

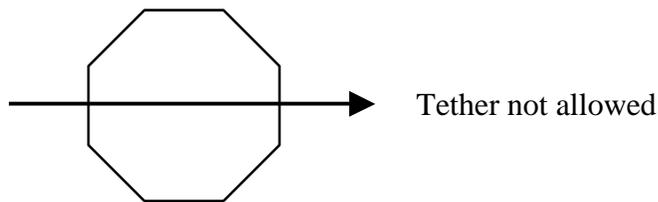
The 2002 FIRST Robotics Competition  
**TEAM UPDATE #8**

Date: April 18, 2002

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### **RULE UPDATES AND REMINDERS**

- Please remember to bring sunscreen lotion, sunglasses, and appropriate warm weather clothing to the event. While you are there, be sure to drink plenty of liquids so as not to become dehydrated.
- **SAFETY GLASSES ARE MANDATORY IN THE PITS, IN THE ALLIANCE STATION, AND ON THE PLAYING FIELD. NO GLASSES MEANS YOU CANNOT COMPETE. PLEASE BRING THEM TO EPCOT WITH YOU.**
- During the Elimination matches, teams that did not play in the 1<sup>st</sup> match of each best 2 of 3 series must play in the 2<sup>nd</sup> round of the series.
- Tethers:
  - Tethered mini robots that are deployed directly under a goal will not be allowed and a disqualification could result. If part of a robot is accidentally driven or deployed only slightly under a goal, the referees will give the team a warning on the 1<sup>st</sup> occurrence. Repeated occurrences will result in DQ. If another team pushes a goal over a tether after it is deployed, no penalty will occur.



- All tethers should be somewhat rigid and not have any wire sticking out that could become entangled. String, fishing line, and rope are not allowed as tethers. Some of the tethers that have been used and allowed really did not meet the spirit of the rules (wire that was not protected by a somewhat rigid covering, rigid projections where a wire was not encased in the projection but was actually on the outside, etc.). FIRST is likely to allow such devices at EPCOT (because we already have at Regionals) but the first entanglement or safety issue with such a device will mean a DQ in that match and use of the device for the rest of the competition will be disallowed.
  - Tape measures have been allowed for use as tethers at Regionals, but be aware that the only tape measures that are allowed are those sold by Small Parts in the last year: two different brands, both 25ft, one 3/4" wide and the other 1" wide. Inspectors will be looking at these closely.
- In order not to prematurely end winning teams' ability to score Qualifying Points, disqualifications will typically be called after a match has ended unless there is a safety hazard or ongoing malicious damage.
  - Disabling violations will be called immediately, BUT referees will consider positions of robots so as not to pin the opposing alliance by the disablement.
  - Carpet damage has run the range from very little damage to horrific damage at some events after practice day. Be aware, your wheels, treads, etc. will be carefully scrutinized for potential carpet damage.
  - Drivers will be warned about wheels causing damage to the carpet during a match. Robots that continue to damage the carpet after being warned can be disabled or DQ'd.

- Hidden carpet damage, i.e., damage that is masked from being seen by robots and goals, can be cause for a warning or disqualification if it can clearly be determined what robot caused the damage.
- Team mentors, who are designated by the colored dot on their operator badge, may pick up balls and hand them to students to shoot. Mentors may not return balls to the playing field or drive the robots.
- If only 1 student on a team is driving, it is possible and allowed to have the other 2 students return balls to the playing field. If the student driver(s) decide not to drive for some reason, it is possible and allowed to have all 3 students return balls to the playing field.
- All players must stay in their designated alliance station during match play and until the referee's have given the all clear sign at the end of their 2 minute match.

## **TEAM BEHAVIOR**

FIRST is counting on the adult Team Mentors and Chaperones to properly monitor the behavior of your team. There was at least one incident reported in which there was substantial property damage to a hotel room, due in part to lack of adequate adult supervision. Please remind your team that it is very important that **gracious professionalism** exists both on and off the field. Many people newly encountering FIRST teams may not be attending the event - but will meet teams off the field; certainly in the hotels. Let's especially show the proprietors of these establishments that having FIRST teams staying there is a mark of distinction!! Next year isn't that far away, and we want to be invited back!

FIRST would also like to remind teams that there are to be **no human tunnels or mosh pits** at the team party (or at any other time during the competition). This is directly linked to instances of both inappropriate physical contact and injury to team members. We want our teams to have fun in a safe and worry-free environment.

**We realize that most of our teams have already exhibited stellar behavior and we want to both thank and commend you all!**

## **RELEASE FORMS**

**Release forms are due at Registration. Teams will not be able to register without them.**

**Students under the age of eighteen (18) must have a parent or legal guardian sign his/her form.**

All team members are required to fill out the Disney-FIRST Release Form. (These are different from the forms you turned in at the Regionals.) You can download the document from the FIRST web site at: [http://www.usfirst.org/robotics/FIRST\\_Disney\\_consent.pdf](http://www.usfirst.org/robotics/FIRST_Disney_consent.pdf)

Please write your team number on the top right-hand corner of the form, and make enough copies for all team members attending the competition. Make sure each person completely fills it out.

