

Townview FTC Qualifying Tournament Morning Sessions

Inspection Schedule

Group	Table 1	Table 2	Table 3	Table 4
8:15 AM	13916	13783	13552	13542
8:30 AM	13539	13537	13227	13075
8:45 AM	12810	12791	11934	11761
9:00 AM	9256	8811	10756	8565
9:15 AM	10579	10577	10576	10526
9:30 AM	11745	11164	8633	10580
9:45 AM	8514	8114		

Judging Schedule

Session	Panel 1	Panel 2	Panel 3	Panel 4
8:15 AM	8114	8514	8565	8633
8:30 AM	8811	9256	10526	10576
8:45 AM	10577	10579	10580	13552
9:00 AM	11164	13783	11761	11934
9:15 AM	12791	12810	13542	13227
9:30 AM	13537	11745	13075	10756
9:45 AM	13916	13539		

Tournament Preparation Checklist

The Townview FTC Qualifier will be a 26-team event with 33 matches alternating between two fields every 7 minutes. Any delays in getting teams to their fields on time will set the whole event back. Teams and mentors to be prepared and stay "on time" throughout the event, or things will start running late.

So adhere to your inspection schedule and feel free to jump in line if you see any gaps forming in the inspection queues. Particularly if it helps your team avoid conflicts with the Judging Schedule. The Judging schedule takes precedence, so if you run into conflicts, make sure your team gets to their interview first.

COACHES: Don't forget to bring your Team Rosters and Consent/Release forms with you. Any team without a valid roster cannot participate -- any team members without a Consent/Release form on file cannot participate. See the "How to Prep for an Event" blogpost at <http://firsttechchallenge.blogspot.com/2016/11/how-to-prep-for-event.html>.

Judging interviews and Robot Inspection will begin at 8:15am. The most important things are:

1. Be aware of your judging time (above)
2. Have your robot ready for inspection when you arrive
3. Pass robot and field inspection as early as you can
4. Be in the robot queue when it's time for your matches

All inspections need to be completed by 10:15 am. If your team's robot doesn't pass both robot and field inspection by the end of the inspection period, you won't be able to participate in any of the matches.

The very common problems we find during robot inspection are:

- Improper or missing team numbers on the sides of robots (<RG05>). Team numbers must be 2.5" high, at least 0.5" stroke width, a contrasting color from their background, and visible from at least two opposite sides of the Robot.
- No Alliance Flag Holder (<RG04>). Note that this season Alliance Flag Holders must be mounted at the TOP of the robot and the flag clearly visible throughout the match -- it cannot be buried inside the middle of the robot.
- Inaccessible or improper power switch (<RE01>). Note that the switch built-in to the Modern Robotics Core Power Distribution Module is NOT sufficient to be the Main Power Switch this season -- it must be a separate TETRIX, MATRIX, or REV power switch.
- Missing or inappropriate "Main Robot Power" and/or "Robot Initialization" labels (<RE01> and <RG02b>). The labels must be placed on a flat surface -- they cannot be wrapped around corners or cylinders.
- Robots that extend outside of 18" in starting configuration <RG02>.

Again, failure to adhere to any of the above rules (along with the others in the Game Manuals) means your robot will not pass inspection and you will not get to compete.

You should have your team complete and verify the [Robot Inspection Checklist](#) and [Field Inspection Checklist](#) forms PRIOR to arriving at the competition on Saturday morning. That way you and your team aren't surprised when an Inspector says "I'm sorry, your robot doesn't meet such-and-such requirement" and you're left scrambling to hopefully fix things before 10:15am when inspection closes.

What if Our Robot Isn't Ready?

Some teams at this point in the season will find reason to doubt that their robot is ready to run. Or they don't feel prepared for the judging interview. We've seen teams show up to a tournament with a half complete robot and little hope of getting it moving. But they showed up, learned from other teams and worked on their bot - and that deserves respect. More importantly, you will make more progress and learn more things about how to grow your team and improve your understanding than at any other FTC experience. Take advantage of that and even if you feel unprepared, you will come away better prepared for another chance later in the season or get a better start on next year's game.