

# A Rookie's Guide to the Saint Louis Regional

## Prior to Competition

- Wednesday, March 13th, there is a **drop off** from 6 to 8 p.m.
  - Five team members will be allowed into the Chaifetz Arena to unload your robot and all of your supplies and equipment.
  - You will enter through the loading area at the south side of the arena; you can drive up to it. There will be a person with a clip board there to admit you to the parking lot of the loading area; there will probably be a line of vehicles.
  - Once you unload your equipment, you will be admitted to the arena; a judge will be there to inspect your bagged robot.
  - Be sure to have your lockup form with you. Your robot bag will be inspected and checked off for proper bag and tag
  - You cannot set up your pit, but your materials will be there for the morning
  - Be sure to **have goggles for all five members**, you will not be able to enter without them.

## Day One

- Be sure to **arrive plenty early** at the Chafitz Arena. A good time of arrival is 8:00 a.m. Doors open at 8:30 a.m.
  - If you did not load in your robot and equipment Wednesday evening, you may **do so at 7:45 a.m.** The procedure is the same as listed above.
- There is **free parking** for robotics teams in the parking garage north of the arena.
- Bring a **cart** to transport your robot from the pit to the competition area.
- Once you arrive, your first priority should be to **get unbagged and inspected** so you can begin practicing immediately!
  - For weighing, you will have to take your robot to the inspection station
  - The schedule for practice rounds will be on a piece of paper that is usually delivered to the pit stations
- Most teams **establish a position** in the stands around the playing field, to be used for cheering and scouting.
  - The arena will have two areas: the playing field and the pits. To enter the pits from the stands everyone must have goggles and closed toed shoes.
- Remember to **be on time** to your designated practices. Practice is important!
  - If you aren't ready for your practice time slot, send a human player to practice alone.
  - There is also a first come first serve Filler Line for extra practice opportunities.

- If you choose to join the Filler line, keep in mind these criteria:
  - Robots in the Filler Line must have passed inspection
  - Teams must join the Filler Line with their robot
  - Teams may not work on their robot while in the Filler Line
  - If a team is queued up for their practice match, they may not also join the Filler Line.
- **NOTE:** Playing defense is usually frowned upon during practice rounds
- You may also want to consider **scouting** other teams during practice and later in competitions
  - Make a scouting sheet to tally points and make
  - Designate scouts to watch matches each day.

(example of a scouting sheet we found on chief delphi)

Team Number: _____	Match Number	Auto. Location	Auto. Attempt	Auto. Made	Auto points	Picked up any Frisbees?	One's ATT.	One's Made	One's (Total)	Two's Made	Two's (Total)	Three's ATT.	Three's Made	Three's (Total)	Five's ATT.	Five's Made	Five's (Total)	Total Points	Human Player Points	Pyramid ATT.	Pyramid Points	Penalties
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	2.																					
	3.																					
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	5.																					
	6.																					
	7.																					
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Notes:

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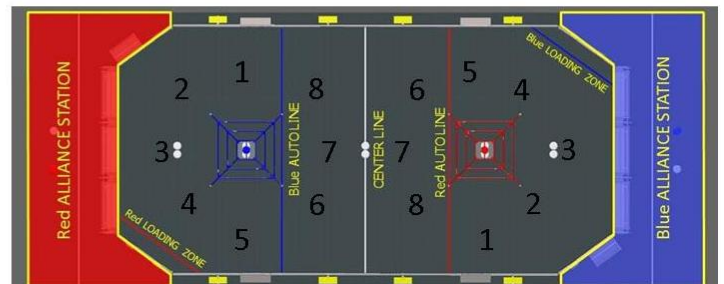
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- Lunch is from Noon to 1 p.m. There will be **food** stands open in the arena, with the usual high prices.
  - If match schedules permit, some teams go to local restaurants; some are a ten minute walk away, others you will have to drive to.

- Some teams order pizzas and eat them on the lawn outside the arena
- You will not be allowed to bring food or drink into the arena!
- Pits and machine shop close at 8 p.m.

### Day Two

- Today is your big day! Once again, arrive at the Chafitz Arena plenty early, **before 8 a.m.**; there will be a mad rush to enter.
- Qualification matches begin at 9 a.m. A **schedule** will be available in your pit about an hour before the matches begin.
- It is important to **understand** Qualification Scores
  - Each team on the winning ALLIANCE receives 2 qualification points
  - Each team on the losing ALLIANCE receives zero points
  - In the event of a tied score, all six teams receive 1 qualification point.
  - A no-show team receives zero qualification points, as well as being individually disqualified in a match.
- It is also important to **show your robot's strengths** during the qualification matches
  - Every team will be scouting every robot in every match. If your robot does something well reliably, it will be noticed and you will be drafted for the elimination matches!
- You will need to have a safety captain in you pit at all times. The judges will be looking for them. The judges will also come to the pits to talk to your student members about your robot and team; several awards will be determined by these interviews.
- There will be an awards ceremony at the end of matches on Friday. Innovation and Control and many other awards will be given.
- Tonight Pits and Machine Shop close at 7 p.m.

### Day Three

- Doors to the Chafitz Arena open at 8 a.m. Once again, it is advised to **arrive early**.
- At the end of Qualification matches, which is typically mid-Saturday, teams are **seeded** 1 through 43 teams.
- The **alliance selection** process (draft) will begin immediately following qualification matches!
  - Each team needs to choose a Team Representative, or alliance captain, who will go to the arena at the designated time
    - Normally your CEO
  - If you are not seeded in the top 8, hang tight, you may be chosen or moved up.
- How it works:

- In descending order(1-8), each alliance captain invites one team.
  - **Accept:** moved into that alliance
    - If an invitation from a top 8 to another top 8, all lower alliance leads are promoted one spot and the next highest seeded unselected team moves up to become alliance 8.
  - **Decline:** You are not eligible to be picked again and the alliance captain extends another invitation to a different team.
    - Our advice — don't decline.
- Once alliance 8 makes a successful invitation, the same method is used again for the second choice, except the selections start with alliance 8 and ends with alliance 1.
- The result is 8 alliances with 3 teams each.
- Of the remaining unpicked teams, the highest seeded teams should remain on standby and ready to play as a backup team for any of the 8 alliances.
- After alliance selections and before finals is lunch. Lunch will be around 12:30 p.m. to 1:30 p.m.
- If you make it to the Elimination Matches, **congratulations!**
  - Now the point system consists of wins, loses, and ties. Within each series of the elimination matches, two wins gets you into the next round.
  - Only the first place team, Chairman's Award winner, Engineering Excellence, and the Rookie All-Star Team goes to Championships.
- An awards ceremony follows the finals; after which robots are bagged for their trip home.
  - If your team will not be competing anymore this robotics season, bagging will not be necessary.

We wish each and every one of you good luck! If you have any questions **what so ever**, please do not hesitate to ask a member of Team 1208, the Metool Brigade!