



# Pennsylvania 2020-2021 FTC Season Kickoff





## Welcome!

Pennsylvania 2020-2021 FTC Season

 We'll discuss what's similar, what's different from the past seasons, and the practices and tools that FIRST is providing to help us have a great season in these challenging times

Game Reveal

- We welcome you to join FIRST HQ for the FTC Kickoff Celebration and Game Reveal at noon.
- <u>https://www.firstinspires.org/robotics/ftc/game-and-season</u> and click *Watch LIVE* on *FIRSTtv*





# Agenda

- Extended FIRST Tech Challenge Season
- Event Types
- Pennsylvania Official Competitions and Advancement
- Leagues
- Traditional (In-Person) Events Safety First!
- Remote Events
- Remote Event Robot Competition
- Remote Event Judging
- Remote Event Support Tools and Documentation
- Additional Material for you to review at your leisure





## Extended FIRST Tech Challenge Season

- PA event calendar adjusted to take advantage of the extended season:
  - Workshops: September through November
  - Scrimmages: December through early February
  - League Meets: Mid-February through March
  - League Tournaments: April
  - PA FTC Championship: mid-May
  - <u>http://www.ftcpenn.org/ftc-events/2020-2021-season</u> for details
- FIRST Championship (in Detroit) in early August





## **Event Types**

- Pennsylvania FTC Scrimmages, Meets, and League Tournaments will be *Remote Events.*
- The Pennsylvania FTC Championship is currently planned to be held as a *Traditional (in-person) Event*.
- For the 2020-2021 Season, participation in the Pennsylvania FTC Scrimmages, League events, and Championship Tournament is limited to Pennsylvania FTC Teams.





## **Pennsylvania Official Competitions and Advancement**

- We are using a League model instead of Qualifiers this season
- League events consist of **Meets** and a **League Tournament** 
  - Teams compete in at least 2 Meets to be eligible to compete in the League Tournament
  - Teams advance from League Tournament to State Championship
- Teams advance from PA State Championship to FIRST Championship in Detroit (planned for early August)
- Participation in Pennsylvania FTC Scrimmages, League events and Championship Tournament is limited to Pennsylvania FTC Teams





#### Leagues

- Teams are assigned to a League based on their county
- A League Tournament can be considered equivalent to a traditional Qualifier
- There will be 4 Remote Meets and 1 Remote League Tournament per League
- Teams must compete in at least 2 of their Meets to be eligible to compete in their League Tournament, though teams are encouraged to participate in as many of their League Meets as they can
- Each team will compete in *6 Matches* per Remote Meet; there is no judging at Meets
- Remote League Tournament consists of 6 Matches and Remote Judge Interviews
- Order of Advancement per *GM 1 Remote Events*, section 6.2
  - Judged award, highest ranked team, judged award, highest ranked team, etc.





## Traditional (In-Person) Events – Safety First!

*Safety First:* We all will follow CDC, PA state, community, school/facility and FIRST guidelines, including but not limited to:

- Masks to be brought and worn by all attendees and staff at all times
- Maintain social distancing
- Limited team and total gathering size
- Regular surface cleaning
- Signed 2020-2021 FIRST Consent and Release required
- Subject to change based on COVID-19 protocols in place at the time of the events





## **Remote Events**

- The FTC Remote Event option developed for regions under social distancing restrictions
- Remote Events are designed to be as close to Traditional Events as possible
- Event registration & payment collection through ftcpenn.org website... similar to what you've done for Traditional Events
- Teams compete with their robot individually on their home field, and are interviewed and compete for the same judged awards as in Traditional Events
- Remote Events will be scheduled over a window of time as opposed to a single day to allow flexibility for both judging and robot match play
- Merit based progression all the way through to World Championships in both Remote Event and Traditional Event options





## **Remote Event Robot Competition**

- Ultimate Goal was designed to allow teams to play solo, in their robot/lab area, using a 2/3 field boarder and ½ game
  - For Remote Events, scores and **standings will be based on total points scored by the team** in 30 second autonomous and 2:00 minute teleoperated periods
  - In Traditional Events standings will be based total points scored by Alliance
  - **Penalties will deduct from score** of team incurring the penalty (can't go below zero)
  - No leaderboard during the Remote Event windows
- Registered teams will be provided access to the official cloud-based FTC Live Scoring Software
  - Teams can use this scoring tool anytime in practice mode
  - Within teams' Remote Event windows, same tool used, just select "official match"
  - Six official matches will be scored and uploaded to teams' Remote Event over their window

# **Remote Event Robot Competition (continued)**

- Teams will be responsible for honestly and accurately scoring their official matches
- A coach, team member or adult familiar with rules and scoring will record match scores
- Paper based scoring will be available for teams without internet access at their robotics lab
- Teams are encouraged, but not required, to share videos of their robots in action
- Opportunity to all of us to focus on FIRST's core values!
  - Its why we're here it underscores the high expectations we have for our students, coaches, and volunteers.
  - Its why there are over \$80M in scholarships and sponsors who help make this all happen (and want to hire FIRST alumni)



