



## Pit Protocol

The following are the most critical areas regarding the game itself and the various aspects of the Pit.

### **Compliance Check-In**

Teams whose machines are non-compliant cannot compete until compliant.

### **Pit Access and Mentors in the Pit**

Pit Passes must be worn at all times by team members and mentors while in the Pit. Passes can be swapped out with other team members at entrance of the Pit. No pass, no access—same for team mentors. Teams are limited to one (1) mentor (adult) at a time in the pit during the competition.

### **Mentor Work on the Robot**

Mentors are monitored for how much work they (vs. the students) do on the robot. Mentors are certainly allowed to help with repairs, etc., just not take over the repairs. If a mentor is consistently working more on the robot than the team, a warning will be issued. A second warning will be issued if this appears to be a pattern. If it persists, the Pit Boss will be notified, and the mentor will be asked to leave, and no other adult may take his/her place.

### **Returnables Kit and Equipment Check-In**

ALL teams are required to turn in drivers vests, numbers and pit passes. Teams who opted to purchase their kit this year are not required to turn in any returnables kit materials at the conclusion of the competition if we have received payment for the kit. Winning teams that advance to South's BEST that did not opt to purchase their kit may keep their kits until the conclusion of the South's BEST competition. All other teams must turn in their kits complete with all provided equipment and documents, drivers vests and pit passes before leaving.

When turning in the kit, all equipment must be removed from the robot and placed in the kit, preferably in the bags provided. Check-in is first-come, first-served. Prepare for a wait.

### **Other Important Notes:**

#### **Access to Power**

There is no A/C outlet or power strip at each team's table and teams may not bring extension cords to run from outlets in the area. Power strips are located at each of the charging stations at the rear/sides of the Pit.

## Drivers Meeting and Drivers List

ALL team members, mentors, and teachers that expect to be in the Pit during the competition must attend the Drivers Meeting. Each team must turn in a Drivers List at Meeting. Team members that are not on the list and who attempt to drive will not be allowed to do so. Drivers will drive in the order provided on the list.

## Matches

Each team will play at least 6 matches during the Seeding (preliminary) Round. Teams are provided with a match grid/schedule of their upcoming matches. If a team is not in place at the field and ready to go when the match starts, they cannot compete in the match. A 20-second penalty is assessed if a team starts before the whistle or fails to turn on their robot when the match starts.

## Pit Boss – Teams' Contact for Problems

Each team is issued a **Team Rep button**, which is worn by a student when voicing a concern or complaint to the Pit Boss during the competition. If a team has problems regarding equipment, personnel, etc., they address them to the Pit Boss. Only one (1) team member (not a mentor) can approach the Pit Boss concerning a problem and must be wearing the team rep button.

## Pit Passes

Each team will receive five (5) Pit Passes, four (4) for team members and one (1) for another student OR adult mentor. The team determines who needs to be in the Pit and how passes will be swapped out during the competition. Only those with Pit Passes will be allowed access to the Pit.

## Pit Stations (Battery Charging, Repairs, and Soldering)

Teams must use the BEST-supplied charger at the charging station. Soldering irons (brought with teams) must be used at the Soldering Iron station. It is preferred that all tools be battery-powered.

## Safety Glasses

Safety glasses are provided at staging. Glasses are required for both driver and spotter during driving practice and the game. All team members and mentors are strongly encouraged to wear their own safety glasses while working in the Pit.

## Staging

No show, no go. Teams must be staged and ready to go when the previous match begins. Drivers' wristbands and team number are checked against the Drivers List for accuracy.

## Vests

During their matches, both driver and spotter(s) must wear the vests provided to their team. The vests clearly identify teams by number.