

Artifact Retrieval

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Note that this is a suggestion and not a required role

Possible Position Description:

This crew is responsible for promptly recovering artifacts that leave the playing field and safely returning them to the designated re-entry zone to maintain continuous game flow.

Purpose:

To alleviate the pressure from other field personnel with artifact retrieval so key volunteers can focus on the match in progress.

Rules:

Must not be closer than 2ft away from the field when catching/retrieving artifacts.

Field Additions:

A 2ft quarter-circle from the goal corners of the field - taped out. Start from one end of the goal, make a 2ft mark straight out, then move to the corner, do the same, then go to the last side and make a mark, then create the shape as shown in the example [Figure 1](#) and [Figure 2](#) included below.

Recommendations:

Two per goal (4 per field (can transfer from field to field)) seems to be a good number. My current recommendation is to have four artifact retrieval volunteers and two field re-setters for a classic two field tournament. In total, this makes 6 artifact retrievers/field re-setters

Retrieval Rules:

Artifacts must be returned to the black artifact containment box of the opposing alliance that missed the goal. Read Game Manual 10.8 and G432 as shown in [Figure 3](#) and [Figure 4](#). Retrievers may not interact with any artifact until it has fully left the arena.

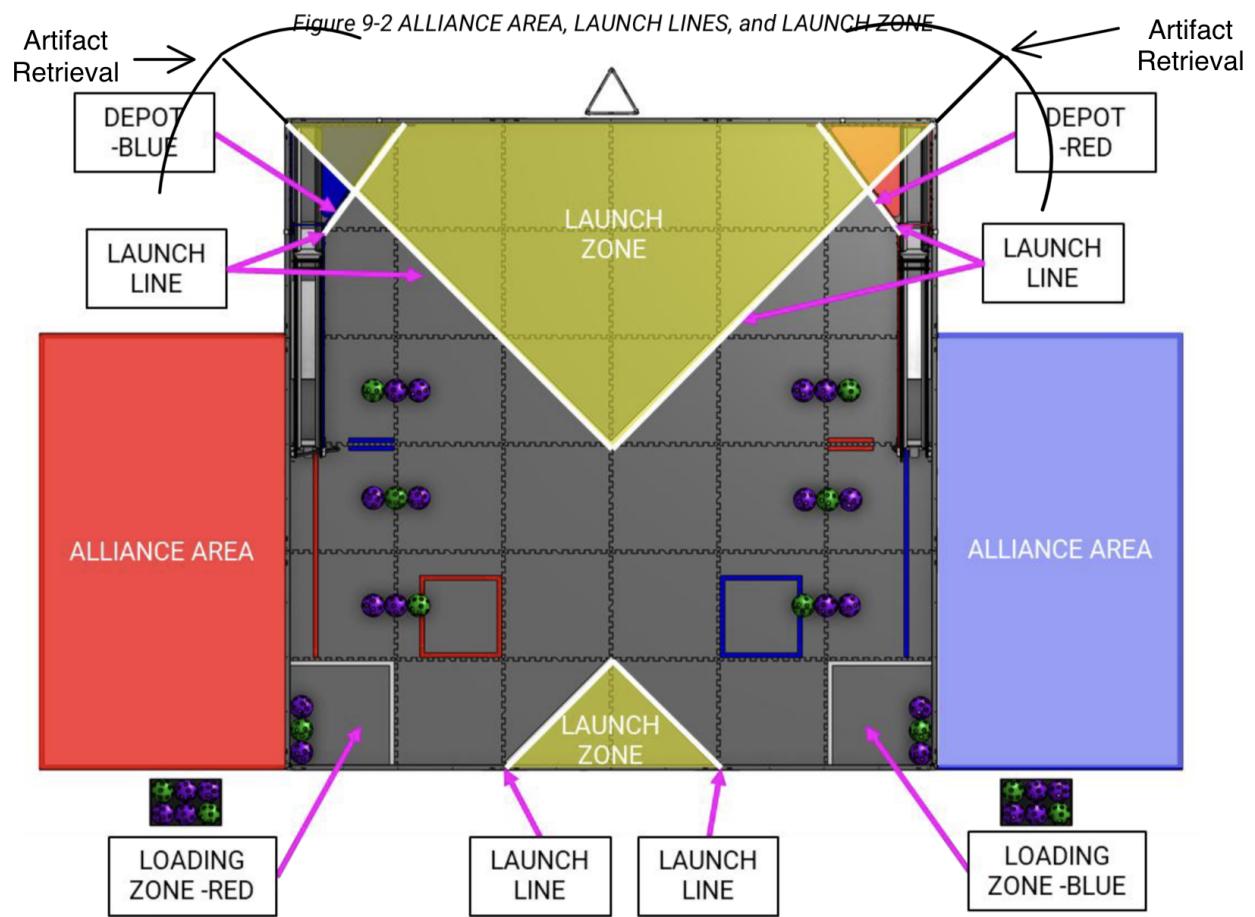
Utilities:

- [This PDF](#)

- [My YouTube training video](#)

The next three figures show the positions of the Artifact Retrievers and the Artifact Storage boxes. Red corresponds to retrievers, and blue corresponds to the locations of the boxes. These pictures are all similar, but show the process of how the artifact retrieval position flows, please watch the video linked in Utilities if you have any other questions.





