

FIRST® Championship Practice & Test Areas

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/test areas and follow rules outlined in Section 14
- 2 Formal Practice Areas per Pit Side (2 per Hall A, 2 per Hall E)
 - Both fields are full competition fields
 - Scoring Elements (Fuel) 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
 - There are no counters or sensors in the Hub on the Auto Mode Field.
- 1 Test Area per Pit Side (1 each in both Hall A and Hall E)
 - Consists of multiple wooden Hubs, Towers, Bumps, and Trenches. Field Elements will be divided into areas by type.
 - Scoring Elements (Fuel) 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
12:00 PM – 7:00 PM	7:15 AM - 6:15 PM	7:15 AM - 6:15 PM

Early Shipping Teams

Teams that ship their robot using the FedEx voucher receive:

- A fast pass that allows the team to skip the line one time on the Test Area any day they are open.
- A fast pass that allows the teams to skip the line one time on one of the Practice Areas any day they 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 5:15PM on Thursday and Friday.*

Miscellaneous

- Practice/Test Areas are not available on Saturday.
- Nexus will be used on the Practice Areas 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.
- There will be a small PA System to facilitate a countdown. No match sounds will be available. Teams will need to monitor the field timers.