



THE GARDEN STATE
RUMBLE
FIRST TECH CHALLENGE

NEW JERSEY

FTC Championship Tournament

Team Information Packet

NJIT, February 12th, 2012

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Introduction

Welcome and thank you for volunteering to be a part of the Garden State Rumble *FIRST* Tech Challenge! We are truly fortunate to have such a committed group of volunteers who share in the *FIRST* mission to inspire the next generation to celebrate science and technology. Thank you for your time. We hope that you will have a rewarding and thoroughly enjoyable experience.

What is *FIRST*?

FIRST (For Inspiration and Recognition of Science and Technology) was founded by inventor Dean Kamen to inspire young people's interest and participation in science and technology. Based in Manchester, N.H., the 501 (c) 3 not-for-profit organization designs accessible, innovative programs to build self-confidence, knowledge, and life skills while motivating young people to pursue opportunities in science, technology, engineering, and math.

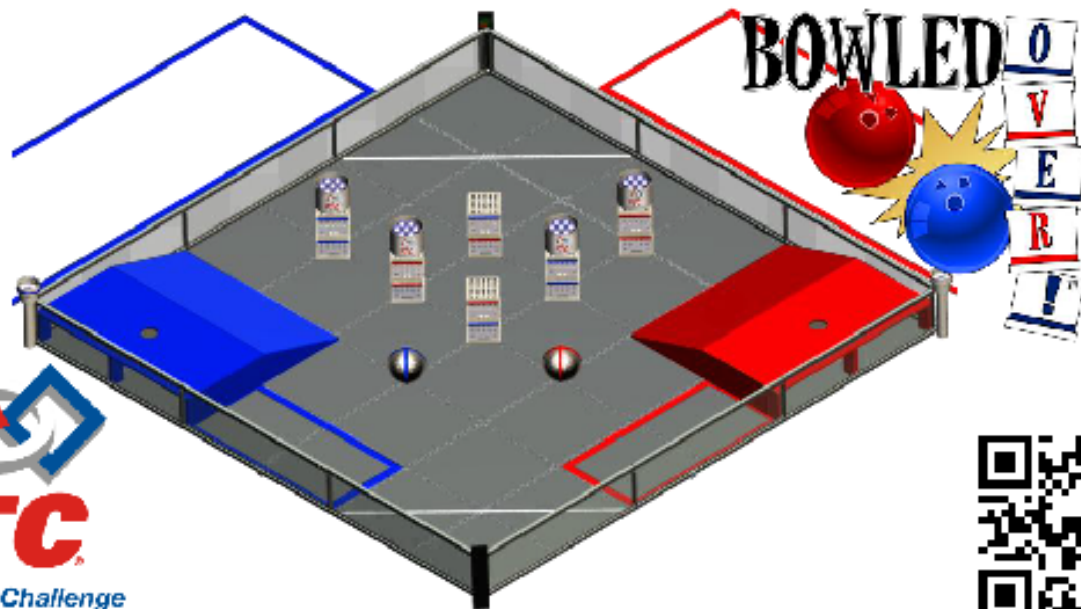
FIRST provides the *FIRST* Robotics Competition for high-school students and the *FIRST* LEGO League (FLL) for 9 to 14 year-olds. *FIRST* also offers the Junior *FIRST* LEGO League (JrFLL) for 6 to 9 year-olds and the *FIRST* Tech Challenge (FTC), a mid-level robotics competition that offers high-school students a more affordable and accessible opportunity to participate in *FIRST*. For more information, visit the *FIRST* website at www.usfirst.org.

What is the Garden State Rumble *FIRST* Tech Challenge?

The Rumble is the official FTC Championship Tournament for the New Jersey. The Winning Alliance Captain, and the Inspire Award winner earn the right to attend the World Championships in Atlanta. Teams may travel a great distance to participate in a championship event. We are expecting ~48 teams from New Jersey, Pennsylvania, and New York.

What makes the Rumble Special?

The Garden State Rumble is one of the largest Championship Events in the county. The event is designed to hold up to 48 teams – making the two division event very exciting. This event, and all *FIRST* competitions, are free to spectators and open to the public. Bring some friends!



Use your Smart Phone to scan this!

The Game:

Bowled Over! is played on a 12'x12' diamond shaped field as shown on the diagram above. Two alliances – one "red" and one "blue" – composed of two teams each compete in matches consisting of a 30 second autonomous period followed by a two-minute driver controlled period.

