**2017 FRC Kickoff Day**

Saturday, January 7th, 2017

Team 4909 – Billerica Memorial High School

Team 2876 – Burlington High School

**1/7/17 – Saturday – Kickoff!**

**Location: Auditorium lobby**

**Logistics:** Park in the River Street lot and enter main doors. The Auditorium is on the right, up

one flight of stairs.

**Goals For The Day**: Understand game play, learn rules, and *DEFINE THE PROBLEM!*

Determine multiple potential game play / robot strategies, and try to decide which one(s) need to be developed for our team(s). Begin early robot mechanism/design brainstorming.

**9:00 – 10:00am – Teams Arrive, Team Breakfast, Get to Know You**

**10:00 - 10:15am: Welcome!**

**Location: Auditorium**

**Goals:**

* **Get everyone on the same page for the day**
* **Give introduction to the coming 6 weeks.**

**Tasks:**

* Explain and distribute the schedule for the next 6 weeks.
* What is Kickoff?
* Describe what to think about, and take notice of.
* Reiterate strategy & design principles
* Questions?

**10:15am - 11:30am: Watch Kickoff**

**Location: Auditorium**

**Goals:**

* **Listen and Learn about the new game.**

**Tasks:**

* Watch webcast and take notes on the new game
* NO TALKING DURING BROADCAST

**11:30am - 12:30pm: Form Subteams for Rules Exploration**

**Location: Various**

**Goals:**

* **Divide into subteams to concentrate on fully understanding the game and all rules.**
* **Each team should be evenly divided among all subteams**
* **Each team will report out to entire group after lunch**
* **Acquire any necessary resources & docs to continue the day.**

**Subteams (see separate list at end for additional details):**

* **Arena and field elements** (fully understand all sizes and functionality)
* **The Game:** (gameplay procedure, scoring, penalties, and tournament seeding)
* **Robot rules: Mechanical / Electrical / Pneumatic** (size/weight/expansion limits, bumpers,motor allowances, other changes?)

**Tasks:**

* Download & decrypt FIRST documents.
* Read aloud the pertinent sections of the Rules
* “Read” what the rules DON’T say
* Gather all pertinent information in your subteam’s area
* Put together a summary of your initial understandings of the Rules.
* Call or text the teams at Manchester kickoff to ask any important questions.

**12:30 - 1:00pm: Lunch**

**Location: Auditorium lobby**

**Goals:**

* **Allow the team a chance to eat and talk about the game.**
* **Each subteam to decide when and how long for lunch**
* **Pizza should arrive between 12:00 and 12:30**

**Tasks:**

* Eat lunch
* Think of additional questions to ask the teams when they return from Kickoff.

**1:00 - 2:00pm: Subteam Reports**

**Location: Auditorium**

**Goals:**

* **Every team member will understand how the game is played, under what rules, in all respects.**
* **Every team member will understand the critical differences and similarities between the new game and games from years past.**

**Tasks:**

* Clearly and concisely explain all facts and opinions that your subteam believes to be important to fully understanding:
	+ The game itself
	+ How the game may be played
	+ How tournament seeding rules may affect strategies
	+ How robot rules may affect strategies
	+ Any potential gameplay aspects that may provide a strategic advantage

**2:00 – 3:00pm: Task Identification (Part A)**

**Location: Various**

**Goals:**

* **Identify ways to score**
* **Determine ways to maximize points**

**Tasks:**

* List point opportunities (gain and lose)
* Create point combinations (individually and as alliance)
* Estimate cycle time
* Importance of autonomous vs. tele-op

**3:00 – 3:15pm: Break**

**3:15 – 4:00pm: Continue Task Identification (Part A)**

**4:00 – 4:30pm: Benefit to Difficulty Ratio Presentations**

**Goals:**

* **Present each team’s findings on best task/scoring possibilities**

**Tasks:**

* Two representatives from each group will present their findings
* Brief Audience comments:
	+ Any new ideas to expand the concept?
	+ What strategies would defeat this concept?
	+ How might you prevent such strategies from happening?
	+ How feasible is the concept?
	+ How simple is the concept?
* Summarize the leading concepts at this point and discuss further possibilities.

**Homework:**

* Work on Part B – Prioritization of Tasks

**Subteam Tasks**

**Arena and field elements:**

* Fully understand all arena elements, sizes, and functionality
* List everything the robot could interact with on the field (i.e. goals, balls, etc).

**The Game:**

* Fully understand gameplay procedure
* Fully understand game scoring & how to score points (List every way to score)
* Fully understand what is legal and illegal on the field (and associated penalties)
* Fully understand tournament seeding rules

**Robot rules – Mechanical / Electrical / Pneumatic:**

* Investigate robot size/weight/expansion limits
* Understand any new bumper rules
* Fully understand how any dimensional rules may affect robot actions and interactions
* Fully understand motor allowances
* Note any changes from previous season
* Fully understand any pneumatic rule changes (or omissions!)
* Note other changes that could be used strategically (especially with regard to new control system)