



## RiverRage #21 – Update Uhn

Please read this entire letter and communicate to your team’s students, mentors and parents. This is important information – and it helps the event run more smoothly if the teams know what is going on ahead of time. As always, keep checking the website (<http://www.riverrage.org>) for the latest updates.

### 1. Event Date & Location

This year’s RiverRage is Saturday, October 14<sup>th</sup>. The location is the same as last year: Manchester Memorial High School, located at 1 Crusader Way, Manchester, NH 03103. See attached maps for entrances and parking locations.

### 2. Schedule

You must be at Memorial and checked in prior to 8:00 am on Saturday, so that we can generate the match schedule in time for the 8:30 opening ceremonies. **If your team will be late, or you know you won’t be able to attend at all, please notify Stu Lewin at 603-512-9695 before 7:30 am on Saturday.**

The general schedule for the day is (knowing that, as with all FRC events, only the Opening Ceremonies usually start on schedule):

- 7:00 – Pits open for Load-In
- 8:30 – Opening Ceremonies
- 1:00-ish – Finals Matches
- 4:00-ish – Awards

### 3. Load-in, Parking, Load-Out

See the attached map for location of the loading zone as well as the general traffic flow. Note that access to the pits is ‘around the back’, while the entrance for spectators going 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.

### 4. Concession Information

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

- Dunkin’ Donuts & Panera Bagels
- Coffee, Hot Cocoa
- Hamburger, Cheeseburger, Veggie Burger & Hot Dog
- Chili
- Nachos

Fruit  
Baked Goods  
Chips, Drinks, and Candy  
Ben & Jerry's Ice Cream

5. **Match Robots Flow**

It is a longer walk 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. The area for queuing is also constrained in size. Only robots and drive team members will be allowed into the queuing area.

6. **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.

7. **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 posted at all the entrances.

8. **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.

9. **Awards**

In addition to the normal competition awards, *Champions* and *Finalists*, we will be having two special awards this year.

- **Best Costumed Robot – An award will be given for the robot judged to have the best costume.**
- **Best Costumed (Student) Team Member – An award will be given for the student team member judged to have the best costume.**

10. **House Keeping**

- Bring Safety Glasses, an extension cord, power strips, radios and the usual paraphernalia.
- In the interest of safety, scooters, skate boards, wheeled sneakers, etc. are not allowed on school grounds.
- In the interest of common sense, weapons of any kind, alcohol, illicit substances, including tobacco products and vapor devices, 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.

**11. RiverRage Staff**

RiverRage event staff and the Queuers will be easily identified by their bright orange shirts (not to be confused with Team 319 – BOB), with a logo and “STAFF” on the back. Please find one of us throughout the day if you have any questions or problems.

**12. House Rules**

A copy of the house rules are included below, and are also available on the website. It consists of the following sections:

- General
- Game-Specific Rules
- Elimination Alliance Selection Process
- Elimination Rounds Process

Please read them to make sure you understand the differences between a “regular” competition and what will be done at this year’s RiverRage.

## RIVER RAGE 21 – HOUSE RULES

### General

- **Halloween themed decorations/costumes are encouraged on both the robot and team members, 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 shall be worn in the pits and when otherwise around the robots. We won't have any extras, so make sure your team brings enough for participants.
- The limit of team members queuing in the hall with the robot will be kept to no more than 6 (Drive Team, Coach, and 1 other), and only 5 (Drive Team and Coach) in the Gymnasium.
- Other than tools that fit on the robot cart or can be hand carried by the 5 members of the Drive Team, no other contents of the pits may be moved to any of the queuing areas at any time during the competition.

### Game-Specific Rules

- **In order to help keep that Halloween spirit flowing, we're adding a "Great Pumpkin" game object.**  
A Great Pumpkin (Orange Aerial Assist "Medicine Ball") will be placed in the center of the FIELD prior to the start of the MATCH. At the end of the Teleop period, an ALLIANCE will be awarded a free Climb if the Great Pumpkin is in contact with the carpet/tape between their BASE LINE and their ALLIANCE WALL, and not in contact with any other carpet. An individual ALLIANCE cannot score more than three (3) climbs in a single MATCH.
  - The Committee reserves the right to stop this at any point in the competition.
  - As with all rules, the decision of the Referee is final.
- G13 is modified for violations from a TECH FOUL to a FOUL.
- Each of the five fuel hoppers will be initially loaded for the match start with about 50 fuels. [This is consistent with Section 4.2, but we are saying that the +/- tolerance is further relaxed from 2].
- All other game rules will be as defined in the official manual.

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

- We will choose 11 alliances (33 teams) at the conclusion of the qualifying rounds (subject to modification if one or more of the scheduled teams fail to show up or are no longer able to compete due to problems with their robots).
- All teams, 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 ten 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, #11 becomes #10, #12 becomes #11, 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 ten seeds.
  - If they exceed the 20 second limit, the Emcee will make the third selection by drawing a team number from the "Great Pumpkin" until the first team not already on an alliance is selected. The process will continue until all eleven elimination alliances are complete.

### **Elimination Rounds Process**

- At the conclusion of the alliance selection, we will have three sudden death elimination matches to narrow the field to the standard FIRST format eight alliances.
  - #8 vs. #9, #7 vs. #10 and #6 vs. #11
  - Highest scoring alliance of the match wins and moves on as #8, #7 and #6 alliance respectively.
- In total, twenty-four teams will comprise the eight final 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.
- The remaining elimination rounds are of the standard FIRST format for the game.