The object of the game is to score more points than your opponent's alliance by placing racquet balls into crates and then stacking the crates. Teams will be challenged to complete tasks during autonomous and driver controlled periods and will score special racquetballs and six pound bowling balls for additional points.

The Details:

There are a total of 100 racquetballs available to both teams as scoring objects in the game. The field also holds 12 stackable Ball Crates that teams can fill with racquetballs and stack for additional points, and two bowling balls that can be scored during the autonomous or end game period for additional points.

The field includes two home zones comprised of a platform and a ramp, and two protected zones where a team may stack their crates without fear of having them toppled by their opponents.

End Game:

The final thirty (30) seconds of the Driver Controlled Period is called the End Game. Each Alliance is challenged to push their Bowling Ball onto their Home Zone or to elevate stacks of Ball Crates to score additional points based on the height of the Ball Crates.

Autonomous Period Scoring:

Upright Ball Crate	5 points each
Parking a Robot	
In Back parking zone	5 points
Parking a Bowling Ball	
In Back Parking Zone	20 points
Parking a Robot	
In Front Parking Zone	10 points
Parking a Bowling Ball	
in Front Parking Zone	10 points

Match Scoring:

Regular or Magnet Ball in Low Goal	1 point each
Regular or Magnet Ball in Ball Crate	2 points each
Magnet Ball in Off Field Goal	25 points each
Crates Stacked are awarded	10 points above
Based on the highest point of	10.5", then 10
each crate in the stack	more points for
(for a crate to count it must	each 6" above
contain at least one ball)	that

This Year's Game

What to Bring & Check-In

WHAT TO BRING

- There are a few critical items to verify during the coming week. Completion of this extra effort during the week will make tournament day flow more easily for all.
 1. **Competition Template:** Make sure you are using the most current software template for your programming language.
 2. **Samantha Module:** Make sure that you module is mounted per the guidance given by FIRST. It should be in a protected place but not totally surrounded (shielded) by metal. The USB cable should be dressed nicely so that it interfaces in a straight and non-stressed manner. Be sure that your power connections are VERY secure.
 3. **Self-Inspection:** In order to expedite robot inspection, teams are asked to review their robot for compliance to FTC requirements before coming to the event. The person who performs this task should accompany the robot to Inspection. Designating someone to take responsibility for success in inspection encourages the correction of problems before game day and it can really speed along the inspection operations on site.
 4. **Other Forms:**
 - Completed **Consent Forms or the Team Roster Summary** print-out from the on-line Consent Form system is needed. Note – Only students can use the on-line system; adults need the completed hard copy Consent Form.
 - Remember that a **Bill of Materials is required for robot inspection**. It should be handy.
 - A “Cut Sheet” is recommended for those teams who are using sheets of the special material allowed. The objective is to make it easily understandable that the material amount limits have not be exceeded.
- **What Else to Bring:** As always, **please bring safety glasses** and a multi-outlet extension cord for team use. Along with your charger and spare batteries, it is smart to bring a few other spare parts such as motors and motor controllers. It is also smart to mark you battery packs and other items which could conceivably get mixed with those of another team.

TEAM CHECK-IN

- The majority of the team should report immediately to their table in the Pit Area.
 - Pit Tables will be marked with the Team Numbers.
 - Posted at Pit Admin will be a map and information about which Division you are in.
- Only Coach/Mentor and 1-2 team members should check-in at Pit Administration to ...
 1. Turn in Consent Forms (one for each student/coach/mentor attending). See last page.
 2. Present your Engineering Notebook. It will be collected at Team Registration.
 3. Verify your assigned JUDGED INTERVIEW TIME. Interviews will begin at 8:15 and will finish prior to Opening Ceremonies. Advanced notification of predetermined Judge Interview times will likely be issued during the week prior to the event. Watch your email for the heads-up.
 4. Teams will be processed at inspection on a first-come, first-served basis. Only teams that pass inspection are allowed to access the Practice Fields.
 5. Pick up any information updates and schedule changes
 6. Pick Up Drivers Buttons and Coaches buttons. They will be given to teams during Registration. NO team members should be in the Competition Area unless they are wearing one of these Drive Team buttons.
 7. Walk In Volunteers: A form will be available for any friend or family member who may wish to lend a hand during the day. Additional help may be needed and walk-in volunteers may be contacted or immediately assigned.