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# **Remote Event Judging**

- Process mirrors Traditional Event judging as much as possible
- Teams will be scheduled for video judging sessions
- Teams can join their judging session as a group of individually based on local rules and team needs
- Five-minute team presentation followed by ten-minute judge Q&A
  - Additional time will be allowed to ensure video connections are made properly
- Teams will be requested to share four pieces of information
  - Engineering Notebook portfolio (instead of full Engineering Notebook)
  - Control Award submission form including video link of robot playing a non-official match
  - Team Summary description of team
  - Judging feedback request form if teams want judge feedback
- Judge deliberations and award just like Traditional Events, just via video conferencing





## **Remote Event Support Tools and Documentation**

- Remote Event Hub
  - to be released by FIRST, date TBD
- FTC Live Cloud Software
  - to be released by FIRST, date TBD
- Pennsylvania *League Fields*
- Game Manuals





## Remote Event Hub

- FIRST is creating the FIRST Remote Event Hub, a comprehensive platform built for regions that will continue to face disruptions caused by the COVID-19 pandemic
- The FIRST Remote Event Hub is for the FIRST LEGO League and the FIRST Tech Challenge programs to facilitate Remote Events around the world.
- This tool will allow for Partners to manage teams and volunteers for Remote Events, assign roles, and facilitate team judging.





## FTC Live Cloud Software

- FTC Live Cloud software is a cloud based scoring system for use by registered FTC teams
- Allows teams to score their remote matches during the Remote Event window
  - In Pennsylvania, we are planning to use a 3-day Remote Event window (Fri-Sun) for Remote Events
- Can be used by FTC teams to practice anytime practice scoring and robot play
- Teams can score via paper initially if they do not have a reliable Internet connection where their competition field is. They will then enter their recorded match scoring information once they can access the FTC Live Cloud software (before Remote Event window closes Sunday night).





## Pennsylvania League Fields

- A field and game elements will be available for at least each League for teams to use to play their matches for their Meets and League Tournament
- Using the League Field is an alternative to a team purchasing the game elements and field supplies themselves
- Plan is to livestream the matches at League Fields
- Thank you to the coaches who offered to host League Fields. As we get closer to needing them, we will host calls to discuss safety requirements based on the current COVID-19 guidelines.





#### **Game Manuals**

- There are slight differences in the competition rules and game rules between Traditional Events and Remote Events
- For readability, FIRST published separate Game Manuals for each event type







# Thank You!

- Thank you for your attendance and all that you do! We are looking forward to an innovative season during these challenging times.
- If you have any questions about the season, please feel free to send us an email - or better yet post them in Slack (if you have a question most likely many others have the same question).
- Please remember to attend the FIRST HQ FTC Kickoff Celebration and Game Reveal at noon!
- <u>https://www.firstinspires.org/robotics/ftc/game-and-season</u> and click Watch LIVE on FIRSTtv

# **Additional Material**





## League Tournament Ranking Calculation

- Remote League Tournament rankings are based on the top ten (10) Matches from all previous league meets plus the top five (5) Matches from the League Tournament
- Remote League Tournaments do not have an elimination round
- Teams with fewer than fifteen (15) total Matches after the Qualification Matches at the League Tournament have been played will only be ranked on the Matches that they have played.





# **Competition Rankings**

Each Team at a competition is ranked according to the following sort order:

- 1. Total Ranking Points; highest to lowest, then
- 2. Total TieBreaker Points (TBP1); highest to lowest, then
- 3. Total TieBreaker Points (TBP2); highest to lowest, then
- 4. Random electronic selection Ranking Points and TieBreaker Points are awarded at the end of each Match.

# **Competition Rankings (continued)**

Ranking Points / Total Ranking Points

- *Remote Events*: The **Team's final score** for a Match is used as their Ranking Points.
- *Traditional Events*: Team receives their **Alliance's final score** for a Match as Ranking Points.
- Total Ranking Points is the **sum of the Ranking Points** of all non-Surrogate Matches that a Team plays in a tournament.



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# **Competition Rankings (continued)**

TieBreaker Points 1 (TBP1)

- *Remote Event*: Team receives **their Autonomous Period score** as their TBP1.
- *Traditional Event*: Team receives their Alliance's Autonomous Period score as their TBP1.
- Total TBP1 is the sum of the TBP1s of all non-Surrogate Qualification Matches that a Team plays in a Tournament.

TieBreaker Points 2 (TBP2)

- *Remote Event*: Team receives **their End Game specific task score** as their TBP2.
- Traditional Event: Team receives their Alliance's End Game specific task score as their TBP2.
- Total TBP2 is the sum of the TBP2s of all non-Surrogate Qualification Matches that a Team plays in a Tournament.



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