



RiverRage #25 – 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. Covid Specific Considerations

The event is subject to the regulations of FIRST NE and the Manchester School District (as well as the NH Cooperative-Extension / UNH who provides our insurance coverage). By attending the competition, you agree to abide by any and all Covid-related rules in place.

Currently, there are none – and hopefully it will stay that way through the end of October. There are no mandatory masking requirements (although we ask that everyone be respectful of those who choose to attend masked). There are also no limits on team size for attendance.

2. Event Date & Location

This year’s RiverRage is Saturday, October 29th. The location is the same as the last several years: Manchester Memorial High School, located at 1 Crusader Way, Manchester, NH 03103. See attached maps for entrances and parking locations.

3. 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.

4. **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.

5. **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
- Pizza Slices (pre-order is also available)
- Hot Dog with Chili and/or Cheese
- Walking Taco
- [V] Chili
- [V] Garden Salad with Roll
- Baked Goods, Chips and Candy
- Soda, Water, Apple & Orange Juice
- Ben & Jerry’s Ice Cream

We again offer “Contactless” electronic payment as well as 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.

6. **Pizza Pre-Order**

Pre-order of pizza is available for \$13 each, with your choice of either Cheese or Pepperoni. Although knowing ahead of time is always better – we will do our best to accommodate orders placed first thing in the morning during Team Registration.

7. **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 using the side hallway; 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.

8. **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.

9. **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.

10. **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.

11. **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.

12. **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 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 to your team.

13. **Common Sense Stuff**

A few reminders from specific issues in previous years that have put our use of Memorial High School facilities at risk with the Manchester School District administration. Please discuss this with your team prior to the event.

- **Students Climbing on School Buildings** – Please keep your students inside the school as much as possible during your stay, and if they are outside please ensure they do not climb on the outside structure and/or on to the roof. One year the building principal happened to be driving by and noticed a student who had climbed the building and was on the roof.
- **Non-Queued Student Members in Back Hallway / Bathrooms** – We will be doing a better job of enforcing the rules on number of team members using the back hallway to traverse to and from the pits to the gymnasium. In addition, there is no spending time in the hallway during the competition or any of the break times. We have had reports of students loitering

in the hallway and going through lockers.

14. 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). Please find one of us throughout the day if you have any questions or problems.

15. Miscellaneous Info

- The height of the doors at the school are (only) 6’10” – keep that in mind when building your cart to move your robot.

16. 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.

17. Community Outreach Donations

This year we're collecting donations to help youth in our community. Please consider donating something for the following two causes - drop off at the box at Pit Admin when you check-in:

- *Toys for Tots*: bring a STEM toy or activity for youth in middle school or high school (who historically don’t do well with donations as compared to the younger kids).
- *Waypoint Youth Resource Center*: donations of much needed items include: hygiene products, new underwear and socks, seasonally appropriate clothing, non-perishable nutritious food items, gas cards, tents, sleeping bags, tarps, blankets, bath towels & face cloths, twin size sheets, gift cards to grocery stores, Walmart or Target, batteries, flashlights.

RIVER RAGE 25 – 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

- **This year there are no game-specific rules to help keep that Halloween spirit flowing ...** however, the following rule changes will be in effect:
- H504 is modified from:
 - TELEOP CARGO delivery. During TELEOP, CARGO may only be introduced to the FIELD A. by a HUMAN PLAYER and B. through the GUARD.
- To:
 - TELEOP CARGO delivery. During TELEOP, CARGO may only be introduced to the FIELD by a HUMAN PLAYER.
- Also in section 6.6, Page 47:
 - Drive teams may substitute the COACH for a 3rd DRIVER.*

*This rule change allows a team to run a student in the coaching position that can take over the driving role partway through the match. This facilitates teams with complicated robotics having newer drivers help at the event, without risk. Adult COACHES can never be DRIVERS.

- 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

- The elimination rounds will follow the standard FIRST Round Robin of 6 alliances (each alliance plays every other alliance once, and the two alliances with the best record then play a best 2 of 3 for the championship).
 - In order to get the 8 alliances selected down to 6 for the elimination rounds, we will have two one-time Wild Card Matches, which consist of the 5th seed vs. the 8th seed (for the 5th seed spot) and the 6th seed vs. the 7th seed (for the 6th seed spot). These matches will be played immediately after lunch and just prior to the start of the round robin play.
- During the round robin elimination matches, two rotations are required so that all four robots compete (each robot must have at least two matches of the six – so three robots will have at least four matches, and one robot will have at least two matches).
 - The rotation requirement is removed for the finals matches.
 - Alliances may choose their Lineup (i.e., teams and their drive station positions) per Section 11.9.2 of the Game Manual. The Queuers will provide the paper slips generated by the FMS to the Alliance Captain, and the filled in forms will be returned to the Head Referee.
- Because each alliance starts with a fourth robot, there will be no "standby" teams to act as replacements for disabled robots to start. However, if one of the alliances playing in the elimination wild card matches should suffer a failed robot, the affected alliance may choose a team from either of the eliminated alliances with the exception of an alliance captain.