ALLIANCE SELECTION:

- Following the completion of Qualification Matches, each Division will form two 3-Team Alliances. This means the 12 teams (25% of the teams) will participate in the Elimination Matches. It is up to the Alliance Captain to assure that each alliance team plays in at least one of the best-of-three matches.

SAFETY:

- Safety Glasses are mandatory at the Championship Tournament. All team members and their guests are expected to behave in a safe manner and obey all safety rules. Individuals not acting safely will be asked to leave the event premises. Please notify an Event Crew member if you have any safety issues or concerns. Please report any illness or injuries to the Pit Administration table or event organizers.

Emergency Contact Information:

In case of emergency, Vince's cell phone number is 862-432-1526.

Inspection, Queuing & Spectators

GENERAL

- We have a very full day. In order to begin the competition on time, teams will be scheduled for Inspection when they arrive.
- Each team has been allotted ~5 minutes for the Hardware Inspection Check and ~5 minutes for the Software Verification. Please come prepared. (That means a pre-inspected robot, BOM, Cut Sheet and a compliant robot.)
- Send only 2-3 members to Inspection with your robot. Let's avoid a pile up.
- It is our intent to have multiple lanes of Inspection.

PRE-INSPECTION

- Inspection Areas will have HELP persons assigned to help answer any questions. You should come early if you have a problem or question. Help is available.

HARDWARE INSPECTION

- It is our intent to have a two stage hardware inspection:
 - Stage #1 – Construction checks will be performed or audited from your Checklist. The Sizing Box check will likely be done here.
 - Stage #2 – A check for the use of only approved materials will be made. This is also the point at which your Cut Diagram and use of allowed amount of the approved sheet material will be addressed.

SOFTWARE VERIFICATION CHECKS:

- As teams know, traditional inspection has been replaced with an operational check. It is also a two stage approach:
 - Stage #1 – Inspectors will check that the robot interfaces with a laptop, uses the correct template and firmware version. The Samantha module will be flashed, by inspection personnel, with the Channel and Router Address information that will be used throughout the day. Some important notes –
 - The robots in the Parkway Division will be flashed with different information than those of Turnpike Division since they run on different routers.
 - Teams are reminded that they must not set up their own network in the Pits. Robots operating in the Pit should be tethered or should be running off of the venue's official Pit Router. That Router information will be flashed into robots at the end of Inspection.
 - Stage #2 – Once stage #1 is signed off on the inspection form, teams can go to the main competition fields where they will be queued into a demonstration match. At this time, your robot (along with three others) will be check for proper operation during autonomous and tele-op mode.

COMPLETING INSPECTION – Stickers and Forms:

- Hardware Inspection – The Inspector will affix a Hardware Inspection PASS sticker when mechanical inspection is successfully passed. The passing form will be kept by Inspection ...and picked up by Pit Admin. If a robot fails inspection, the form can stay with the robot and teams so that the correction be made. The form is then resubmitted with the robot when ready for re-inspection.
- Software Inspection – The flow is similar to the description above EXCEPT that the team holds onto the Software Inspection form after Phase 1 Inspection (Samantha Flashing). The team presents their robot and Inspection Form to the Field Personnel when they report there for Phase 2 Inspection (Field Demo). After a successful Field Demo, the Field Personnel will hold onto the form and will affix a Software Inspection PASS sticker to the robot.
- Robots can only compete if they have both Hardware and Software PASS stickers attached.

QUEUING

- During the day, queuing is vital. Since the schedule is tight, teams need to know that we will not hold up matches. Be ready on time.
- It is the teams' responsibility to not miss their match. The volunteers who perform Team Queuing will help but teams must watch the schedule and be ready. Responsibility to not miss a match is the team's. It is recommended someone is assigned to watch.

SPECTATORS

- Please keep the area directly in front of the bleachers clear so that the view of others is not obstructed.
- There will be an area of special seating that is reserved for a few visiting VIP's. Please respect this area and its marking.

