



## RiverRage #23 – 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 26<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

We probably won’t be having any practice rounds; however we are going to try and get everyone out and connected to the field once their radio is programmed to avoid problems once the matches themselves start. If you need to be on the field to calibrate your vision processing, let the Pit Admin know when you check-in and we’ll do our best to accommodate it.

### 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 (vegetarian options denoted with “[V]”):

Muffins & Donuts  
Coffee, Tea & Hot Cocoa  
Hamburger, Cheeseburger, [V] Veggie Burger  
Hot Dog with Chili and/or Cheese  
Walking Taco  
Chili  
[V] Nachos with Cheese  
[V] Garden Salad with Roll  
Baked Goods, Chips and Candy  
Soda, Water, Apple & Orange Juice  
Ben & Jerry's Ice Cream

This year we will have a 'Square' unit to process credit / debit cards for food / concession purchases, although cash is still preferred. A \$5 minimum purchase is required to use your credit / debit card.

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 a number of special awards this year:

- *Best Costumed Robot* – An award will be given for the robot judged to have the best costume.
- *Best Costumed Team* – An award will be given for the team judged to have the best thematic costuming as a group.

- *Best Costumed (Student) Team Member* – An award will be given for the student team member judged to have the best individual costume.
- *Life Raft* – An award will be given for the team or individual student team member judged to have displayed the best example(s) of Gracious Professionalism (GP) during the event.
- *Queuers' Choice* – A special award judged and presented by the event queuers.

#### 10. House Keeping

- Bring Safety Glasses, an extension cord, power strips, radios and the usual paraphernalia. **Note that if your team does not have (enough) safety glasses you will not be allowed in the pit or on the field (there are Home Depot and Harbor Freight stores nearby).**
- In the interest of safety, scooters, skate boards, wheeled sneakers, etc. are not allowed on school grounds. Also, no drone flying.
- 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 Manchester School District Policy is applicable (even if you aren't a student). You can read the handbook [here](#). Also, any rules from your school/institution are applicable.

#### 11. Roaming and Loitering

Due to a few issues that have put our use of Memorial High School facilities at risk with the Manchester School District administration we ask that you discuss the following with your team prior to the event:

- Students are not permitted to loiter in or roam nonpublic outdoor areas around the school building. Students should stay inside the school building with few exceptions such as getting a bit of fresh air outside the front door or picnicking outside the cafeteria during lunch. Students should always be in clear view of an adult or the general public.
- Students are not permitted in any part of the school building that is not part of the event (cafeteria/pits, gym/field, and connecting hallway). The queuing hallway is for moving robots and drive teams between the pits and the field ONLY. No one should be loitering in it and no one should be using the bathrooms in it for any reason.

#### 12. 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 on the back and "Mission Control" on the front. Please find one of us throughout the day if you have any questions or problems.

#### 13. Miscellaneous Info

- A cart and robot must easily pass through standard door openings that are 6'10".
- There will be a small number of RiverRage #23 event shirts available for sale in the Concession Area until they are gone.

**14. 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. All are subject to modification the day of the event based on number of teams participating and any other factors that necessitate a change.

## RIVER RAGE 22 – 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 configure 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 "Pumpkin" game object.**
- Two "PUMPKINS" (orange CARGO with an alliance colored stripe), one per ALLIANCE, will be placed in one of the ALLIANCE'S PORTALS. During the final 30 seconds of a match, team members may enter their ALLIANCE PUMPKIN onto the field, following H7 and H8. If an ALLIANCE scores their PUMPKIN into a ROCKET BAY, the ALLIANCE will be awarded a HAB Climb Bonus equivalent to the level of the ROCKET loaded (e.g. loading a ROCKET BAY at level 2 will score a HAB Climb Bonus: Level 2)
  - The requirement that only one (1) CARGO score per BAY is waived for the PUMPKIN. The PUMPKIN may score in a BAY which also contains a scored CARGO. Teams should note that the HATCH PANELS may not hold the weight of both a CARGO and PUMPKIN and ALLIANCES are responsible for any HATCH PANELS which come loose due to this.
  - Teams may still score a HAB Climb Bonus via physically achieving the HAB Climb Bonus as defined in the GAME MANUAL.
  - An individual ALLIANCE cannot score more than three (3) CLIMBs in a single MATCH. If all three (3) ROBOTS physically achieve the HAB Climb Bonus in addition to the ALLIANCE scoring the Pumpkin Bonus, the largest three bonuses will be scored.
    - Example: An ALLIANCE has two (2) ROBOTS achieve a HAB Climb Bonus: Level 2, one (1) ROBOT achieve a HAB Climb Bonus: Level 1, and a PUMPKIN in ROCKET BAY level 3. The ALLIANCE will score 24 points of HAB Climb Bonus (the Level 1 HAB Climb Bonus will be discarded).
  - The Committee reserves the right to stop this at any point in the competition; however, if able it will be suspended as close to a "round" boundary as possible and communicated at least 2 total matches in advance.
  - *As with all rules, the HEAD REFEREE is ultimate authority in the ARENA.*

- There will be no “Sandstorm” period (we are not even installing them). Teams may “Teleop” the entire match.
- All other game rules will be as defined in the official manual.

### **Elimination Alliance Selection Process – The “GREAT PUMPKIN” Selection Process**

- We will choose 8 alliances (up to 32 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). Each alliance will consist of 4 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 six 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, each seeded team moves up one place, and the eighth seed is chosen from the highest remaining teams.
- 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 six 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 eight elimination alliances are complete.
  - A team chosen for the alliance in this round may not decline unless they wish to be removed from consideration for selection completely.
- In the Third Round, each alliance will have 20 seconds to select a third partner from the remaining teams. The lowest seed selects first, then the 7th seed and so forth for the remaining six seeds.
  - If they exceed the 20 second limit, the Emcee will make the fourth 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 eight elimination alliances are complete.
  - A team chosen for the alliance in this round may not decline unless they wish to be removed from consideration for selection completely.

### **Elimination Rounds Process**

- In total, up to 32 teams will comprise the eight elimination Alliances. There will be no “standby” teams to act as replacements for disabled robots. If an Alliance should suffer two failed robots during the elimination matches, the affected Alliance must play matches with only two (2) (or even (1)) robot.
- The elimination rounds use the the standard FIRST format for the game.
- Between the first and second Quarterfinal elimination match, a rotation is required so that all four robots compete (three robots will have two matches, and one robot will have one match). If a tie breaker third Quarterfinal elimination match is required, the Alliance may select any three robots from the four making up the alliance.
  - The rotation requirement is removed after the Quarterfinal matches.
  - Alliances may choose their Lineup (i.e., teams and their drive station positions) per Section 12.10 of the Game Manual. The Queuers will provide the paper slips

10/17/2019

generated by the FMS to the Alliance Captain, and the filled in forms will be returned to the Head Referee.





