



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 diagram in this document provides a visual of what the pre-game setup looks like so that you can successfully reset the field for the next match. There are 9 Ground Junctions (no pole), 8 Low Junctions (short pole), 4 Medium Junctions (medium length pole), and 4 High Junctions (tall pole). There are 60 Cones; 30 red Cones and 30 blue. There are 4 Signal Cones; 2 red Signal Cones and 2 blue Signal Cones. Each team has the option to play the game using two team provided game elements: a) Signal Sleeve placed over the tournament supplied Signal; and b) Beacon scoring element. The field reset volunteer should remove these team provided game elements if they are accidentally left behind after a match.

1. There are a total of 20 Cones, 10 red and 10 blue, that are stacked inside of the field. 5 red and 5 blue Cones are placed toward the audience side of the field on the matching color tape, and 5 red and 5 blue Cones are placed toward the back of the field on the matching color tape touching the perimeter wall.
2. 20 blue Cones and 20 red Cones are placed in the corresponding Alliance substation storage area outside the playing field wall in stacks of 5.
3. Signal Cones must be placed at each Signal location with the image of three green lightning bolts facing the closest alliance station playing field wall.
4. Ensure each of the Low, Medium, and High Junctions are secured to the base. Make sure not to overtighten as this could damage the playing field tiles.

Important Safety Note: There are many vertical poles on the POWERPLAYSM field. The field reset crew should be careful when reaching down to collect cones from the junctions.