



FIRST **2022**
CHAMPIONSHIP

***FIRST* TECH CHALLENGE
EVENT ADDENDUM**



Alliance Selections

Teams must be prepared for Alliance Selection. Alliance selections will take place Friday evening at 4:45pm. For more information about our Alliance Selections, please read our [Game Manual Part 1](#).

Awards and Ceremonies

Competition Kickoff and Welcome Ceremony: Wednesday, April 20, 2022 at 3:00pm on the *FIRST* Tech Challenge Playing Fields.

FIRST Tech Challenge Award Ceremony: Saturday, April 23 on the *FIRST* Tech Challenge Playing Fields.

FIRST Closing Celebration: Saturday, April 23 at 1:00pm on the *FIRST* Tech Challenge Playing Fields.

Check In

Tuesday, April 19, 3:00-6:00pm is Early Bird Check In. Your team may also check in on Wednesday, April 20 from 7:00am to 8:00am. **All teams must be check in by 8:00am on Wednesday.**

When teams check in they will receive their team packet which contains their judging and inspection appointment schedule, driver and coach buttons, team schedules, event information, and media passes. To complete check in, teams will need to send a coach to the registration desk (on the first floor, and also on the third floor near Pit Admin in the *FIRST* Tech Challenge Pit area). Coaches should bring their ID so they they can get the team badges printed. Team members will need official team badges to access most areas of the event. Please register all your team members before the event to speed up your registration and check in process on site.

Driver's Meeting

Wednesday, April 20 at 2:00pm on the *FIRST* Tech Challenge Playing Fields.

Early Bird Hardware Inspection

For the very first time *FIRST* Tech Challenge is very excited to offer an Early Bird Hardware Inspection for teams arriving for our Early Bird Check In on Tuesday afternoon. Teams may arrive at 3:00pm and check in and drop materials off at your pits. There will be no practice fields available at this time.

Once on site, teams may sign up in person for a hardware inspection appointment time on Tuesday afternoon. This will be first come, first served. Our goal is to make your Wednesday Inspection and Judging appointments a little easier.

Please note that ALL TEAMS MUST BE CHECKED IN BY 8:00am on WEDNESDAY, April 20th for the rest of the event to run smoothly and successfully. Please plan accordingly.



Field

Practice Fields

There will be six practice fields, three per division. Safety glasses are required at all practice field locations. Teams will need to sign up for practice field times. Wi-fi and power will not be provided at the practice fields. Teams should plan accordingly.

Competition Fields

There will be four competition fields, two per division. Safety glasses are required on all competition field spaces.

Inspection

Field Inspection will take place on our competition fields.

Hardware Inspection will take place in your team's pit area.

Appointment times for inspection appointments are non negotiable. The inspectors often spot problems and provide suggestions for correction. Your robot must pass inspection to compete, but it doesn't have to be completely ready in order to request a preliminary inspection. Please be sure that your robot meets the guidelines as outlined in the Game Manual Part 1 and Part 2, as well as stipulations posted to the Game Forum.

Teams will have one inspection appointment time, during your appointment, your team's robot will move through a Hardware Inspection and a Field Inspection, unless you've already completed your early bird Hardware Inspection on Tuesday.

Judging

Wednesday, April 20, 8:30am – 1:45pm

Your scheduled judging appointments will be posted on your team registration packet. Please arrive early to your judging appointment. Please bring your engineering portfolio, Control Award Content Sheet, and robot to your judging appointment with your team. Please note that there is not power available in the judging rooms. Teams should review the judging process and criteria in the Game Manual prior to their judging appointment.

Load In & Load Out

Load In

Tuesday, April 19, 3:00pm – 6:00pm: Early Bird Load In & Early Bird Hardware Inspection.

Wednesday, April 20, 7:00am – 8:00am: Load In.

Load In Process:

- Teams will drive up to the third floor loading dock at the entrance located on Chartres Street (on the back side of the George R. Brown Convention Center). Our loading docks will be behind Hall A and Hall B.

The logo for the FIRST 2022 Championship. It features the word "FIRST" in a bold, black, sans-serif font. To its right is a stylized graphic consisting of three overlapping triangles: a green one on top, a blue one on the left, and a yellow one on the right. To the right of the graphic is the year "2022" in a bold, black, sans-serif font. Below "FIRST" and "2022" is the word "CHAMPIONSHIP" in a very large, bold, black, sans-serif font.

- Team vehicles will be directed to numbered spaces by load in volunteers.
- Teams cannot unload on Chartres Street or Avenida de Las Americas.
- Teams cannot leave vehicles unattended at ANY time.

Load Out

Saturday, April 23, 8:00am – 6:00pm

Please be respectful of other teams and the public in your departure, leave your area clean, and be safe.

Load Out Process

Step 1: Please have your driver place their orange load out pass in the front of the windshield of their vehicle.

Step 2: On Saturday, when your team is completely packed and ready to load out, bring your packed equipment to the que, Door A, by the loading docks on level 3.

