

Field Reset Procedure

Revision History		
Revision	Date	Description
1.0	10/17/2024	Initial Release

Overview

This document outlines the procedures that take place from the end of one MATCH, to the beginning of the next. There are multiple steps that must be taken to ensure team safety, ROBOT collection, FIELD reset, and preparation for the next MATCH to begin. The Field Supervisor (or FTA if no Field Supervisor) and the Head Referee work together to ensure the steps outlined in this document are properly followed to start the next MATCH.

Certify the Scores

When a MATCH ends, the Referee crew is responsible for entering any last minute scoring achievements into their tablets prior to the teams entering the FIELD to collect their ROBOTS. The Head Referee should oversee the Referee crew to ensure this happens quickly and accurately, offer any assistance to Referees that may have questions, and confirm that all scores have been submitted.

If necessary, Referees may remove SAMPLES from the BASKETS to ensure accurate counts. This is not required, however it has the benefit of confirming an accurate score, while also completing part of the field reset procedure. During the verification count, SAMPLES can be thrown (yeeted) directly into the SUBMERSIBLE ZONE as part of setup for the next MATCH.

Removal of Robots

While scores are certified and submitted, the Head Referee must clearly notify all teams to press the stop button on their DRIVER STATION. This is an important safety step as the teams will need to collect their ROBOTS off the FIELD, and in some cases ROBOTS may still be suspended from the RINGS of the SUBMERSIBLE. Pressing the stop button ensures that ROBOT motors will be deenergized when removed from the FIELD.

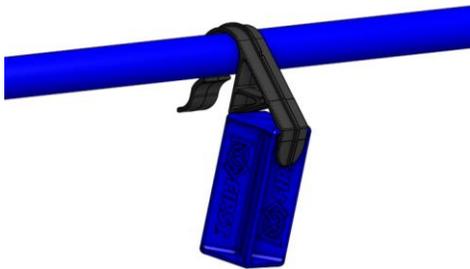
It is not expected that the Head Referee must check that each team has pressed stop. It is the responsibility of the team to follow the Head Referee's instructions, and failing to do so will result in penalties per rule R718.

The Head Referee should verbally announce to the teams when they should enter the FIELD to retrieve their ROBOTS. The Head Referee should also remind teams to check their ROBOT for SAMPLES, CLIPS and SPECIMENS, and to remove them and leave them on the FIELD for the next MATCH.

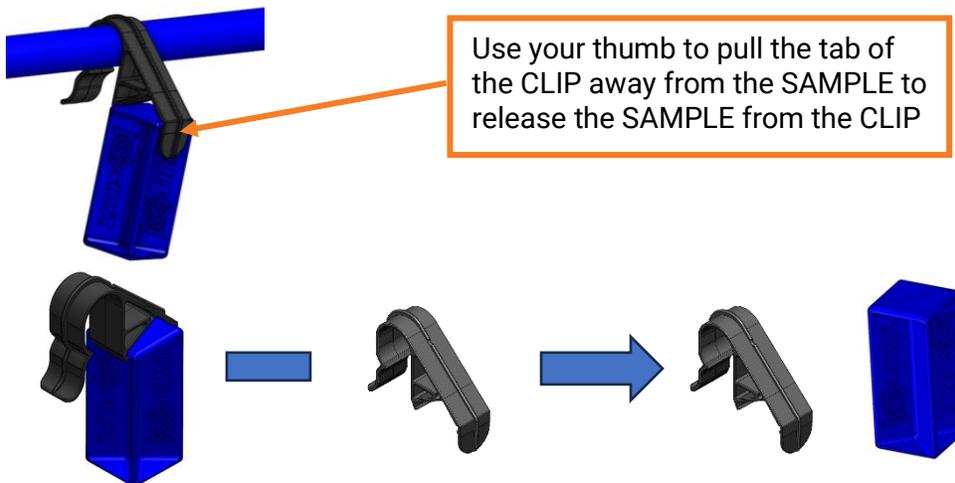
Field Reset Procedure

Field reset is an important part of any competition. There should be at least two Field Reset volunteers per FIELD. The Field Reset volunteers are responsible for quickly and correctly restoring the FIELD back to the original pre-MATCH setup so that the new MATCH can begin. This guide walks field reset volunteers through the steps to break down the FIELD after a MATCH. The diagram in this document provides a visual of what the pre-game setup looks like so that you can successfully reset the FIELD for the next MATCH.

