



## Kick Off Update

The Day has arrived. Kick Off!!!! On the morning of January 4th the Team Gathered at the build site to view the kick off broad casted through NASA.

After receiving the clue of "8234/57, 61126/1963, 62326/15806", we later learned that the numbers represented:

3/4/82 is Landon Donovan's birthday and he had 57 assists in MLS.

1/26/61 is Wayne Gretzky's birthday and had 1963 assists in NHL.

3/26/62 is John Stockton's birthday and had 15806 assists in NBA

The second hint

Steve Ralston, born 6-14-74, holds the MLS record for assists: 135.

Wayne Gretzky, born 1-26-61, holds NHL record for career assists: 1963.

John Stockton, born 3-26-62, holds the NBA assists record: 15806.

The only difference is that the FIRST Game Design Committee realized that Ralston had more assists than Donovan, so had to change the clue.

We wondered if we were playing a game based on soccer, hockey or basketball or one not included on the list.

We all waited patiently through the introductory speeches.



There was a reminder of the availability of FIRST scholarships. There are many available to APPLY, APPLY, APPLY for. For information go to [USFIRST.org/scholarship](http://USFIRST.org/scholarship) page to see that all is available. No-one ever got a scholarship they didn't apply for.

Woodie Flowers spoke about gracious professionalism, the term he brought to *FIRST*.

Gracious Professionalism is part of the ethos of *FIRST*. It's a way of doing things that encourages high-quality work, emphasizes the value of others, and respects individuals and the community.

With Gracious Professionalism, fierce competition and mutual gain are not separate notions. Gracious professionals learn and compete like crazy, but treat one another with respect and kindness in the process. They avoid treating anyone like losers. No chest thumping tough talk, but no sticky-sweet platitudes either. Knowledge, competition, and empathy are comfortably blended.

Dean, Founder of *FIRST* shared reminded us of the unique component that education that *FIRST* robotics brings to students. A student learns the analytic capability in school but this information then needs to be synthesized in order to develop and forward new concepts. *FIRST* gives students the opportunity to synthesize what they learn in school and make something unique from it. This is not only true for the game but also for life.

Throughout the speeches there were hints of garbage cans, water systems, and that team work affects scoring. Each year there is a joke that there will be water game....

At last the game was released. It was not based on any one sport, but does build strongly on assisting each other.



AERIAL ASSIST is played by two competing Alliances of three robots each on a flat 25' x 54' foot field, straddled by a truss suspended just over five feet above the floor. The objective is to score as many of the 24inch diameter balls in goals

as possible during a two (2)-minute and 30-second match. The more Alliances score their ball in their goals, and the more they work together to do it, the more points their Alliance receives.

The match begins with one 10-second Autonomous Period in which robots operate independently of driver. Each robot may begin with a ball and attempt to score it in a goal. Alliances earn bonus points for scoring balls in this mode. For the teloperated period, with the single ball, they try to maximize their points earned by throwing balls over the truss, catching balls launched over the truss, and scoring in the high and low goals on the far side of the field.

Alliances receive large bonuses for “assists,” which are earned for each robot that has possession of the ball in a zone as the ball moves down the field. Points are awarded for each action per the table below.

Action	Base	AUTO (=Base+5)	AUTO & HOT (=Base+AUTO+5)	1 ASSIST (=Base+0)	2 ASSIST (=Base+10)	3 ASSIST (=Base+30)
LOW GOAL	1	6	11	1	11	31
HIGH GOAL	10	15	20	10	20	40
TRUSS	10					
Mobility		5				
CATCH	10					

You can view the animation of how to play the game at <http://www.usfirst.org/roboticsprograms/frc/2014-gam>



While we waited to lunch we began reviewing the rules and scoring options.

Thank you to Bears Smokehouse for donating our delicious lunch. Keeping hungry teenagers (and adults) is necessary to keep the ideas flowing.



After lunch, it was time for analysing the game, breaking down scoring options, contemplating old designs, ordering parts and beginning the prototyping.



What do we need to order?





if we do this, what will happen?



how many points can we get?



Can we use this old bot?

Can we try this?





the hand off assist

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