Step 3: Please call your driver and have them proceed to the third floor ramp on Chartres Street.

There will be one lane designated for *FIRST* Tech Challenge on Chartres Street. DO NOT use the *FIRST* Robotics Competition lanes or the driver will be asked to circle around the block to get in the correct lane.

Step 4: Team vehicles should arrive within 10-15 minutes of your call. Drivers cannot arrive before the team is in que at the loading dock.

Your driver will be provided with a loading dock space number as they pull into the loading dock area by a load out volunteer. Drivers MUST stay with their vehicles.

Step 5: Please move your packed put items to the assigned dock space number when told by one of the load out volunteers.

Match Play

Please see official team schedule for match times.

Buttons (Drive Team, media)

Each team will receive Drive Team buttons in their team registration packet. Please wear the buttons on the front of your shirt near the left shoulder so referees, judges, and queuers, can see it. These buttons will allow the wearers access to the playing field and designate one coach button and two driver buttons.

Media

Each team registration packet will contain one non-transferable team media badge and a copy of the media guidelines. The media representative for a team will be permitted in the designated media access areas only during their team's matches. Team media representatives are not permitted on the playing field surface, the playing field floor, or in any private venues, VIP, volunteer, or judges areas, or the FIRST Media Center for professional members of the media. Mascots will not be recognized as an official team media person, unless they are wearing a media badge. There is no special access for media badge holders for final matches.



Scoring Disputes

All questions about a match or scores must be brought forward to the Referees by using the Referee Question Box located in the competition area. Only one representative from an alliance is permitted to enter the question box, and must do so within the outlined time based on the type of match being played.

Qualification Matches: A team must enter the question box to dispute a match within the time period of three matches following the disputed match.

Elimination Matches/Final Matches: A team must enter the question box to dispute a match before the start of the next match played by the alliance, regardless of if the team is participating in the next match. The next match played could involve different alliances.

Pits

Each team is allocated a 10 foot by 10 foot by 10 foot (3.05 x 3.05 x 3.05 meter) pit space. Extending beyond your pit space is not allowed and you must set up your pit within your pit area (using the aisles is not allowed). Each pit area will be provided one, six foot table, but will not be provided with chairs. Each pit will have access to one electrical outlet in a dual outlet box. Teams should remember to be gracious in their positioning and usage of the dual outlet box.

Aisles must be kept clear for robot movement, safety, and queuing, so we suggest that team members watch the matches and cheer on the teams instead of overflowing the pit stations and congregating in the aisles.

There is a 10 foot (3.05 meter) height limit. Structures, signage, or banners cannot be higher than ten feet above the floor. Do not build any structure that supports people or stores items above the work area/pit space. If the height exceeds ten feet, you will be asked to take it down. No advance placement requests are available. Positioning is numerical by division. No requests for displays, additional tables, pit locations, division assignments, meeting rooms, or additional space will be considered.

Please remember that everyone will be required to wear safety glasses in the pit area.

Announcements

Parts requests will be grouped together and announced every 30 minutes. To submit a request, write your division, team number, and needed part on a piece of paper and give it to the Pit Manager. Additional announcements will be made at half hour intervals as well. Personal and irrelevant announcements will not be made.

Queueing

Teams are responsible for knowing their match times and will have to queue up 30 minutes prior to their matches without the help of an announcer. For qualification matches, *FIRST* will make every effort to keep close to the published schedules. Keep close watch of the pit display for any moment to moment changes. If your team is one of the first six matches of the day, queue early enough to be on the field before the competition begins. When queuers come to collect you, please be gracious and don't delay. Not arriving on time for your match will result in match forfeiture.



Robot Service/Vendor Booths

The vendor booths are located in the *FIRST* Tech Challenge Pit Area. These booths are an opportunity for you to seek technical help, spare parts, or assistance with repairs from our vendors including AndyMark, Pitsco, and REV Robotics. We encourage all teams to check out their booths and thank them for their support.

Schedule

Schedules will be available on the *FIRST* Championship website and in the *FIRST* Championship App. The *FIRST* Championship App can be downloaded from our website or you may search for “*FIRST* Championship” in the App Store or Google Play Store.

Student Ambassadors

As part of the *FIRST* Championship, we ask *FIRST* participants to assist us in providing fun and exciting tours to our generous sponsors and other special guests. We know our students are our best tour guides! Volunteer to be a Student Ambassador at the *FIRST* Championship this year and show our guests what *FIRST* is all about. This role will be one to two hours during the entire event. To volunteer please apply through the Volunteer Registration.

Virtual Coaches Meeting

FIRST Tech Challenge will be hosting a Virtual Coaches Meeting for all our coaches attending our World Championship in Houston, Texas. The webinar will be Wednesday, April 6th at 8:00pm ET. If your team coaches are unable to attend the webinar, it will be recorded and made available on our website. Webinar details and the invitation link will be sent out to teams in championship invitation emails.