## **Fundamentals of Coaching in FRC**

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Rishi Jotsinghani FRC Team 1310 - Runnymede Robotics

# Fundamentals of Coaching in FRC

**Building a Drive team** First Match Prep In-Match Conduct **Post-Match Debrief Coaching an Alliance** How to handle Wins and Losses **Time-sensitive Decisions** Einstein Finals 3 Breakdown



#### As a coach, what is my job?

- Train and grow with your drive team
- Be the translator between strategy and drive team
  - Make sure the match goes as planned
- Prepare drive team for anything they might encounter
- Make macro calls within a match
- Make changes based on events in a match
- Communicate important information to other coaches
- Be the emotional leader on drive team

"I think the most important thing about coaching is the you have to have a sense of confidence about what you are doing. You have to be a salesman, and you have to get your players, particularly your leaders, to believe in what you're trying to accomplish on the basketball floor" - Phil Jackson, NBA Coach, 13 rings

#### **Designing a Drive team**

- Define your roles
- Drive team should be co-operative and hardworking
  - Driver
    - Driving 2 sticks
      - Manual shifting
    - 1 non-refined mechanism -> game piece intake / release
  - Operator
    - Game piece scoring and/or end game sequence
    - Any other mechanisms
    - "Micro" coach
  - Human Player
    - Autonomous leader with other HPs
    - Slight communication to drive team
    - Independent decisions without guidance



#### **Build on trust**

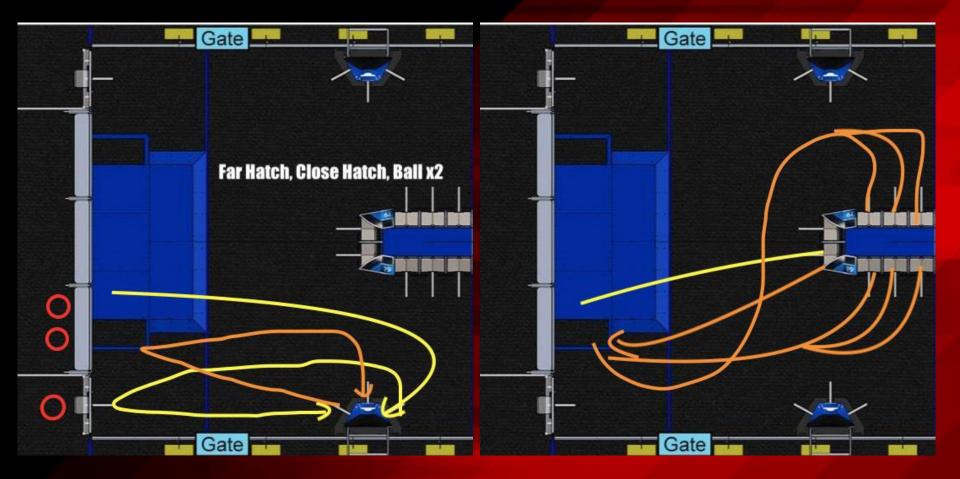
- You have to trust them; they have to trust you
- Create an environment focused on the common objective
- Iron out everyone's responsibilities
- Spend a lot of time on getting better
  - Confidence boost after progress
  - Criticism is welcome for improvement
- Friendship creates better chemistry
- Equal respect amongst team members





#### Practice, Practice, Practice

- Create drills and detailed paths
  - Do it 20 times
  - Do it 20 more times
  - Do it 20 more times after that
- Start simple, Give feedback
- Define your commands with drivers
- Once comfortable, time cycles / matches
- Be present at practice
- Video Review allows you to clean up mistakes



#### **Routine vs Adaptability**

- Depending on scoring and Ranking Point
- Routine increases consistency while Adaptability increases opportunity
- Focus on routine to start
  - Build confidence and recognizability
  - Amount of routine depends on robot capability
- Master routine first, add adaptability after
  - Scoring out of comfortable vision
  - Opposite station intake
  - Defense out of vision
- Practice Defensive calls



