## **Event Preparation for Teams**

A Discussion-based Coach Session on how to Prepare Teams for (and Manage Teams During) Events

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ROBOTICS EDUCATION & COMPETITION FOUNDATION

VEX ROBOTICS PROGRAMS



### **Discussion on Event Preparation**

#### **Before the Event**

- Preparation
- Robot
- Game Manual
- Notebook/Judging Format
- What to Expect At The Event
  - Students/Parents

#### **During the Event**

- Tournaments
- Team/Adult Interactions
- Judging
- Time Management
- Apps

#### After the Event

- What Did We Learn as a Team?
- Manage Expectations
- Manage Frustrations
- Future Goals
- Documentation

# Before the Event

ROBOTICS

#### Preparation

## **Coach Administrative Responsibilities**

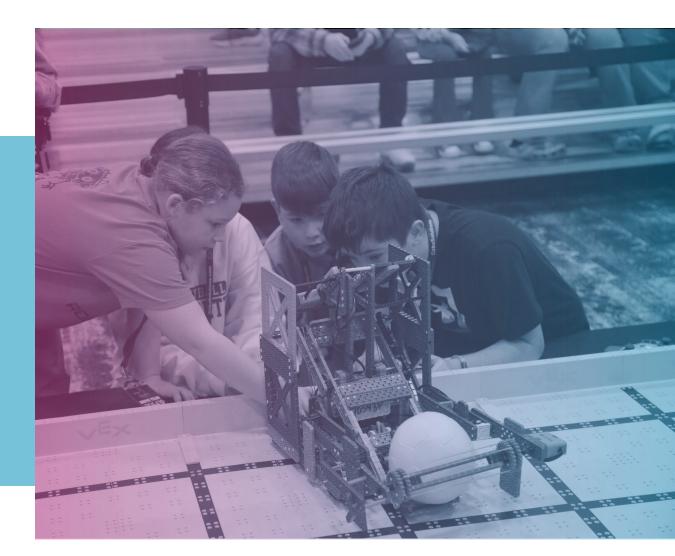
- Register and Pay for Team on Robotevents.com
- Participation Release Forms
- Needs-Based Accommodations
- Budget for number of events to attend
- Register for events & pay before the due date
- Plan Transportation/Field Trip Forms



### Preparation

## **Student Responsibilities**

- Create the team
- Analyze the Game
- Decide on Robot Design/Mechanisms
- Build the Robot
- Stay up to date on the Engineering Notebook
- Prepare autonomous coding
- Create a packing checklist
- Practice! Practice! Practice!



# Preparation Preparing the Robot



Build (at least enough to roll)



- Firmware Updated
- Autonomous Programming for Skills
- Competition Template (V5RC)
- Non-3D Printed License Plates



**Complete Pre Inspections** 

"The robot should be no more complicated than necessary. Keep it simple, make it fun, keep it safe."- Rick Tyler



WILL NEVER HAPPEN

### Preparation Game Manual



# Preparation Notebook/Judging Format

- Choose a format (Physical/Digital)
- Deadline to upload for the tournament
- Keep up to date on the Notebook
- Use the Rubric to help
- Practice Interviews



## Students **Expectations**

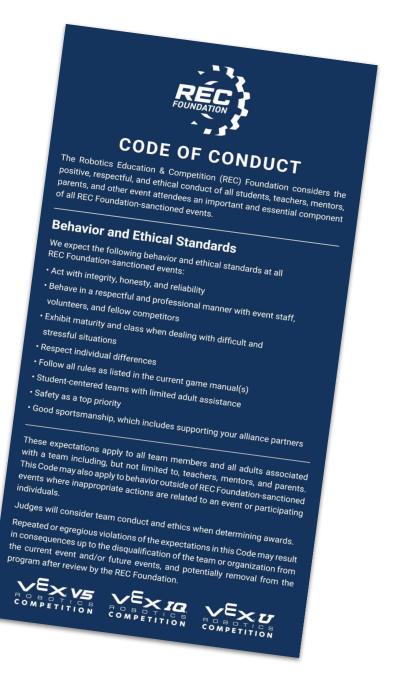
- Team meeting discussing event
- Share CoC & SCP with students
- Drive team responsibilities
- Roles during the event
- Discuss scouting / alliance selection (V5RC) / finals rankings (VIQRC)
- Discuss Goals (not necessarily winning awards)
- VEX STEM Lab Competition 101





## Parents **Expectations**

- Parent meeting guide in REC Library
- Share CoC & SCP with parents
- Behavior Guidelines for Adults
- Parent Letter in REC Library
- Discuss the "Why?"
- parents.vex.com
- audience.vex.com



## Discussion Before the Event



### http://bit.ly/46VKu14

# During the Event

# Expectations At the Tournament

- Check In
- Pits
- Inspection
- Event Meeting
- Driver/Autonomous Skills
- Teamwork / Tournament Matches
- Elimination/Finals
- Judging / Awards
- Cleaning Up



# Expectations Alliance Selection

- Qualification Matches matter (<T12>, <T16>)
- Understand the process (Tournament Definitions)
- Representative must be Present (<T15>)
- No electronic devices (<T15>)
- Understand declining invitation implication (<T16>)
- Arrive prepared / don't take it personally
- Watch <u>YouTube video on Alliance Selection</u>.



