



## RiverRage #19 – Update

Please read this entire letter and communicate to your team's students and parents. This is important information, and a couple of things have changed this year. As always, keep checking the website (<http://www.riverrage.org>) for the latest updates.

### 0. **Event Location**

**The location for this year has moved – we are not at Goffstown High School, but have returned to Manchester Memorial High School, located at 1 Crusader Way, Manchester, NH 03103. See attached maps for entrances and parking locations.**

### 1. **Saturday Schedule**

You must be at Memorial and checked in prior to 8:00 am on Saturday (doors to the school / pits open at 7:00 am), so that we can generate the match schedule in time to be ready for the 8:30 opening ceremonies. **If you will be late, or know you won't be able to attend at all, please notify Mike Fitzell at 603-494-5412 before 7:30 am on Saturday.**

### 2. **Load-in, Parking, Load-Out**

See the attached map for location of the loading zone as well as the general traffic flow. Note that robot access to the pits is 'around the back', while the entrance for spectators to the gymnasium is in the front. The back lot is much smaller, so please only park the vehicles used to transport your robot and pits here – everyone else should park and enter through the front.

### 3. **Concession Information**

As in previous years, River Rage will have a food concession running throughout the day. This year's items will include:

- Krispy Kreme Donuts
- Coffee
- Burgers, Veggie Burgers & Hot Dogs
- Chicken Patty Sandwiches
- Chili
- Nachos, Corn Dogs & Soft Pretzels
- Fruit
- Yogurt
- Baked Goods
- Chips, Drinks, and Candy
- Ben & Jerry's Ice Cream

4. **Match Robots Flow**

There is a longer walk this year for robots and drive teams to get from the Pits to the Queuing location by the gym; however it is a completely separate hallway from the flow of people to/from the Cafeteria and Pits. Only robots and drive team members will be allowed into the queuing area.

5. **Pit Assignments**

Pit assignment will be more or less by team number and each team will have one 8' folding table provided. The pit size is slightly smaller than standard FIRST competitions, so plan accordingly.

6. **Consent to Photos and Video Recording**

By attending the competition, and entering the school building, you consent to be photographed, filmed and/or otherwise recorded. There will be similar notices at all the entrances.

7. **Beta Software or Control System Teams**

If you are helping FIRST by running beta control software or any other kind of trial hardware or software, please let the Pit Admin know when checking in. This way we can better accommodate your possible needs for larger groups in the queuing area.

8. **House Keeping**

- Bring Safety Glasses, extension cords, power strips, radios and the usual paraphernalia.
- In the interest of common sense, weapons of any kind, alcohol, illicit substances, including tobacco products, are not allowed on school grounds per City of Manchester and Manchester School Board Policy.
- Any and all of the Memorial school rules are applicable (even if you aren't a student). You can read the handbook [here](#). Also, any rules from your school/institution are applicable.

9. **House Rules**

A copy of the house rules are included here, and are also available on the website.

## RIVER RAGE 19 – HOUSE RULES

### General

- **Halloween themed decorations/costumes are encouraged on both the robot and team, so long as it doesn't damage or interfere with game play.**
- The robot will conform to all FIRST building and safety guidelines as given for this year's game.
- All FIRST game rules (except as noted below), Gracious Professionalism, etc. apply.
- All robots will need to reconfigure the radio and pass a cursory safety inspection before competing.
- Safety, as always, is of the utmost importance. Safety glasses are required in the queuing area and while in the gym to compete, and should be worn in the pits and when otherwise around the robots.
- Please limit the number of team members queuing in the Hall with the robot to 6 (Drive Team, Coach, and 2 others), and only 4 (Drive Team and Coach) in the Gymnasium.

### Game-Specific Rules

- **In order to help keep that Halloween spirit flowing, we're adding a "Great Pumpkin" game object.**
  - A Great Pumpkin (Orange colored Recycling Container) will be randomly placed in one of the four positions on the Step in the center of the field \*after\* all robots are placed on the field. Placement is determined by drawing a location (1 - 4) from the smaller Great Pumpkin.
  - Scoring: 20 extra points if scored (on top of a Tote stack, with or without a noodle).
- All other game rules will be as defined in the official manual.

### Elimination Alliance Selection Process – The "GREAT PUMPKIN" Selection Process

- Elimination rounds are of the standard FIRST format for the game.
- Elimination teams will comprise of the top eight seeds plus two additional alliance partners each.
- All team numbers, except the top seed, will have their team number in the "Great Pumpkin". The top seed will select its first partner by drawing a team number from the "Great Pumpkin". The second seed will then select from the "Great Pumpkin" and so forth for the remaining seven seeds.
- If a top seeded team draws another top seeded team, the drawn team will have the opportunity to accept or decline without incurring a penalty. If they accept, #8 becomes #7, #9 becomes #8 etc.
- In the Second Round, each alliance will have 20 seconds to select a third partner from the remaining teams. The highest seed selects first, then the second seed and so forth for the remaining seven seeds.
- If they exceed the 20 second limit, the Emcee will make the third selection by drawing a team number from the "Great Pumpkin." The process will continue until all eight elimination alliances are complete.
- In total, twenty-four teams will comprise the eight elimination alliances. The remaining teams will be placed on "standby" to replace a disabled robot. The affected alliance can select any remaining robot as their replacement partner.