#### Rules





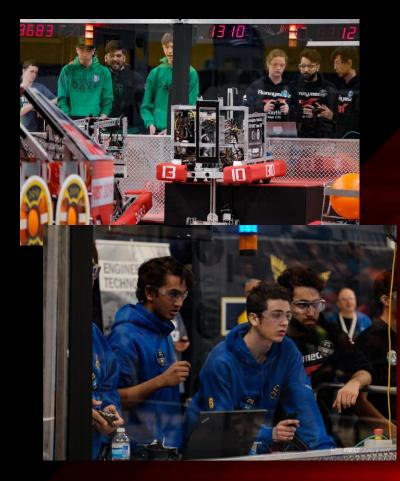




#### **First Match Coaching**

- Make sure your drive team understands the plan
  - What do they need to do?
  - Where do they have to go?
  - Who do they have to know about?
- Figure out key moments where you might speak
- Focus on comfort get used to giving directions
- Keep calm and concise
  - Avoid shouting and signs of de-stress
  - More words != more actions
  - Short commands with confidence
- Stay with your team
- Avoid quick changes
- Observe mistakes for debrief





### In-Match Coaching

- Don't get lost in your team
  - Short sprints on darting
  - Don't forget your Human Players
- Make sure everyone is following the plan
- You are in charge of role changes for your team
  - Update Alliance on any important information
  - In elims, direct any adapting roles for the alliance
  - Keep alliance calm if you sense panic

#### **Post-Match**

- 2-3 Debriefs
  - Strategy / Scouting
  - Drive Team
  - If in elims, with alliance partners
- Watch matches with strategy; discuss possible improvements
- Bring improvements to drive team, discuss possible solutions
  - Debriefing drive team should be limited to a small group of people
  - If it's a big mistake, make sure the drive team is focussed on the next match
- Bring changes to alliance, assign each coach responsibility for a change
- After a lose, don't race to change everything

#### **Coaching the Alliance**

- Make sure your alliance is focused and confident
- Pre-match, Be Repetitive Repeating emphasizes importance
  - If confident, repeat to your partner pre-match what their job is
    - Occasionally "Gas them up"
  - In situations you are not confident, allow them the opportunity to explain
    - Positive reinforcement when they are right
    - Correct any mistakes but relay confidence in them
- Your alliance members are on your team, everyone has the same goal
- Quick directions within match
- Coordinate with teams on how to deal with weaknesses

### Leadership

- This starts with training your drive team
- Own decisions on / off the field
  - Mistakes happen, take ownership of them
- Reciprocate confidence into your drive team
- Don't be unreasonable, don't act out in anger
- Take on the responsibility of making your drive team better
- Within a alliance, building trust will allow your team to contribute in match planning
- Wisdom is always an outmatch for strength
  - Phil Jackson, again





#### You Win Some

- High fives, "good jobs", "keep it up"
- Don't overvalue a win. Every series is Bo3
  - "We haven't won anything yet"
- Focus focus focus focus
- Feed off the win in match planning
  - "You've done it before" mentality
  - Huddles are nice to have
- Don't let a win distract you from your routine
  - Debrief
  - System Check
  - Review the plan

#### You Lose Some

- Focus focus focus focus
- Review footage before debrief
- Risk of changes should match probability of winning
  - Close lose? Make high probability changes
  - If it wasn't close, go wild
- High Team Morale
  - Huddle Speech
  - Reinforce confidence during debrief
- Following a series lose stay with drive team if comfort is needed
- Most loses don't last in people's minds





#### But my robot is broken, what do I do?

- Do not show panic to your drive team
- Communicate issue to other coaches
- Stay calm and think through your next move usually defense
- Think about how your goals change in the match, direct team accordingly
  - How do you win this match?
  - Can you still get the RP?
  - Who will take the parts of my role?
- Continue to watch for any issues with plan





#### **Clutch Calls**

- Usually, time-sensitive calls follow prep from strategy
- Before match, go through possible scenarios
  - Simple "If this then that"
- What information do I need to confidently make this call?
- How long do I have to make this decision?

#### Case Study - 2017 St. Louis - Einstein Match 6

- Red Alliance is one gear away from completing their "Airship"
- A completed Airship is worth 140 pts
- A climb is worth 50 pts
- Thuvishan (1241's Coach) was prepared for a situation where the red alliance would be completing their Airship near the end of the match
- Thuvishan was able to find where the remaining gear was, and as planned, opted to defend the gear in sacrifice of his climb.