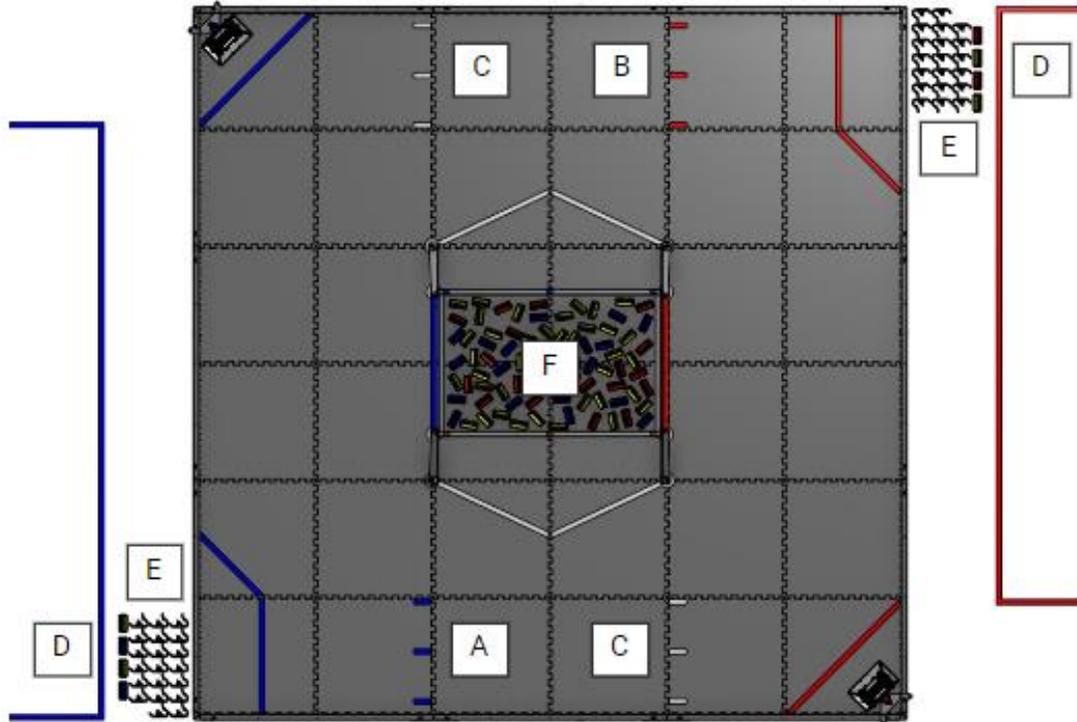
1. Remove SAMPLES from each of the BASKETS and NET ZONES (if not already done by a Referee).
2. Remove SPECIMENS from the red and blue CHAMBERS.



3. Remove the CLIP from the SPECIMENS



4. Reset the FIELD in the following order:



80 SAMPLES (20 red, 20 blue, and 40 neutral) and 40 CLIPS that are staged as follows:

- A. Blue ALLIANCE SAMPLES – 3 blue SAMPLES are placed on each of the 3 SPIKE MARKS on TILE B1
- B. Red ALLIANCE SAMPLES – 3 red SAMPLES are placed on each of the 3 SPIKE MARKS on TILE E6
- C. Neutral SAMPLES – 3 neutral SAMPLES are placed on each of the 3 SPIKE MARKS on TILES B6 and E1
- D. 2 neutral SAMPLES and 2 corresponding ALLIANCE SPECIFIC SAMPLES are placed on the floor outside the FIELD wall between the ALLIANCE AREA and the wall
- E. 20 CLIPS are placed on the floor outside the FIELD wall between the ALLIANCE AREA and the wall
- F. SAMPLES inside the SUBMERSIBLE ZONE – 15 red SAMPLES, 15 blue SAMPLES, and 30 neutral SAMPLES are randomly placed inside the SUBMERSIBLE

To randomize means that SAMPLES are not set up in any specific pattern or orientation. However, field reset volunteers should do their best to ensure that SAMPLES are spread out evenly within the SUBMERSIBLE ZONE to ensure that all ROBOTS have equal access to SAMPLES, regardless of where they are collecting from the SUBMERSIBLE.

SCORING ELEMENT Randomization

To randomize means that SAMPLES are not set up in any pattern or orientation. However, field reset volunteers should do their best to ensure that SAMPLES are spread out evenly within the SUBMERSIBLE ZONE to ensure that all ROBOTS have equal access to SAMPLES, regardless of where they are collecting from the SUBMERSIBLE.

