2024 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
- There are no sensors in the Speaker or Amp assemblies.
- 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 tethered-only Field
    - Maximum 4 teams allowed on the Field at once
    - 10 Minute Time Limit
  - 1 fully wireless Field
    - On Wednesday, this field will also be tethered-only
    - On Thursday & Friday, teams use their robot radios and play two matches back-to-back
- Informal (Playground) Practice Area per Pit Area
  - Consists of wooden Speakers, Stages, Amp Stations, and Sources. There will also be full competition stages in a separate queue.
  - Game pieces are not provided for this area
  - Tethered-only operation
  - 10 Minute Time Limit

Hours of Operation

<table>
<thead>
<tr>
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<th>Wednesday (Tether)</th>
<th>Thursday (Tether/Wireless)</th>
<th>Friday (Tether/Wireless)</th>
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<tbody>
<tr>
<td>12:00PM – 7:00PM (will extend if pits remain open late)</td>
<td>7:00AM - 6:00PM</td>
<td>7:00AM - 6:00PM</td>
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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.
- Teams working with a CSA on Control System issues will be given priority in the filler lines.
- No production equipment: no match sounds or countdown. Teams will need to monitor the field timers.