STRATEGY

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INTRODUCTION

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Agenda

1. Recommended Tools
2. I Got The Match Schedule, Now What….
3. What To Do If Your Robot Moves!
4. This Wasn't In The Strategy…

Agenda

5 How To Be Annoying…Effectively!

6 It's The Final Countdown

7 Spot The Difference!

8 Lets Not Kill The Coach…

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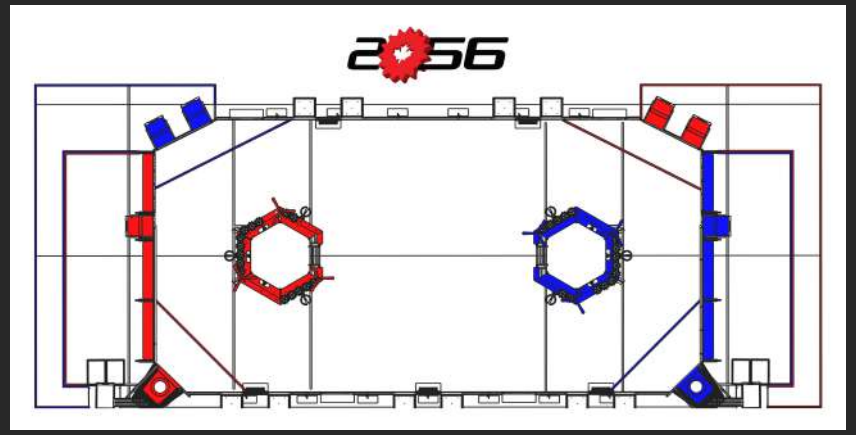
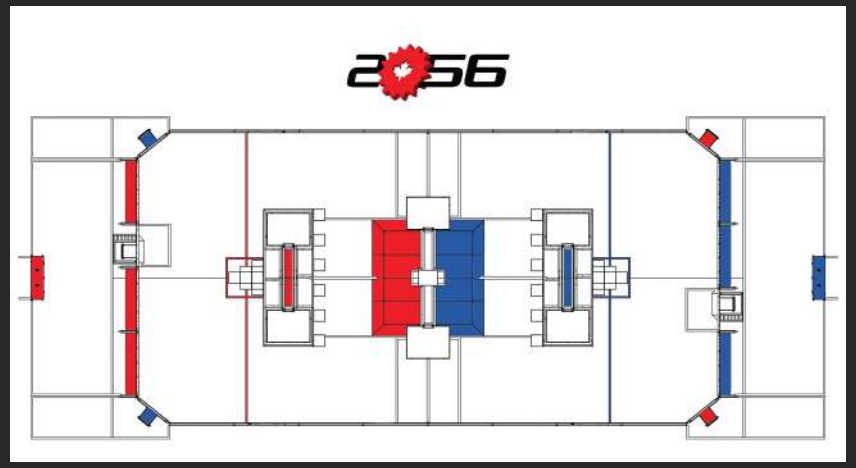
1 Recommended Tools

