

Practice Field Attendant Guidelines

This document covers recommendations and best practices for running the Practice Field. Teams should refer to Section 14.6 Practice Areas of the [Game Manual](#) for specific rules and information but snippets are provided below for the volunteers reference.

Practice Areas are intended to allow teams to interact with representative FIELD elements and to test their starting AUTO modes, they are not designed for multiple SCORING ELEMENT AUTO modes or full FIELD play. Although some Practice Fields may provide more space for additional strategy development, ample space for long, full FIELD interaction should not be expected. *FIRST* provides a recommended layout, but events may need to tweak exact placement depending on the space available in the venue. **Teams should not relocate elements from their original locations.** The layout is specifically intended to discourage testing of complex AUTO routines.

Practice Fields are tether-only except for some District Championships and *FIRST* Championship which may choose to run a full Field Management System on a Practice Field.

AprilTags

FIRST is providing a small set of production run AprilTags for the Practice Field. The tags provided for the 2025 Practice Field will include tags 1, 3, 5, and 6. Teams that wish to use other AprilTag IDs for the Practice Field may print copies of other tags to bring with them to events but should not **remove the provided tags**. Printable copies of the field AprilTags can be found on the [2025 Playing Field webpage](#).

SCORING ELEMENTS

FIRST is also providing a minimum of **one** “crosshatch” pattern ALGAE which is representative of the ALGAE used on the competition FIELD. Please take care to ensure teams do not damage this ALGAE or remove it from the Practice Areas, as the supply is limited. Your FTA may be able to provide additional crosshatch ALGAE depending on the available supply. CORAL is not provided and if a team wishes to practice with CORAL, they must bring their own.

HUMAN PLAYERS

HUMAN PLAYERS are welcome to practice throwing ALGAE into the Practice Field NET as long as the area around the BARGE is clear of other ROBOTS and humans to avoid missed shots hitting people or interfering with ROBOT testing. Priority should be given to ROBOT practice over HUMAN PLAYER practice. Teams choosing to practice throwing ALGAE must bring their own ALGAE; the provided ALGAE are for ROBOT use only.

Recommendations

- *FIRST* highly recommends that the practice field closes during the Opening and Closing Ceremonies so that volunteers and teams can participate in the ceremonies.
 - Events may vary, please check with your Volunteer Coordinator for your event’s operating times.
- *FIRST* recommends one of the following methods to maintain the practice field schedule:
 1. Sign up for slots – Teams sign up for a 15-minute time slot to be on the practice field.
 - Filler Line – Should a team not show up for their scheduled time, attendants can offer the time slot to another team waiting.
 2. Line up – Teams form a line and each team is given 15 minutes to practice. Attendants should make sure to monitor time to give all teams equal time.
- Full Fields
 - Some events may have a complete field set up to be used as a practice field. For events that have full fields but are using tether, teams should expect that 2 teams are allowed on half the

field at a time. Practice Field Attendants may allow additional teams provided teams are a safe distance from one another.

- Use your judgement to determine the maximum number of teams allowed on the practice field at one time. This number may be influenced by things like practice field size, venue size, game elements, etc.

Notes

- Report any malfunctions or field damage to the Field Supervisor / FTA.
- Do not instruct the teams to make any changes to their Driver Station or their team Radios. If teams are having difficulty connecting, please contact the FTA, the FTAA, or a CSA.
- Watch for damage to the SCORING ELEMENTS. Should damage occur, do not allow teams to continue practicing. Advise teams that they can enlist Inspectors to help find the problem.
- Do not touch a team ROBOT or OPERATOR CONSOLE unless related to an imminent emergency.
- Instruct injured individuals to report to Pit Admin immediately.
- Please watch that spectators are not in the line of fire of ROBOTS practicing (if applicable).

Rule References

- Per [E601](#), A team may only use the designated event practice areas with a ROBOT that has passed an initial, complete inspection.
- Per [E603](#), Only team members actively working on the ROBOT are allowed to be on the Practice Field.

The intent of this rule is to limit the number of people directly next to ROBOTS that are enabled. The recommendation is no more than 5 members per team, but some events may limit further due to available space.

Teams may have additional team members watching from a distance, provided the venue has space, but those members should be a safe distance from all ROBOTS operating at the Practice Field.

- Per [E604](#), When using a tether on Practice Fields, teams must keep a safe distance from all ROBOTS and moving elements and must not interact directly with the ROBOT when it is enabled

Generally, a safe distance is ~6' (~182 cm) from the ROBOT.

- Per [E605](#), teams must be ready to DISABLE their ROBOT if the ROBOT does not move in the desired direction or in case of safety
- Per [E606](#), teams may not step over the guardrail or climb on, hang from, or damage any FIELD elements.
 - Teams should be given one verbal warning and if the issue continues, their access to the Practice Field may be removed. Please alert the Event Manager and/or Program Delivery Partner if there are repeat issues.