



PRESENTED BY

BAE SYSTEMS

2025 *FIRST* Robotics Competition Championship Practice Fields

Quick Facts

- **Teams must be fully inspected to use any practice area (Gold Championship Inspection Sticker)**
- Teams must be safe and courteous on all practice areas and follow rules outlined in Section 14
- There are no sensors in the processor and no scoring.
- 2 Formal Practice Fields per Pit Side (2 per Hall A, 2 per Hall E)
 - Both fields are full competition fields
 - Game Pieces are provided, and teams are expected to help with field reset
 - Filler line used on both fields
 - 1 fully wireless field – full matches
 - Teams use their robot radios and play two matches back-to-back
 - 1 fully wireless Field – autos only
 - Teams use their robot radios and play 3 auto mode matches with ~5 minute break in between to allow for minor tweaks to code
- Informal (Playground) Practice Area per Pit Area
 - Consists of multiple wooden Coral Stations, Barges, Processors, and segments of the Reef.
 - Game pieces are not provided for this area
 - Tethered-only operation
 - No auto modes may be run
 - 10 Minute Time Limit

Hours of Operation

Wednesday	Thursday	Friday
12:00PM – 7:00PM	7:15AM - 6:00PM	7:15AM - 6:00PM

Early Shipping Teams

Teams that ship their robot using the FedEx voucher receive early access to the pits on Wednesday and:

- A fast pass that allows the team to skip the line one time on the 'playground' (non-official/wooden) practice fields any day they are open.
- A fast pass that allows the teams to skip the line one time on the official practice fields any day the practice fields are open.
- Note: Fast passes must be used prior to one hour before the day's scheduled closing time, i.e. prior to 6:00PM on Wednesday and prior to 5:00PM on Thursday and Friday.

Miscellaneous

- Practice areas are not available on Saturday.
- Nexus will be used on the Practice Fields to help provide estimated wait times.
- Teams working with a CSA on Control System issues will be given priority in the full match filler lines.
- No production equipment: no match sounds or countdown. Teams will need to monitor the field timers.

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