

2012 TRR Queueing Notes

About the queueing method

Queueing is a pull system, and it moves at the pace of the field. Teams are not called to the queue arbitrarily. If the field slows down, queueing slows down. If the field speeds up, queueing speeds up.

While the wait time between matches may differ, we estimate the following timing, based on experience with our queueing method:

- If you leave the pit and report to the queue at the first call for your match, you will spend an estimated total of 19 minutes between your pit area and the field. We guarantee you will get your robot on the field for that match.
- If you leave the pit and report to the queue at the last call for your match, you will spend an estimated total of 14 minutes between the pit area and the field. We guarantee you will get your robot on the field for that match.
- If you leave the pit and report to the queue after the last call for your match, there is no guarantee you will get the robot on the field for that match.

Rules regarding queueing

- **Stand!** No sitting or kneeling is allowed in the queue.
- **Safety glasses are to be worn at all times** in the queueing area and to/from/on the practice field.
- **You may work on/service your robot only in the pits, or in the queueing areas if you are supposed to be in the queue.** Teams working on robots in the courtyard will be escorted back to their pit area before being allowed to return to the queue.
- Respect teams around you and **only work on robots within the queueing box** as you are waiting to proceed to the arena.
- **CARTS:** We want teams to carry their robots as little as possible. Please make sure your cart can fit through a 48" wide by 6' 6" tall door ***with the robot securely seated on the cart!***
- **Teams will not be allowed to return their robots to the pit area after entering the queue.** Teams may send team members back to the pit if necessary, but at least one team member must remain with the robot. *If a team removes their robot from the queue, there is no guarantee that they will make it back to the field in time for their match.*

Regarding Alliance Selections

Teams should send a representative to the queueing area shortly before alliance selections begin in the afternoon.

TRR Staff will make general announcements that team representatives should report to queueing, but no special efforts will be made to "track down" teams who are not represented.

In summary: If you want to play in the elimination tournament, send a representative to accept any invitation made. If you do not want to or cannot play in the tournament, send a representative to decline any invitation made. Not sending a representative guarantees you will not play. TRR Staff will not make any individual reminders to teams on this issue.