

Dearborn FTC Spring Event Schedule

Friday, May 12, 2017

Venue open to teams for load-in and early inspections	7:00 PM
Pit closes	9:00 PM

Saturday, May 13, 2017

Pit opens	7:00 AM
Judging and Inspections begin	8:00 AM
Drivers Meeting	10:15 AM
Opening Ceremonies	10:30 PM
Match Play begins	11:00 AM
Lunch	12:30 PM
Match Play resumes	1:00 PM
Alliance Selections	3:15 PM
Elimination Rounds	3:30 PM
Awards Ceremony	5:00 PM
Pit closes	6:30 PM

Schedule subject to change based on flow of rounds.

**A big thank you goes out to our volunteers and event hosts!
You make it all possible!!**

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K - Grade 3 FIRST LEGO LEAGUE JR.	Upper Elementary FIRST LEGO LEAGUE	Middle School FIRST TECH CHALLENGE	High School FIRST ROBOTICS COMPETITION
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FIRST® in Michigan Dearborn FTC Spring Event

**May 12-13, 2017
McCullough-Unis School
Dearborn, Michigan**

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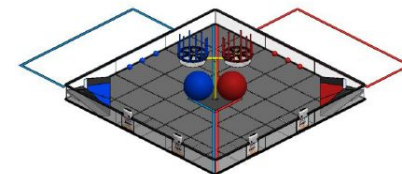
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2017 Dearborn FTC Spring Event Teams

TEAM	NAME	SCHOOL/ORGANIZATION	CITY
9352	Holbrook Hawks	Holbrook School	Hamtramck
10636	ATA Inventors	Advanced Technology Academy	Dearborn
10784	Robo Terriers	Litchfield Middle School	Litchfield
10803	McU-Bots	Unis Middle School	Dearborn
10812	STEMBots	STEM Middle School	Dearborn
11176	Panthers	Hilbert Middle School	Redford
11438	Robot Warriors	S.A.Y. Detroit Play Center	Detroit
11758	ATA Inventors II	Advanced Technology Academy	Dearborn
11759	ATA Inventors IV	Advanced Technology Academy	Dearborn
12177	Transformers	Mark Twain Elementary	Detroit
12294	Sleeter Day	Shumate Middle School	Gibraltar
12303	Black Flag	Shumate Middle School	Gibraltar
12322	Tecumseh Techies	Tecumseh Middle School	Tecumseh
12326	MechaniCats	Washtenaw Intermediate	Ypsilanti
12352	Thunderbolts	All Saints Catholic School	Canton
12379	Hollister	Shumate Middle School	Gibraltar
12440	Wilson Robotics	Woodrow Wilson School	Wyandotte
12442	Techmaniacs	Honey Creek Community	Ann Arbor
12459	Demolition	Shumate Middle School	Gibraltar
12460	O.W. Best Royals	Oakley Best Middle School	Dearborn Hts.
12466	Lightning Engineers	Ida Middle School	Ida
12467	Robo-Potatos	Earhart Middle School	Detroit
12502	Dundee Waffles	Dundee Middle School	Dundee
12505	Bionic Warriors	White Lake Middle School	White Lake
12520	S.M.A.R.T.	C. Smart Middle School	Commerce

VELOCITY VORTEX™: The field is divided diagonally into a “red” and a “blue” side corresponding to the two alliances. In the center of the field are two goals on a rotatable stand called the Center Vortex. Two ramps, each with a goal, called the Corner Vortex, are placed in opposite sides of the field. The Center Vortex Goals and Corner Vortexes are alliance specific. There are also four alliance neutral Beacons, two placed on each front wall next to the Corner Vortex. There are floor markings as well as Vision Targets placed on the field walls as reference points for robot navigation. Alliance specific scoring elements are five small balls called Particles and one large ball called a Cap Ball per alliance. At the start of a match, each alliance has three Particles available for preloading and scoring during the Autonomous period. Each alliance can earn up to two more Particles for use during the Driver-Controlled period by claiming Beacons during the Autonomous period.



Autonomous Period: The game starts with a 30-second Autonomous period where robots are operated via pre-programmed instructions only. Alliances earn points by: claiming Beacons, moving the Cap Ball off of the Center Vortex base onto the field floor, scoring Particles into their alliance’s Center Vortex or Corner Vortex. Alliances may also gain points by parking their robot in contact with the Center Vortex base or on the Corner Vortex.

Driver-Controlled Period: Alliances earn points by scoring Particles into their alliance’s Center or Corner Vortex. Robots may also claim Beacons for their alliance by triggering them to illuminate their alliance color. There is no limit to the number of times that a Beacon may be triggered. At the end of the Game, the color of the Beacon determines the alliance credited for claiming it.

Endgame: The final 30 seconds of the Driver-Controlled period is called the End Game. In addition to the Driver-Controlled period tasks, alliances earn points by raising the Cap Ball off the playing field floor or by capping their Center Vortex with it.

Autonomous Period Scoring:

Robot Parked partially on Center Vortex base5 points
 Robot Parked fully on Center Vortex base10 points
 Robot Parked partially on Corner Vortex5 points
 Robot Parked fully on Corner Vortex10 points
 Particle scored in Center Vortex 15 points/Particle
 Particle scored in Corner Vortex 5 points/Particle
 Cap Ball in contact with the floor5 points
 Claimed Beacon 30 points/Beacon
 (plus 1 extra Particle per claimed Beacon, up to 2)

Driver-Controlled Period Scoring:

Particle scored in Center Vortex 5 points/Particle
 Particle scored in Corner Vortex 1 point/Particle

End Game Scoring:

Claimed Beacon 10 points/beacon
 Cap Ball raised off floor but
 below 76 cm (30 inches)10 points
 Cap Ball raised above 76 cm (30 inches)20 points
 Cap Ball scored in Center Vortex Goal40 points