Pit Setup, Inspection and Judging

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Overview

 Objectives: What to bring, how to be prepared to go through inspection and to present to the competition judges

• Topics:

- It's The Pits...(What to bring to competition)
- Look Ma, I passed! (How to pass your first inspection)
- They're Watching You (What the judges are looking for, and how to impress them)



The Pits

- What to bring to a competition
 - Basic tools (screwdrivers, drill, hacksaw, etc)
 - Extra hardware (screws, bolts, yadda yadda)
 - Spare Parts
 - Power strips, safety glasses, gloves, MSD sheets
 - Promotional material (pins, handouts, etc)
 - Shelving/Storage bins
 - Trash bags, broom, dustpan
 - Programming equipment (cables, laptop)
 - Batteries (if not shipped with robot)



The Pits

- Keep your pits clean and organized
- Keep a minimum number of members in the pits at all time. It gets crowded
- Safety goggles AT ALL TIMES



- What is it?
 - All teams must be inspected by tournament officials before competing to ensure that all robots conform to the rules
 - You must bring a Bill of Materials that includes the prices of any non-KOP components
 - Inspection has two parts: The weigh-in/size check and the pit inspection



- Step 1: Weigh-in/Sizing
 - Go to the weigh-in station (usually at one corner of the pits) and wait in line to be weighed.
 - After passing weigh-in, move on to the sizing box line
 - Once you've passed both weight and size checks, sign up for a pit inspection at the inspection table, and then return to your pit



- Step 2: The Pit Inspection
 - An inspector will come to your pit with a checklist (which is available to all teams during build season) and make sure all points are met. You will give your Bill of Materials to the inspector
 - If you passed, you get a sticker on your robot. Congrats, you can now compete!
 - If you didn't pass, follow the inspectors instructions, and then go let the inspection table know that you're ready for a re-inspection



• Samples from the 2007 Inspection Checklist

GENERAL			
ITEM	PASS DESCRIPTION	RULE(S)	COMMENTS
7	Safety and Wedges: No sharp protrusions or edges that could harm players, field or tubes, no entanglement risks, no exposed pinch points, wedge-shaped robot bases that may potentially affect other robots	R03-R06, R32	
8	Energy Sources: No illegal energy sources, battery must be secured	R02	
9	Logos: School and sponsor logo and/or name must be clearly visible	R13	
10	Team Number: Must be clearly displayed on all 4 sides	R14	
11	Panel Signal Device: Must be clearly visible from the front of the robot	R16	
12	Interference Mechanisms: Robot cannot include devices or decoration that may interfere with the vision systems of other robots	ns R33	
13	Decorations: Cannot affect match, cannot broadcast using wireless cow/o clearance from FIRST Engineering, cannot employ 900MHz camero		



Judging

- What is it?
 - Judges will be walking around the pits observing teams and asking them questions
 - Judges will be watching matches, observing the robots in action
 - The Judges use the data they've collected from talking to teams and observing them to determine the award winners and the end of the competition



Judging

- Pit Judging: Tips
 - Judges want to talk to the students, so make sure the students are prepared to talk to the judges
 - If a student doesn't know the answer to the question, they should refer the Judge to someone who does, preferably another student
 - Judges like to see students involved, engaged and working cooperatively!



Judging

- Field Judging: Tips
 - Field Judges are looking for robots who are performing as described
 - Field Judges are looking for teams who are acting gracious and courteous to their alliance partners and opponents



Putting It All Together

- Set up your pit in an organized and orderly manner
- Get inspected, and make any changes necessary so that you pass
- Talk to (and impress) the judges
- Compete!