Event Schedule

Friday May 18

Venue open to teams for load-in and early inspections 3:00 PM Pits close 7:00 PM

Saturday May 19

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Pits open	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	2:45 PM
Elimination Rounds	3:00 PM
Awards Ceremony	4:15 PM
Pits close	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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FIRST® in Michigan Cass May Day FTC Scrimmage

May 18-19, 2018
Ross Beatty Jr Sr High School
Cassopolis, MI

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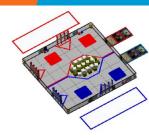
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Participating Teams

TEAM	NAME	SCHOOL/ORGANIZATION	CITY

FIRST RELIC RECOVERYSM Is played on a 12 ft. \times 12 ft. (3.7m \times 3.7m) square field with approximately 1 ft. (0.3m) high walls and a soft foam mat floor. The object of the game is to attain a higher score than the opposing alliance by (1) scoring Glyphs into the Cryptoboxes and completing rows, column, and ciphers, (2) transferring Relics to the Recovery Zone, (3) retrieving Jewels, (4) parking on the Balancing Stones, and (5) navigating to specific parts of the Playing Field.



The field is divided in the middle into a "red" and a "blue" side corresponding to the two alliances. In the center of the field is a taped off area that hold the Glyphs. The scoring elements for are 48 alliance-neutral Glyphs (24 gray and 24 brown), 8 alliance-specific Jewels (4 per alliance) and 4 alliance specific Relics (2 per Alliance). There are 4 alliance specific Cryptoboxes (2 per Alliance) with taped off safe zones in front of each. There are 4 alliance-specific Balancing Stones (2 per Alliance) on which Robots begin and end the game. There are also 2 off-field alliance specific Recovery Zones where robots place recovered Relics at the end of the match.

Autonomous Period: During the Autonomous period, Robots operate using only pre-programmed instructions. Alliances earn points by: (1) selecting and removing opponent colored Jewels from platforms, (2) scoring Glyphs into the Cryptoboxes and (3) parking their Robot in a Safe Zone in front of their Cryptobox.

Driver-Controlled Period: During the Driver-Controlled period, alliances earn points by: (1) Scoring Glyphs into their Alliance's Cryptoboxes and (2) Creating Cipher patterns with their Glyphs in the Cryptoboxes.

End Game: The final 30 seconds of the Driver-Controlled Period is called the End Game. In addition to the previously listed Driver-Controlled Period scoring activities, alliances earn points by (1) moving their Relics to safety in their Recovery Zone and (2) balancing Robots on the Balancing Stones

Autonomous Period Scoring Alliance-specific Jewel remaining on platform Glyph scored in Cryptobox Glyph bonus for Cryptobox Key column Robot Parked in Safe Zone	Points 30 15/Glyph 30 10
Driver-Controlled Period Scoring Glyph scored in Cryptobox Completed Row of 3 in Cryptobox Completed Column of 4 in Cryptobox Completed Cipher	Points 2 10 20 30
End Game Scoring Relic in Recovery Zone #1 Relic in Recovery Zone #2 Relic in Recovery Zone #3 Bonus for keeping Relic Upright Robot balanced on Balancing Stone	Points 10 20 40 15 20