



## DAY IN THE LIFE: FTC AND FRC COMPETITIONS (FOR NEW VOLUNTEERS)

### Key concepts

Gracious Professionalism, Coopertition, Have Fun, Be Safe. Your job as a volunteer is to inspire the students whilst keeping them safe. Please be encouraging at all times. Volunteering helps build the next generation of leaders and allows you to share your skills and experience with them; in return, they will amaze you with their ingenuity and spirit.

Both FTC and FRC competitions follow a similar event flow. The aim of this document is to give you an idea of the general layout of an event and where key questions should be directed.

### Who to ask and when

Questions about the field, matches and procedures should go to the **FIRST Technical Advisor (FTA)**- they have various teams and people reporting to them. Procedures get tweaked throughout the event and the **FTA** consults with their team to decide changes.

Students with questions about rules and match play go to the designated question box and are answered by the **Head Referee**.

If you don't know what you are doing, are feeling sick or need to leave for any reason, talk with the **Volunteer Coordinator**.

Overall, the **Tournament/Event Director** has ultimate responsibility for the event.

### Progress of a typical event

*Team Load In:* The first task is to get teams checked in and into their pits. This is a busy time for **Event Staff, Pit Admin** and additional helpers; **Referees** are often available to help with this.

*Schedule Generation:* The **Scorekeeper** generates the Practice and Qualification Match Schedules, whilst the **FTA** and **Event Director** are in charge of the overall event schedule. This can only be done once all teams have signed in and the **Event Director** has confirmed the list of teams.

*Inspection:* The **Lead Robot Inspector** and their team of **Robot Inspectors** check the robots for compliance. This must be done and marked by a sticker on the robot before a team can compete in qualification matches. Teams should be encouraged to get inspected as quickly as possible so matches can start.

*Drivers Meeting:* The **Head Referee** and **FTA** go over the event schedule, safety issues, rule clarifications and handle any questions from the teams.

*Field Open for Measurement and Calibration:* The **FTA** allows teams on the field for calibration. Teams should have someone keep an eye out for signals from the **FTA** as they may need to leave the field in order for field staff to troubleshoot problems or make quick fixes.

*Practice Matches:* Once teams have been inspected, they can participate in Practice Matches. Teams are often not ready for their scheduled practice matches, so the schedule will be filled by teams waiting nearby and won't necessarily correspond to the printed Practice Match Schedule. This is also a time to train new **Referees** in giving and removing fouls, flag protocol, etc.

*Connection Tests (FRC only):* After the last practice match and before Qualification matches, teams that have not yet connected to the field need to do a simple connection test to verify that they have programmed their radio and have a working driver station.

*Qualification Matches:* Teams participate in a round-robin set of matches. Once inspected, they must participate in their assigned Qualification Matches or they will be disqualified from the match. Someone from the team must be present for the match or a Red Card is issued. This is the time in which **Queuers** are crucial in ensuring teams arrive for their matches on time, and field staff are ensuring smooth gameplay.

*Alliance Selection:* Immediately after the last Qualification Match, the top four/six/eight teams become potential Alliance Captains and choose their Alliance Partners according to fixed rules.

*Finals Schedule Generation:* As soon as the Alliances are chosen, the **Scorekeeper** generates the Finals Schedule, Finals Lineup Cards, Timeout and Backup Robot slips and distribute these to Alliance Captains.

*Alliance Captains Meeting:* The **Head Referee** and **FTA** meet with alliance captains to go over procedures for the Finals and any rule issues.

*Quarter/Semi/Finals:* Alliances play in a defined sequence of matches to define the Finalists and Winning Alliance.

*Awards Ceremony:* The **Event Director** hands out trophies, certificates and medallions (as appropriate) to winning teams. Typically, all the **Event Volunteers** line up across the field to high five the teams and students being recognised.

*Field Teardown:* The **FTA** determines how the field is to be packed, typically to make it easier to set up the next event. This can go quickly with lots of people.

## Sample off-season two-day schedule

The following schedule is an approximation of off-season FRC events, but it is also similar to the flow of two-day FTC events (such as nationals).

| Day 1               |  |
|---------------------|--|
| 7:30 AM             | Team Load In   |
| 8:30 AM             | Pits, Machine Shop, Registration and Inspection Open         |
| 9:00 AM – 10:00 AM  | Drivers' Meeting, Field Open for Measurement and Calibration |
| 10:00 AM – 12:00 PM | Practice Matches   |
| 12:00 PM – 1:00 PM  | Lunch  |
| 1:00 PM – 5:00 PM   | Qualification Matches  |
| ~ 6:00 PM           | Pits and Machine Shop Close                                  |
| Day 2               |  |
| 8:00 AM             | Pits and Machine Shop Open                                   |
| 9:00 AM – 9:30 AM   | Opening Ceremonies   |
| 9:30 AM – 11:45 AM  | Qualification Matches  |
| 11:45 AM – 12:00 PM | Alliance Selection   |
| 12:00 PM – 1:00 PM  | Lunch  |
| 1:00 PM – 3:30 PM   | Playoff Matches  |
| 3:30 PM – 4:00 PM   | Awards Ceremony  |
| ~ 5:00 PM           | Pits Close   |