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Figure 1: Example tape zones

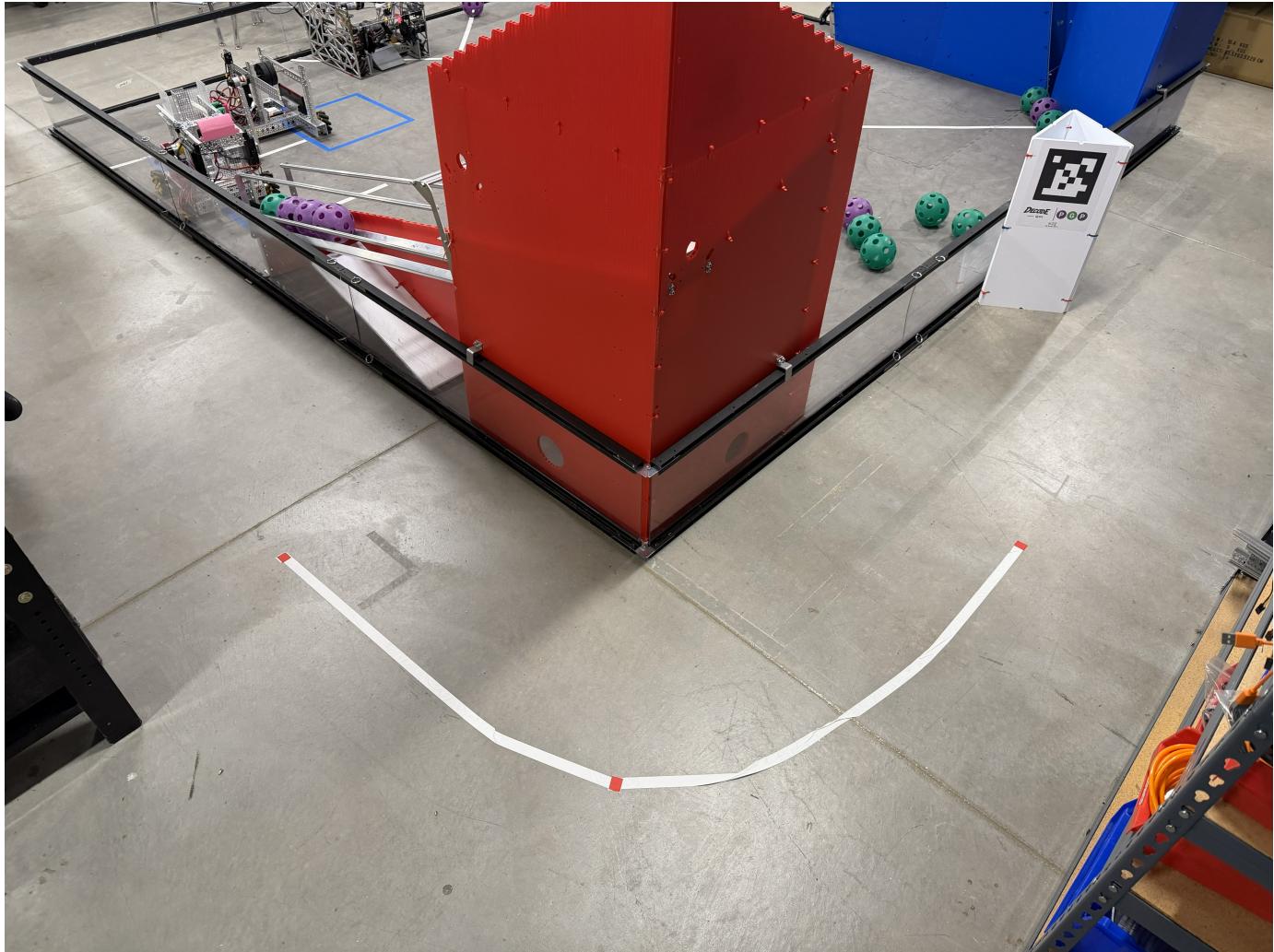


Figure 2: Example taping on full field

10.8 Other Logistics

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SCORING ELEMENTS that leave the FIELD will be returned to the closest ARTIFACT tray or available DRIVER or HUMAN PLAYER at the earliest safe opportunity by FIELD STAFF. Reintroduction of SCORING ELEMENTS must follow rule [G432](#).

Figure 3: Rules in 10.8

G432 Humans, only meddle with ARTIFACTS in the LOADING ZONE. DRIVE TEAM members may only introduce ARTIFACTS to, remove ARTIFACTS from, or move ARTIFACTS within the LOADING ZONE and only the LOADING ZONE. Actions must occur:

- A. only during TELEOP,
- B. without using a tool,
- C. without causing an ARTIFACT to enter into the LOADING ZONE from elsewhere on the FIELD, and
- D. without causing an ARTIFACT to leave the LOADING ZONE and enter the rest of the FIELD unless the ARTIFACT is CONTROLLED by a ROBOT as follows:
 - i. ARTIFACT CONTROL begins when the ROBOT is in the LOADING ZONE, and
 - ii. ARTIFACT is still CONTROLLED by the ROBOT when the ROBOT leaves the LOADING ZONE.

Violation: MINOR FOUL per ARTIFACT. MAJOR FOUL per ARTIFACT that enters the open top of the GOAL.

DRIVE TEAM members may load SCORING ELEMENTS into a ROBOT that is partially or fully in the LOADING ZONE.

DECODE is a fast-paced game and teams should practice coordination and communication between the DRIVE TEAM members to avoid unintentional contact between the ROBOT and any humans in violation of [G431.A](#).

Figure 4: Enter G432



