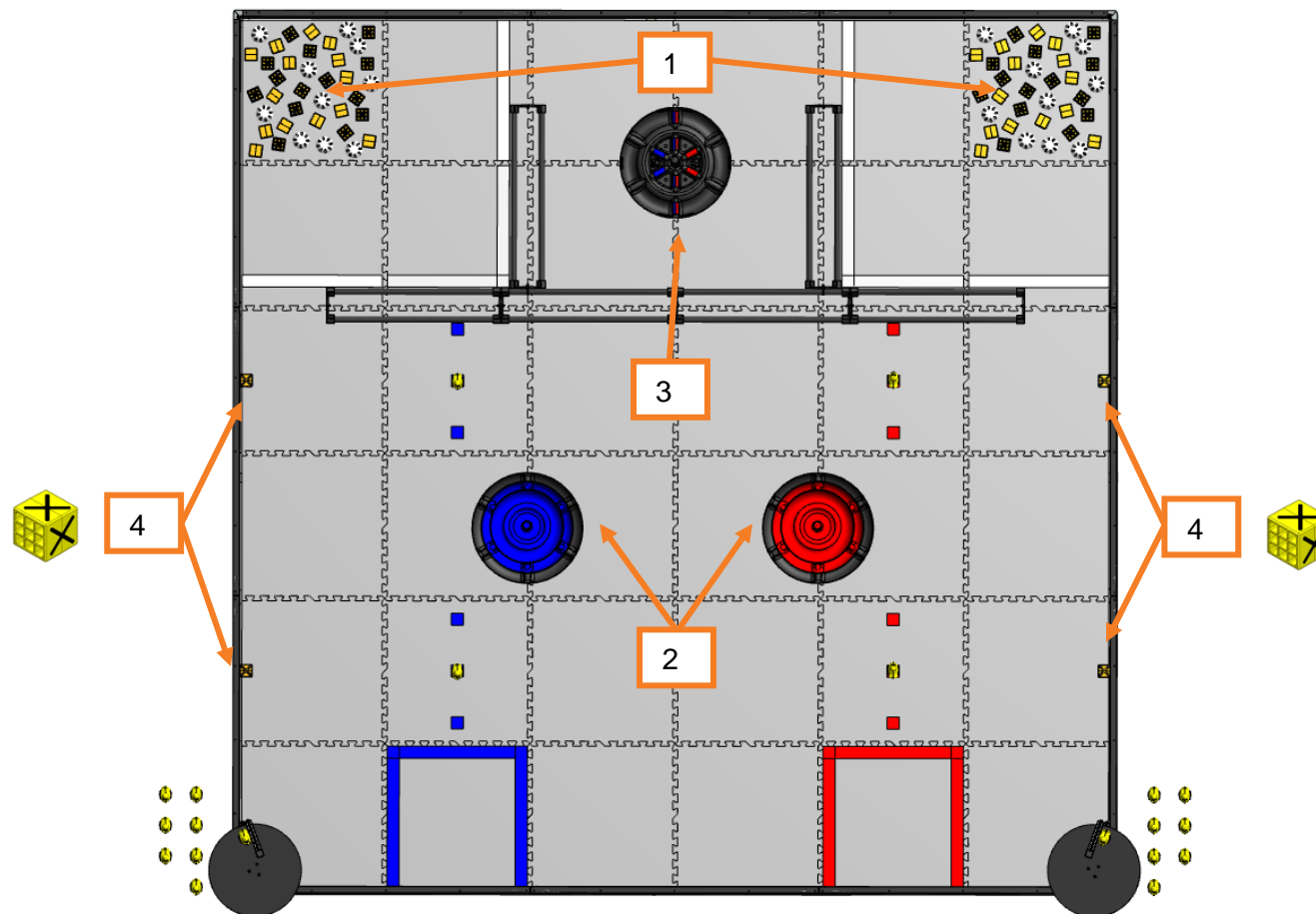
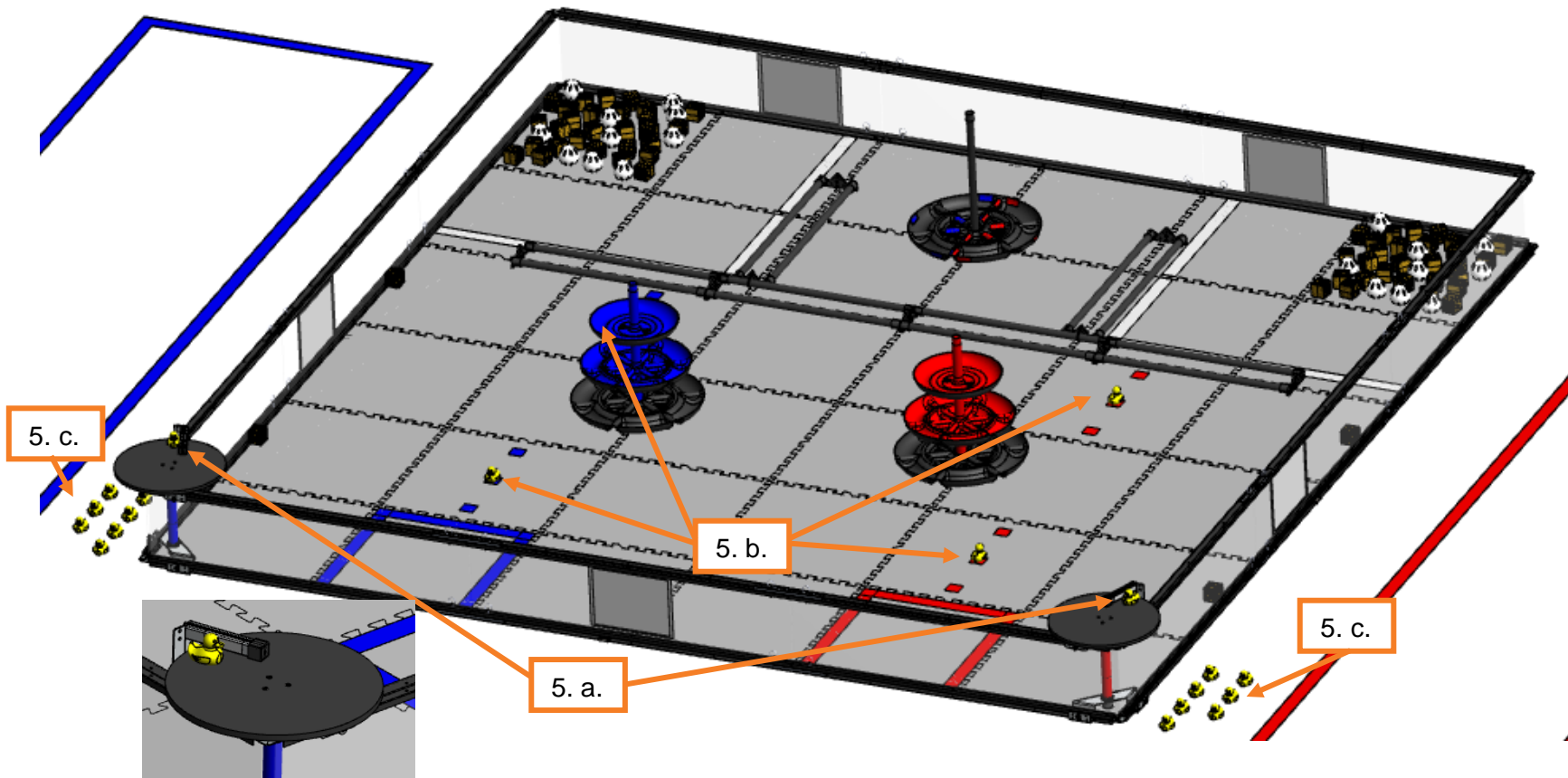


