

NOTES from Week 2 CRESCENDO Competitions March 12, 2024

gatool access: You need to request access, as noted in the GA Training and listed in the Resources section of the Pre-Season Notes.

The website: <https://mailchi.mp/05884400853c/gatool>

Game Announcers

- Explain how teams earned their 3rd or 4th Ranking Points, especially if a team gets one thru a penalty.
- Do not allow anyone on the mic unless they are assigned as a Game Announcer for your event.

Emcees

- Alliance Selection can be a long process with Captains using their phones to call scouts/coaches. Be patient but continue to push for a selection. There is no official time limit or rules around max length of time.
- Teams have human players in the matches even if their robot isn't on the field, so all teams should be introduced for every match
- You do not have to use "3,2,1, Crescendo" start for every match but can sprinkle it into the starts throughout the event. Inform your Scorekeeper if you are going to mix it up and use more than one start phrase.
- Confirm Wildcards with FMS and Scorekeeper prior to announcing. More Wildcards will be generated as we progress thry the season.

NOTES from Week 1 CRESCENDO Competitions March 4, 2024

Game Announcers

- There were some bugs in FMS displays and gatool which have been noted and are being fixed
- mention when a Speaker is amplified and increased scoring potential
- Do NOT speculate on fouls during the match
- in score announcement, after confirming with Head Ref what the foul is, you can mention specific fouls if there are many repeat fouls.
- Always announce Red/Yellow cards. You can announce how fouls can swing a match. Note penalty free matches.
- Do NOT focus on "let's see what the fouls are...". Lead with the positives.
- There are very powerful midfield collisions, lots of end-to-end action, lots of high notes spotlighting
- The field is taking a beating from robot impacts at speed and some fields have needed repair mid-event
- Trap scoring success should be noted- it's a challenge and somewhat more difficult for the audience to see
- know tie-breaker criteria in Playoffs

- confirm ranking in gatool with FMS before Alliance Selection
- Alliance Selection had issues in gatool, be prepared to announce teams using the Awards tab or another work around
- work with your scorekeeper to stay aware of backup robots inserted into playoffs

Emcees

- Don't push the theme so far that it's not a competition by calling it some other musical event (e.g. "a concert"). It's a *FIRST* Robotics Competition with a season theme, not a concert with robots playing notes.
- Introducing teams before the light stack goes green is critical to keeping the event on time
- Work closely with your FTA and take direction from them on when to begin team intros
- Don't extend the event by talking during "already green lit" time. Prioritize helping to keep the event on schedule.
- Make team intros crisp without extending the team's last number: "Team one, seven, six, foooooooooouuuuuurrrrr". This takes time which adds up, and the repetition of the delivery can be annoying to an audience.
- During Alliance Selection, be sure to use the phrase "Would you like to accept the invitation, or would you prefer to Captain your own Alliance?" where appropriate in the Top eight