February 12, 2012 - Competition Schedule

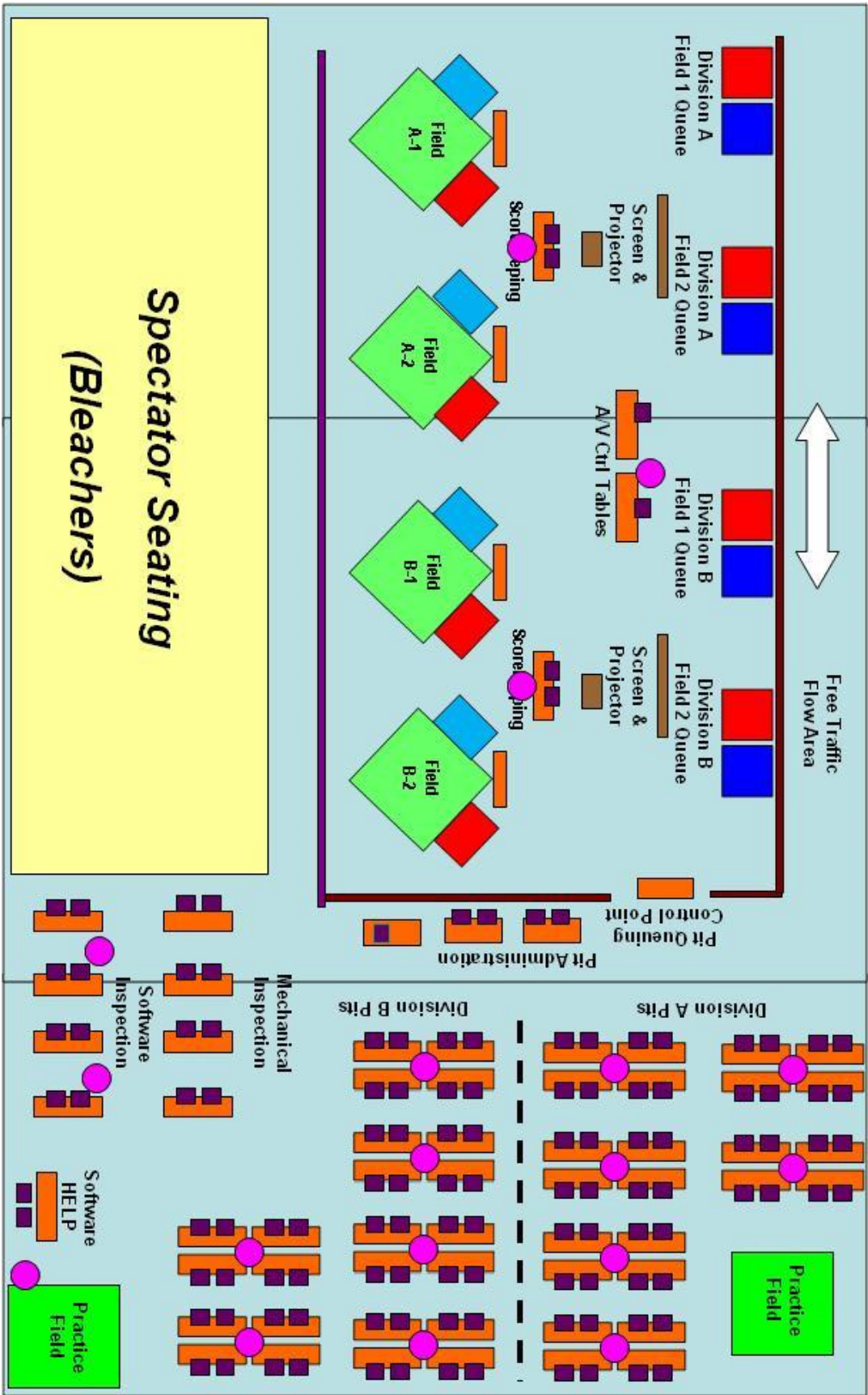
7:00	Arrival Time for Volunteers
7:30	Early Bird Arrival - Teams Arrive and go to Registration / Inspection
8:00	Doors Officially Open - Teams Arrive and go to Registration / Inspection
8:15	Practice Fields Available for Teams Passing Inspection
8:25	Welcome - Early Day Announcements
8:45	Registration Closes
9:15	Final Team List to the Scoring Table. Qualifying Matches Set Priority Inspection for critical teams taking place during Opening Ceremonies
9:30	Drivers Team Meeting (including Coaches) on the Fields
10:15	Teams for Match #1 and #2 are queued into Field Positions Teams for Match #3, #4 are in Field Queues
10:20	All those involved in Opening Ceremonies are in place
10:30	Opening Ceremonies begin Speakers - NJIT, FIRST, PSE&G
11:00	Start of Qualifying Matches 48 Teams in Tournament = 24 Teams per Division (24 Teams x 5 Matches / 4 Teams per Round) = 30 Rounds 30 Rounds @ 6 Minute Cycle Time = 180 Minutes = 3 Hrs First 15 Rounds Complete in ~ 1.5 Hours
11:00	Participants in PTC Challenge will attend their 11am or 11:45am appointment for on-site modeling.
12:30	Break for Lunch NOTE - Matches may continue during lunch, if needed, to stay on Schedule
1:00	MC and Game Announcer call teams for restart of Game Teams for first Matches after Lunch are Standing By
1:15	End of Lunch
1:15	Remaining Participants in PTC Challenge will attend their 1:15pm appointment for on-site modeling.
1:15	Qualification Matches Resume Final 15 Rounds Complete in ~ 1.5 Hours
2:45	Qualification Matches Complete - Ranking Available
3:00	Alliance Selection Selection of Two 3-Team Alliances per Division
3:15	Semi-Final Elimination Rounds Begin Match #1 = 2nd Seed vs 3rd Seed Match #2 = 1st Seed vs 4th Seed 6 Games x 8 minutes = 48 minutes)
4:00	Division Finals Round Begin (1 Game, 3 Rounds Max, 24 Minutes)
4:30	Championship Finals Round Begin (1 Game, 3 Rounds Max, 24 Minutes)
5:00	Closing Ceremonies Commence Competition Awards and Judged Awards PTC Challenge Awards
5:45	Planned End of Event

