

2014 Texas Robot Roundup Skills Challenge

- Rules -

The 2014 Texas Robot Roundup Skills Challenge presents teams with the unique opportunity to demonstrate the skills they utilize to succeed in Aerial Assist. The rules for the challenge have been greatly simplified to provide teams with a simple yet challenging game.

Match Logistics Description

The 2014 TRR Skills Challenge is played in two phases:

1. Skills Qualification.
2. Team Finals.

During the Skills Qualification phase, groups of up to 4 robots are randomly selected to individually play on a portion of the competition field each “Heat”; all teams competing in the Skills Challenge will play in exactly one Skills Qualification “Heat”. The first robot in each “Heat” to complete all of the predefined tasks will move on to the Team Finals. As soon as one robot completes the predefined tasks, the “Heat” is considered over.

During the Team Finals, groups of up to 4 robots will once again be randomly selected to individually play on a portion of the competition field each “Heat”; all teams that reach the Team Finals phase will play in exactly one Team Finals “Heat”. As soon as one robot completes the predefined tasks, the “Heat” is considered over and the time-to-complete is recorded. The fastest time-to-complete across all Team Finals “Heats” is considered the winner.

Game Description

The 2014 TRR Skills Challenge is a 120-second teleop-only game; there is no autonomous mode. Robots will be assigned one quadrant of the field to play in. Each team will be provided a single ball. The drive/coach team may be composed of any student/**mentor** combination desired by the team (mentors highly suggested), but the Human Player position **MUST** be filled by a Mentor. Only a team’s Human Player is allowed to touch a team’s Game Ball outside the competition field; the Human Player may ignore all lines and position restrictions (except safety rules). Each robot must start in an FRC-legal position / configuration (except the GoalKeeper position) with their team ball touching the robot. Once the game starts, teams must complete these tasks in the following order:

1. Robot must score the team’s Game Ball in the Low Goal.
2. Robot must score the team’s Game Ball in the Upper Goal.
3. Robot must score the team’s Game Ball over the Truss.

Each task is considered scored by Aerial Assist game rules. The game is over once a team completes all 3 tasks in order, or the game timer expires (whichever comes first).