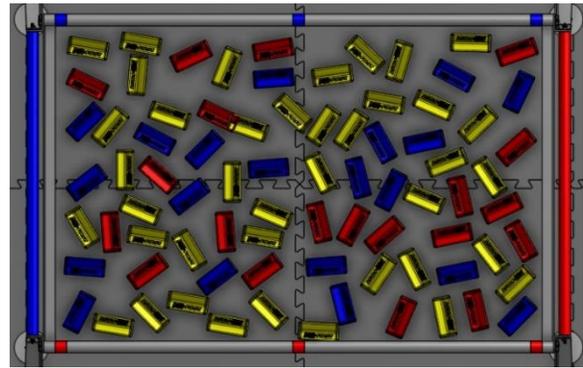
The Head Referee should check the SAMPLES prior to the start of the next MATCH to ensure acceptable distribution.

Guidelines for a Good Randomization

- There is mixture of SAMPLES throughout the SUBMERSIBLE ZONE.
- SAMPLES may be resting on top of one another.
- SAMPLES may be in a tall vertical orientation.
- All SAMPLES are within the SUBMERSIBLE ZONE, and not sitting on the low bars of the SUBMERSIBLE.

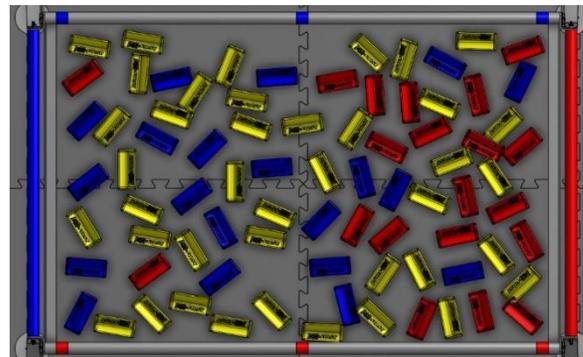
Randomization Example A:

In this example, the different color SAMPLES are evenly spread throughout the SUBMERSIBLE ZONE.



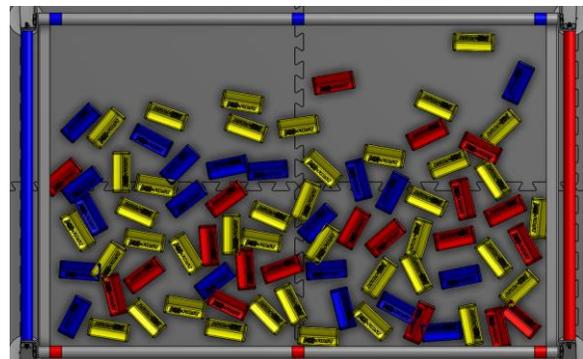
Randomization Example B:

In this example, red SAMPLES are clustered to one side of the SUBMERSIBLE ZONE.



Randomization Example C:

In this example, SAMPLES are clustered to one side of the SUBMERSIBLE ZONE.



Helpful Tools for Reset

Field Reset volunteers can use a variety of tools to help them quickly and efficiently reset the FIELD. A simple box or boxes may be helpful to collect all of the SAMPLES from scored locations from the previous MATCH, and after following steps A through E of the field reset procedure, can dump the rest of the box of SAMPLES into the SUBMERSIBLE ZONE.

When dumping SAMPLES into the SUBMERSIBLE ZONE, Field Reset should adjust the height of the box from the tiles when dumping to control bounce outs and facilitate an even distribution of SAMPLES.

Another method is to place a tall box with both ends removed vertically in the SUBMERSIBLE ZONE. SAMPLES can be tossed (yeeted!) into the box from where they are collected around the FIELD, then the box is lifted out to disperse the SAMPLES.

There isn't any one tool that Field Reset can use. Feel free to come up with your own unique solutions to help reset the field reset crew reset the FIELD quickly.

Scoring Element Counts

The Head Referee should instruct the Field Reset volunteers to periodically count SCORING ELEMENTS being used on each field. It is common that teams may not be aware that a SCORING ELEMENT is still in their ROBOT, and therefore might leave a MATCH with it.

Scoring elements should be counted:

1. At the beginning of the event, prior to the start of MATCHES
2. After the last MATCH before teams break for lunch
3. At the end of the day when MATCHES have concluded

Sample Color	Count
Red Samples	20
Blue Samples	20
Neutral (yellow) Samples	40
Clips	40

The above count times are only a recommendation. If FIELD STAFF find that SCORING ELEMENTS are leaving the FIELD consistently at the event, they may choose to increase the number of times the Field Reset volunteers count SCORING ELEMENTS (example, every 5 MATCHES).

While all good faith efforts should be used by the FIELD STAFF to ensure that MATCHES are played with the correct number and location of SCORING ELEMENTS, Section 10.8 in the Competition Manual specifies that starting a MATCH with the incorrect number of SCORING ELEMENTS is not an ARENA FAULT.