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February 12, 2012 - Judges Schedule

7:00		Arrival Time for Volunteers	
7:30		Early Bird Arrival - Teams Arrive and go to Registration / Inspection	
7:45		Orientation Meeting for Judges	
8:00		Doors Officially Open. All Judges on-site	
8:15	Early Bird	Judged Interviews Begin	8 Teams
8:35		Interview 2 (for Judge Panels a - h)	16 Teams
8:55		Interview 3 (for Judge Panels a - h)	24 Teams
9:15		Interview 4 (for Judge Panels a - h)	32 Teams
9:35		Interview 5 (for Judge Panels a - h)	40 Teams
9:55		Interview 6 (for Judge Panels a - h)	48 Teams
10:20		Interviews completed - Judges head for Opening Ceremonies	
10:30		Opening Ceremonies Speakers - NJIT, FIRST, PSE&G	
11:00	Contingency	Oppty to Interview any team missed	8 Teams
11:00		Judge(s) involved in the PTC Challenge break off to support the Challenge	
11:20		Each Panel of Judges identifies their top candidates for each Award Engineering Notebooks are available for continuing Judge Review	
11:50		Most Judges can observe pre-Lunch Qualifying Matches	
12:30		Break for Lunch	
1:00		Judges have Opportunity to visit Pits and watch Matches (60 minutes)	
2:00		Judges deliberate to reach initial consensus on each Judged Award Input from Pit & Arena Judges incorporated	PTC Challenge Judge(s) return
2:45		Opportunity to visit Pits and watch Matches Pit & Arena Judges witnessing Elimination Rounds Opportunity to witness any controversial award nominees	
3:30		Meeting to form Final Consensus on Awards Input from Pit & Arena Judges incorporated	
4:15		Begin Writing Scripts	
5:00		Closing Ceremonies Commence Competition Awards and Judged Awards	
5:45		Planned End of Event	

Tournament Layout



Competing Teams – February 12, 2012

110	MFS Foxes	Moorestown, NJ
118	Steel Hornets	Emmaus, PA
119	Panther Cats	Paterson, NJ
207	Critical Mass	Englewood, NJ
237	MFS Hawks	Moorestown, NJ
247	The Game	Sparta, NJ
248	Fatal Error	Sparta, NJ
251	Mech-alodons	Cliffside Park, NJ
391	Mighty Irish	Lawrenceville, NJ
755	Greenwave	Morristown, NJ
2753	Team Overdrive	Bridgewater, NJ
2825	SWAG	North Brunswick, NJ
2864	Bounty Hunters	Brooklyn, NJ
3415	Lancers	Livingston, NJ
3539	Say Watt?	Edison, NJ
3567	Fear the Gear	Chatham, NJ
3568	Ice Wolves	North Brunswick, NJ
3724	PCTI Bulldogs	Wayne, NJ
3774	Hive Voltage	Bayonne, NJ
3944	Team Mercury	Hightstown, NJ
3983	Highlands Robotics	Allendale, NJ
4077	MASH	Chester Springs, PA
4080	RoboRex	Yorktown Heights, NY
4083	Cyber Lions	Watchung, NJ
4102	CHS Cougars	Maplewood, NJ
4185	Silver Soldiers	North Coventry, PA
4215	Hypnotic Robotics	Oradell, NJ
4220	Landroids	Livingston, NJ
4248	The Onions	Glen Rock, NJ
4301	Tigers	Mount Holly, NJ
4311	Watt the Hex	Edison, NJ
4326	Basement Lions	Bronx, NY
4347	NanoGurus	Morris Plains, NJ
4390	FTC STORM Robotics	Marlton, NJ
4486	Mad Science	Madison, NJ
4500	MFS Falcons	Moorestown, NJ
4890	Hive Voltage 2.0	Bayonne, NJ
4936	Sparks	Princeton Township, NJ
5078	Omegatron	Lake Hiawatha, NJ
5169	Watt's Up	Edison, NJ
5205	SyBorgs	South Brunswick, NJ
5212	Megahertz	Cliffside Park, NJ
5258	Tornadoes	Trenton, NJ
5354	Oratory Prep	Summit, NJ
5398	Robotux	Holmdel, NJ
5665	Cavaliers	Livingston, NJ