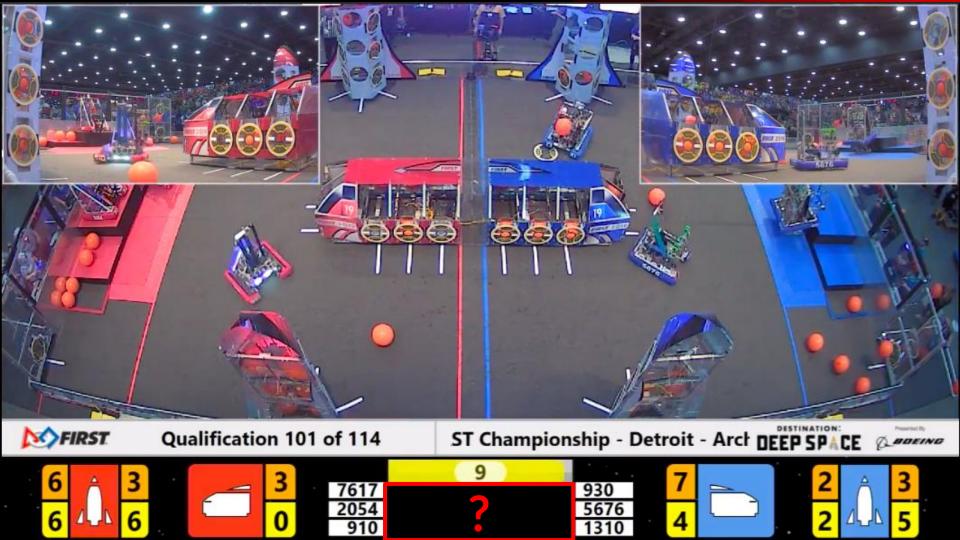


#### Scoreboard quiz

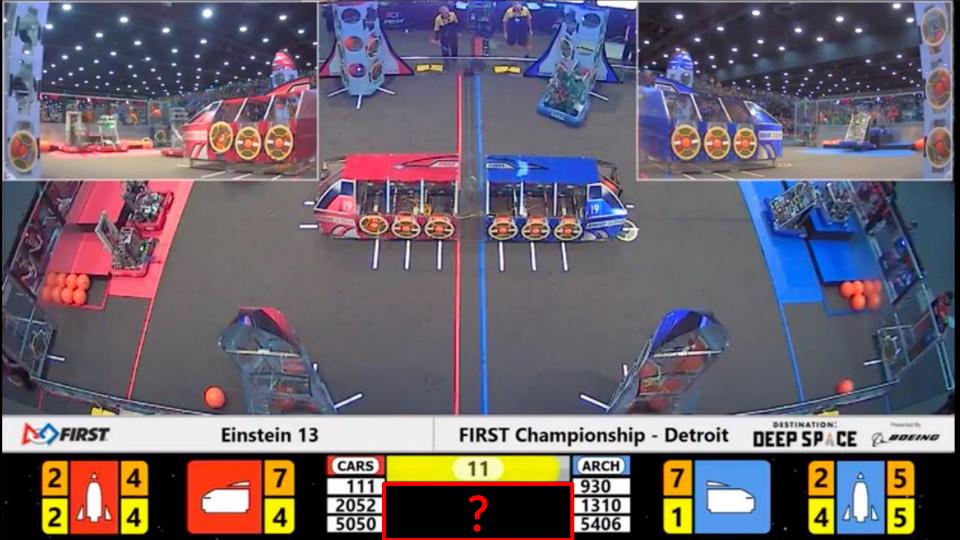
Calculate who is winning and by how many points. Fastest answer wins.

Example of an answer: "Red 3!" -> Red won by 3 points

Remember: Orange -> Ball = 3 pts, Yellow -> Hatch = 2 pts









#### **Contact Info**

Rishi Jotsinghani FRC Team 1310 <u>rjotsin@gmail.com</u> Or find me on any social media platform