Field Reset Guide



Field reset is an important part of any competition. The field reset volunteer is responsible for quickly and correctly restoring the playing field back to the original pre-match setup so that the new match can begin. The diagrams in this document gives you a visual of what the pre-game setup looks like so that you can successfully reset the field for the next match. There are 2 Alliance Shipping Hubs, 1 Shared Shipping Hub, 2 alliance specific Carousels, and 2 alliance neutral Warehouses. The Freight is made up of 20 Cargo, 30 Light Boxes, 20 Medium Boxes, 10 Heavy Boxes, 4 Pre-load Boxes, and 20 Ducks. The following instructions explain the diagram:

1. Approximately half of the Freight (Cargo, Light Box, Medium Box, Heavy Box) should be placed in each Warehouse. The Freight should only be placed within one tile in each corner of the field. Note: It is not necessary to place half of the individual types of Boxes in each Warehouse.
2. The Alliance Shipping Hubs are placed in their starting locations. The ridges of level one of the Hubs should line up with the teeth on the foam tiles.
3. The Shared Shipping Hub is placed in its starting location. The ridges of level one of the Hubs should line up with the teeth on the foam tiles, and the Alliance specific tape lines should face the respective Alliance side of the field.
4. A Pre-Load Box is placed in each robot starting location.



5. The Ducks are placed in the following locations:

- a. One Duck is placed on each of the Carousels. The Duck should be touching the Sweeper Plate on the side toward the Alliance Station and facing the audience.
- b. One Duck is placed on each Barcode in the middle location. The Ducks on the red Alliance face to the right when viewed from the red Alliance Station. The Ducks on the blue Alliance face to the right when viewed from the blue Alliance Station
- c. The remaining Ducks are placed outside of the field in the Loading Dock. There are 7 Ducks in each Alliance's Loading Dock.