UNITED STATES FOUNDATION FOR THE INSPIRATION AND RECOGNITION OF SCIENCE AND TECHNOLOGY
(FIRST®)

CONSENT AND RELEASE AGREEMENT

Participant Name: _____

If Participant is under 18 years of age, Parent/Guardian Name: _____

Participant Date of Birth if under 18 years of age [MM/DD/YYYY]: _____

Participant Address: _____

Participant Email (If Participant is under 18 years of age, Parent/Guardian Email): _____

The Participant identified above ("Participant") desires to participate (as a team member, coach, mentor, judge, or in some other manner) in the FIRST® Robotics Competition, FIRST Tech Challenge, FIRST LEGO® League, Junior FIRST LEGO League, or another FIRST program (the "Programs"). As a condition of allowing Participant to participate in a Program, United States Foundation for Inspiration and Recognition of Science and Technology ("FIRST") requires that the Participant (by his or her Parent/Guardian if under 18 years of age) agree to the terms of this Consent and Release Agreement.

1. Participant (and the Parent/Guardian of a Participant under 18 years of age) understands that participation in the Program will expose Participant to risks of injury including, without limitation, injury from: building, lifting, and using electrical/mechanical robots and robot components; using tools; other participants; dancing and other associated activities. Participant (and the Parent/Guardian of a Participant under 18 years of age) understands that FIRST does not select, employ, supervise or otherwise exercise authority or control over the coaches, mentors, and other participants in the Program. Participant, if 18 years of age or older, acknowledges and agrees that he/she is primarily responsible for his/her safety. The Parent/Guardian of a Participant under 18 years of age acknowledges and agrees that the Parent/Guardian is primarily responsible for the Participant's safety and that the Parent/Guardian will monitor, as appropriate considering the age of the Participant and other factors, the Participant's participation in the Program.
2. **In consideration for FIRST allowing the Participant to participate in a Program, Participant (and the Parent/Guardian of a Participant under 18 years of age for and on behalf of the Participant and the Parent/Guardian) assumes all risk of such participation and hereby releases FIRST and (except as expressly provided below) all of FIRST's directors, officers, employees, volunteers, and agents from any and all claims for any injury of any kind to the Participant (and the Parent/Guardian) or other damages that may occur as a result of the Participant's participation in the Program, including without limitation any injuries or other damages that may be caused by the negligence of FIRST or negligence of any of FIRST's directors, officers, employees, volunteers, or agents (including without limitation negligently failing to adequately investigate or screen coaches, mentors, volunteers, etc.), and agrees not to file any lawsuit or otherwise make any claim against FIRST or any of FIRST's directors, officers, employees, volunteers, or agents for any such injury or other damages. The Participant (and the Parent/Guardian of a Participant under 18 years of age) does not hereby release any claims against any individual person who intentionally causes injury to the Participant.**
3. Participant (and the Parent/Guardian of a Participant under 18 years of age) understands that photographs, videotapes, and other recordings will be made of participants in the Programs, including the Participant. Participant (and the Parent/Guardian of a Participant under 18 years of age) consents to those photographs, videotapes, and other recordings and the use thereof (i) as part of a record of the Program and (ii) to promote FIRST and the Programs.

Participant (and the Parent/Guardian of a Participant under 18 years of age) has read this document and understands that this Consent and Release Agreement includes a waiver of the right to make injury claims that is intended to be legally binding. By signing below, Participant (and the Parent/Guardian of a Participant under 18 years of age) agrees to this Consent and Release Agreement.