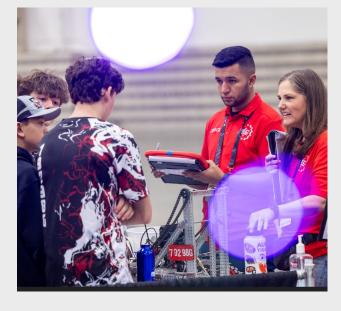


### **Student/ Adult Interactions**



#### Student INTERACTIONS

- Helpful
- Making Connections
- Sharing Ideas
- Discord



#### Adult INTERACTIONS

- Adults in the stands
- Referees
- Judges
- Sponsors

### **Manage Expectations**



#### Matches

Judging



Programming



- Finals/Elimination Bracket
- Be Realistic Yet Flexible



**Execute What You Have Practiced** 

"Success has a price. If you aren't prepared to pay it, you shouldn't expect to achieve it." – Dan Waldschmidt.

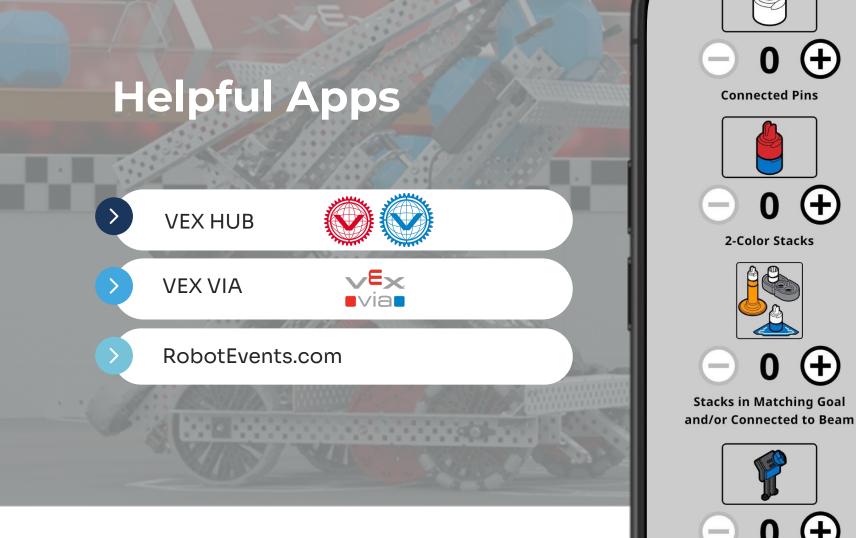


# Responsibilities Time Management



- Plan to execute all tournament elements
- Who is in charge (1 person or shared responsibility)?
- How is this managed?
  - Paper format
  - Digital
  - Top of your head
- Visual Benefits









**Connected Pins** 

2-Color Stacks

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Stacks in Matching Goal

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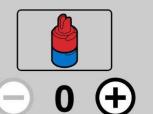
**Cleared Starting Pins** 

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**Connected Beams** 





**3-Color Stacks** 







**Robots Contacting 2+ Scoring Objects** 



СК







**Stacks Placed on Standoff Goal** 



## Discussion During the Event



At the Tournament



Team/Adult Interactions



Manage Expectations



Time Management



Helpful Apps

### http://bit.ly/46VKu14

# After the Event

THIS END UP

FRAGILE

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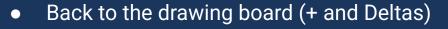
### Post Event What did we learn as a team?



#### Learned from:

- other teams
- $\circ$  other robots
- interviews
- matches

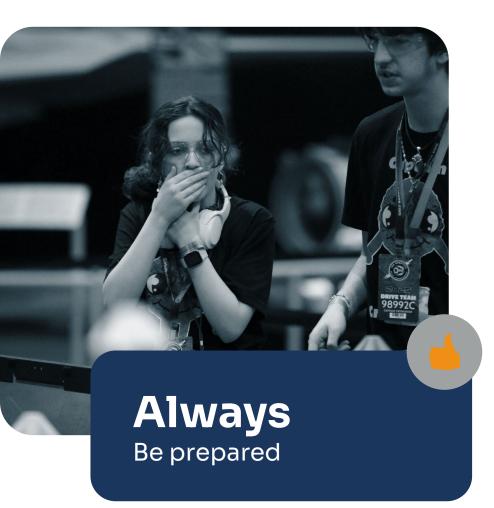
### Next Steps Manage Actual Results



- Frustrations (Can the team affect the outcome?)
- Realistic Next Steps
- Rebuilds (Timeline)
- Other Goals







