MATCHES.