Signature (of Participant if 18 years of age or older or Parent/Guardian if Participant under 18)

Printed name of person signing

Date

Venue Information

Driving Directions to NJIT

Using GPS? A good search address is [NJIT, 154 Summit Street, Newark, NJ 07102](#)

Garden State Parkway (GSP): Take exit 145 to Route 280 East, then follow Route 280 East directions.

New Jersey Turnpike: Take exit 15W to Route 280 West, then follow Route 280 West directions.

Route 280 West: After drawbridge, take Exit 14B (Broad Street/MLK Blvd.). At bottom of exit ramp, make a left. Go one block to stop sign. Make a left on MLK Blvd. Go five lights to Warren Street. Make a right on Warren Street. Go two blocks to Colden Street. Make a left on Colden Street.

Route 280 East: Take Exit 13 (First Street/Newark). At light, make a right on First Street. Go three lights to W. Market Street. Make the soft left on W. Market Street. Go four lights to MLK Blvd. Make a left on MLK Blvd. Go one light to Warren Street. Make a left on Warren Street. Go two blocks to Colden Street. Make a left on Colden Street.

Route 1 & 9 North & South: Take exit marked Newark, Route 21 (McCarter Highway). Get in the right lane on the bridge and take the Broad St. exit. Go about 1 mile. Make a left on Court Street. Make a right at third light on MLK Blvd. Make a left at fifth light on Warren Street. Go two blocks to Colden Street. Make a left on Colden Street.

Route 78: Take Route 78 to the Garden State Parkway. Follow GSP directions.

Route 22: Take Route 22 to Route 21 North. Follow directions for Route 21 North.

Route 21 North: Get in the right lane on the bridge and take the Broad St. exit. Go about 1 mile. Make a left on Court Street. Make a right at third light on MLK Blvd. Make a left at fifth light on Warren Street. Go two blocks to Colden Street. Make a left on Colden Street.

Route 21 South: From 21 South, turn right on Bridge Street shortly after passing beneath Route 280 overpass. Turn left on Broad Street. Go one block and turn right on Washington Place. Go one block and turn left on Halsey Street. Go one block and turn right on Central Avenue. Make the third left on MLK Blvd. At first light, turn right on Warren Street. Go two blocks to Colden Street. Make a left on Colden Street.

New York Thruway: Thruway to Exit 14A, Garden State Parkway. Follow GSP directions above.

George Washington Bridge: NJ Turnpike South to Exit 15W. Follow Route 280 West directions above.

Lincoln Tunnel: West on Route 3 to NJ Turnpike South to Exit 15W. Follow Route 280 West directions above.

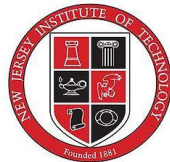
From Brooklyn, Queens and Long Island: Take Verrazano-Narrows Bridge (Interstate 278) and follow 278 across Staten Island. Cross Goethels Bridge. Follow signs to New Jersey Turnpike North then follow New Jersey Turnpike directions above.