### Check-list Manage Frustration



Time Management

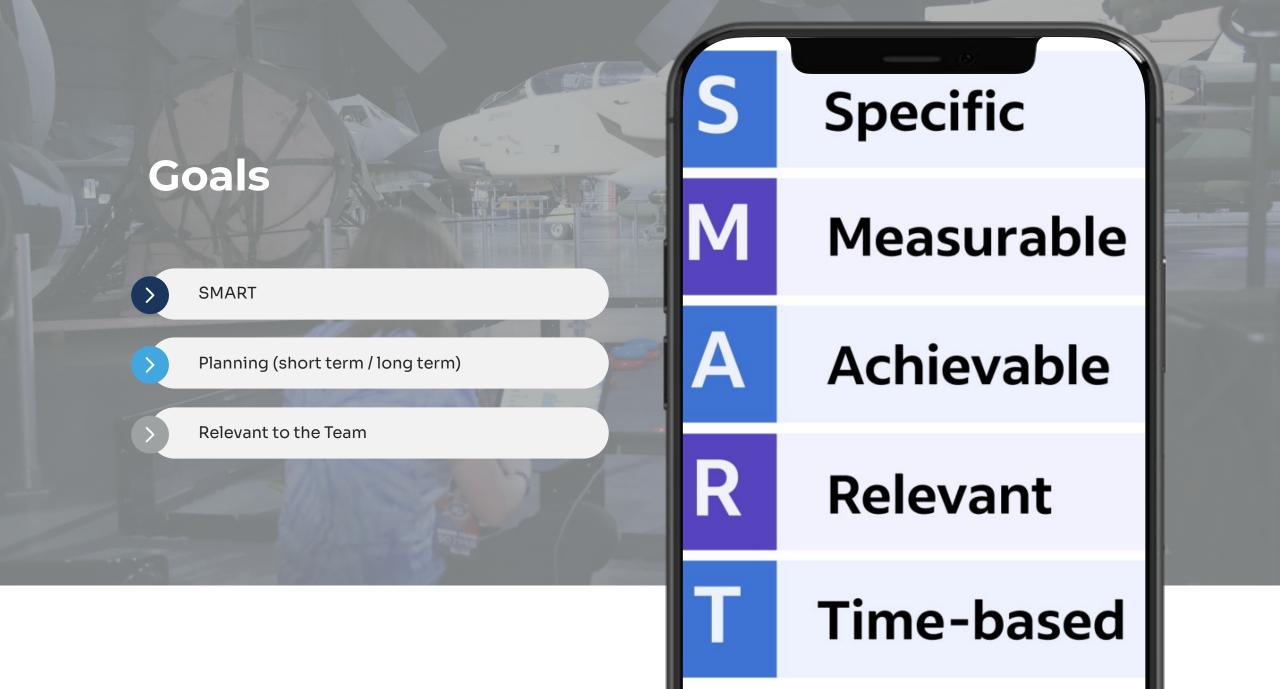


Be Realistic - Yet Flexible



Execute What You Have Practiced

"Success is not built on success. It's built on failure. It's built on frustration. Sometimes it's built on catastrophe." - Sumner Redstone



Helpful Tools

### **Documentation** and Sponsors

**Social Media** 

(Promoting your team)

#### Discord

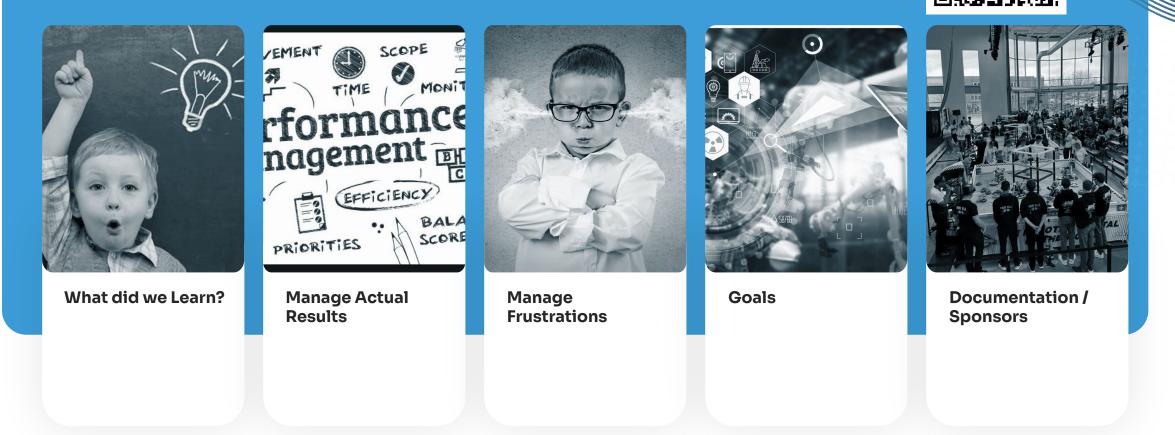
(Sharing / Making friends)

#### YouTube

(Learning / sharing skills)



# Discussion After the Event



### http://bit.ly/46VKu14

### **Final Thoughts**

- How do we as the REC Foundation better support coaches?
- How can coaches better support each other?
- How can teams support other teams?



### Contact

#### We are here for you

Event Partners and coaches are the core of our competition program here at the REC Foundation. Please reach out to us with any questions or concerns. Thank you for all of your support.

#### **Address**

1519 Interstate 30 West Greenville, Texas 75402 Phone & Email 903 401 8088 support@recf.org 27

**Resources** 





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