Designate someone to collect and bring them to the Pit Administration Table at the Championship.

## **DRAYAGE AND SHIPPING**

The drayage company will have a desk on-site in the Pit on Saturday. All teams must fill out paperwork for their crate(s). Please remember to have your shipping arrangements made ahead of time. You must pay all drayage charges to Freeman Decorating before leaving the Championship competition. If your crate shipped in to Freeman is over 400 pounds, or if it is shipping back to Freeman's site over 400 pounds, you owe money. If you shipped more than one crate, you are responsible for all drayage charges for the additional crates.

## DIVISION PLAY AND LISTS

There will be four playing fields at the Championship Event, named Archimedes, Curie, Einstein, and Newton. As is tradition, the Einstein field will be open on the front to the Florida sunshine and have a very large outdoor seating capacity. The other fields will be located inside an air-conditioned tent adjacent to the pit area.

As described in the rules, each team attending the Championship Event will be placed into one of four divisions, whose names match the names of the stages. Links to the lists of teams in each division are available on the FIRST web site under the Championship Event page at: <http://www.usfirst.org/robotics/chevents.htm>

In order to prevent teams in the Einstein division from spending too long in the Florida sunshine on the outdoor stage, FIRST has decided to rotate all divisions around the four playing fields during the course of the event. Accordingly, each division has been assigned a color, which will be used to differentiate between the names of the divisions and stages. The names and colors of the divisions are: Einstein (Red), Archimedes (White), Curie (Blue), and Newton (Gold).

The exact rotation schedule for practice matches will be announced on site. The rotation schedule for Qualification matches is as follows:

1. On Friday morning, each division will start on their home field:

Einstein (Red) Division to:	Einstein Field
Archimedes (White) Division to:	Archimedes Field
Curie (Blue) Division to:	Curie Field
Newton (Gold) Division to:	Newton Field

1. After the lunch break on Friday, divisions will shift in a counter-clockwise fashion:

Einstein (Red) Division to:	Archimedes Field
Archimedes (White) Division to:	Curie Field
Curie (Blue) Division to:	Newton Field
Newton (Gold) Division to:	Einstein Field

1. Mid-afternoon on Friday (match # TBD), divisions will shift in a counter-clockwise fashion:

Einstein (Red) Division to:	Curie Field
Archimedes (White) Division to:	Newton Field
Curie (Blue) Division to:	Einstein Field
Newton (Gold) Division to:	Archimedes Field

1. On Saturday morning teams will start as follows:

Einstein (Red) Division to:	Newton Field
Archimedes (White) Division to:	Einstein Field
Curie (Blue) Division to:	Archimedes Field
Newton (Gold) Division to:	Curie Field

1. Divisions will return to their home field for Elimination matches on Saturday afternoon

In order to help reduce confusion, the pit stations for each team will be color-coded by division, and division-colored banners will be hung in the pit tent above the entrances to each field to help indicate

to teams where to go when called on deck. The printed match lists and automated pit displays will also indicate which stage will be used for each match.

## **PIT MAP**

A pit map showing the location of each team's pit station will be made available on the web as soon as possible. We thank you for your patience.

## **TEAM INFORMATION**

Please make sure that your team profile information (team name, team short name, home city, etc.) is up-to-date in the Team Information Management System. This information will be used for the scoring system displays at the event. To check your data, please visit [my.usfirst.org/frc/tims/](http://my.usfirst.org/frc/tims/).

## **AUTODESK AT EPCOT**

### **Meet Famed Inventor and Engineer Graham Hawkes!**

He bikes, he hikes, and he doodles...

Meet inventor Graham Hawkes, who uses Autodesk Inventor software to turn his wacko doodles into boats that fly under the sea. Seriously. He'll talk about how cool it is to be an engineer. You get to turn your extreme ideas into reality (like he did with his submersible the Deep Flight Aviator), and people actually think you're working! (lol) Hey, free food and sodas for the first 150 people. Be there!

**When: Thursday, April 25**

**Time: 6:00 pm to 7:00 pm**

**Where: Einstein Stage**

### **Meet 3ds max expert Ted Boardman and Autodesk Inventor expert Phil Dollan!**

(Is the beard really real? And what's with the mustache?)

Find out when you join Phil Dollan -inventor, educator, and Autodesk Inventor guru, and Ted Boardman --3ds max guru, author, and animation expert. Phil will show some of the Inventor award entries and talk about some cool things you can do with Autodesk Inventor. Then Ted will show some of the animation entries and share some pretty amazing tricks and tips for 3ds max. Free food and sodas for the first 150 people. So be there!

**When: Friday, April 26**

**Time: 6:00 pm to 7:00 pm**

**Where: Einstein Stage**