NJIT Map of Campus

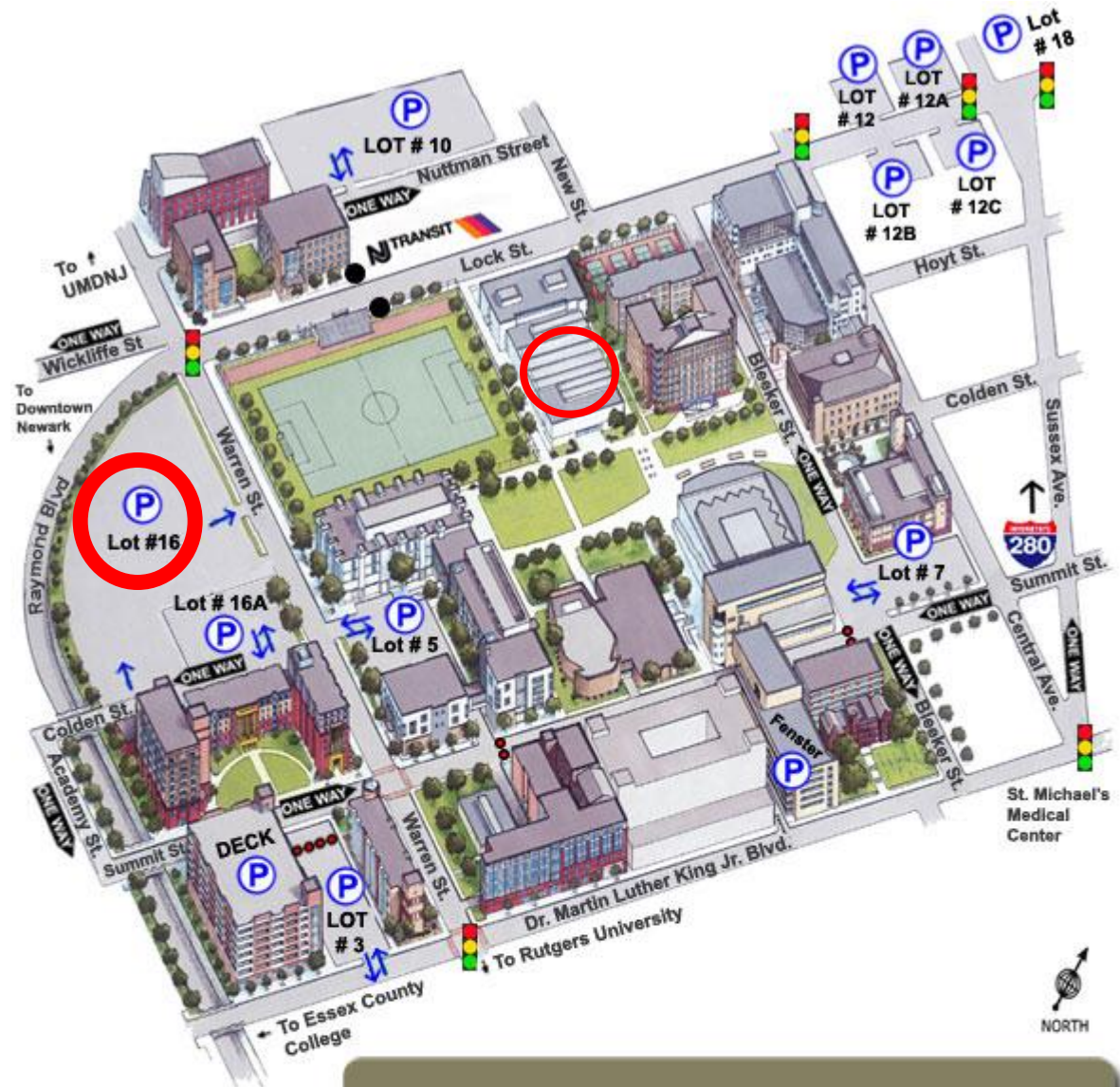


- **Competition will be held at #25 Zoom Fleisher Athletic Center**
- **Judging will be held upstairs at #2 – Campus Center**
- **Food Court and Pizza are downstairs at #2 Campus Center**

1. Campbell Hall
2. Campus Center
3. Central Avenue Building
4. Colton Hall
5. Cullimore Hall
6. Cypress and Redwood Residence Halls
7. Fenster Hall
8. Eberhardt Hall
9. ECE Building
10. Enterprise Development Center 2
11. Enterprise Development Center 3
12. Faculty Memorial Hall
13. Guttenberg Information Technologies Center
14. Kupfrian Hall
15. Laurel & Oak Residence Halls
16. Lubetkin Field
17. Mechanical Engineering Center
18. Microelectronics Center
19. Student Mall & Parking Deck
20. Weston Hall (College of Architecture and Design)
21. Campus Green
22. Tiernan Hall
23. Van Houten Library
24. York Center for Environmental Engineering and Science
25. Zoom Fleisher Athletic Center



NJIT Map of Campus - Parking



- **General Parking for the NJ FTC event will be in Lot #16**
- **Details on Bus Parking and Drop Off to be provided when available.**

Student Parking:

Lot 10
Lot 16
Lot 18
Parking Deck

Faculty & Staff Parking:

Lot 3
Lot 5
Lot 7
Lot 10
Lots 12 thru 12 C
Lot 16A
Lot 18
Fenster Hall Parking Level 1 & 2
Parking Deck

EDC & CHEN Parking:

Lot 10
Lot 18
Parking Deck

Reserved Faculty & Staff Parking

Fenster Hall Parking Level 1

Pre-Arranged Visitor Parking

Lot 7
Lot 18
Parking Deck

Newark Subway - NJ Transit

Warren Street Station

(Valid NJIT parking permits required in all lots)



NJIT