Strategy Board





Strategy Board

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Writing tools

Strategy Board

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Writing tools

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Recording Cameras

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Strategy Board

Writing tools

Recording Cameras

Comfortable Shoes

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Strategy Board

Writing tools

Recording Cameras

Comfortable Shoes

Patience

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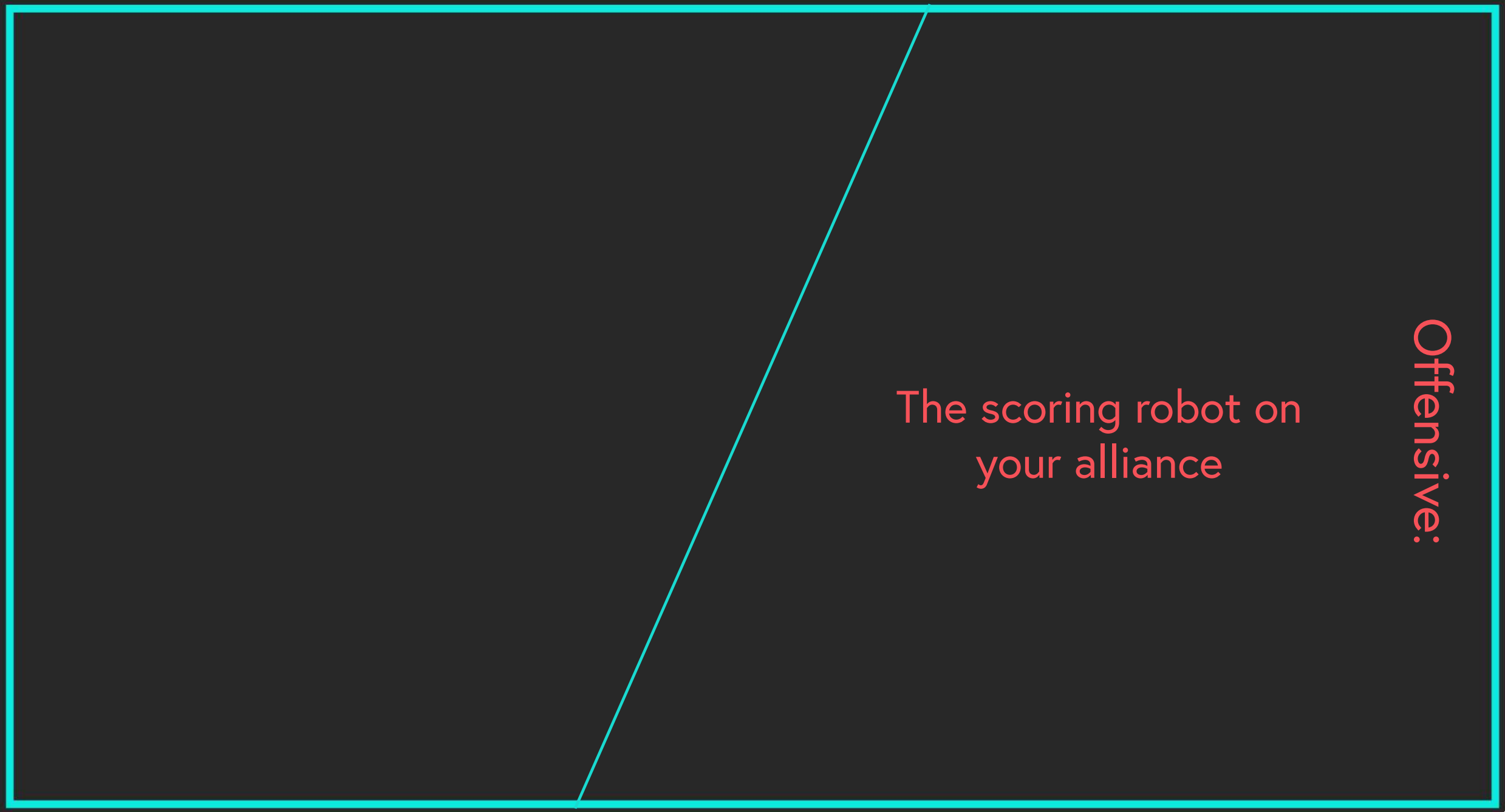
I Got The Match Schedule, Now What…



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Defensive:

The robot that reduces the scoring efficiently of the other alliance

The scoring robot on your alliance

Offensive:

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Example

Individual team score produced
vs
The amount of cycles prevented

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Example

How to know who is more susceptible to defence

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What To Do If Your Robot Moves!

```
{
    AutonomousInit()
{  Printf ("Autonomous Init Started\n");
Flexible with your alliance's
capabilities () ;  }
                                }
```

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Example

The maximized points/game pieces
Vs
More flexibility for start of teleop

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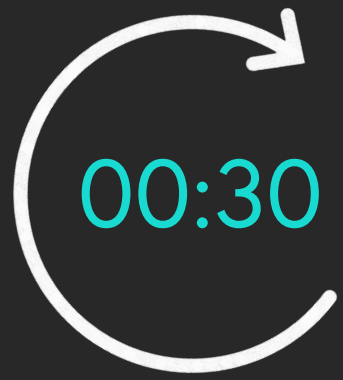

00:30 Rule

- [ ] Initial pick up location for game pieces
- [ ] Initial scoring positions

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Example

Major mistake because of the first 30 seconds

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This Wasn't In The Strategy…

A Contingency Plan

After Autonomous

Comparing your opponent's scored pieces to your own

Middle of Game

The 80 second Rule and switching off

End of The Game

If a robot cannot complete the end game task

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Example

Middle of game contingency plan

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How To Be Annoying…Effectively!

DEFENCE...

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Preparing Your Defensive Driver

1. Analyze your opponent's robots mechanically
2. Line up your defensive robot with the best line of sight to their targeted offensive robot
3. Determine terminology between driver, coach, and strategist

Example

Positional Defense

Defense that harasses one robot to reduce their total scored game pieces

. . . Man to Man Defense

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Example

Man to Man Defense

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…What Do We Prefer?

How to Play Defense

01. Along protected loading zone

02. Along scoring goal

03. Perpendicular to opposing robot

04. Reset Rule

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It's The Final Countdown

End Game Strategies

- Keeping all on end game
- Keeping one robot on offense
- Keeping one robot on Defense

Example

One offence robot stays

Example

One Defense Robot stays

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End Game Positions

When one team requires full space of end game zone

A sequential arrangement

Completing the task together!

Example

Sequence of end game

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Spot The Difference!

Vs Quals / Elims

Action	Criteria	MATCH Points		Ranking Points
		AUTO	TELEOP	
AUTO mobility	For each ROBOT that breaks the BASE LINE vertical plane with their BUMPER by T=0	5		
Pressure accumulation	For every three (3) FUEL counted in the Low Efficiency GOAL by T=0	1	-	-
	For every one (1) FUEL counted in the High Efficiency GOAL by T=0	+ 1 kPa		
	For every nine (9) FUEL counted in the Low Efficiency GOAL by T=0		1	
	For every three (3) FUEL counted in the High Efficiency GOAL by T=0	-	+ 1 kPa	
	If ALLIANCE meets or exceeds a threshold pressure of 40 kPa		20 (Playoffs only)	1 (Quals only)
ROTOR engagement	For each ROTOR turning by period's T=0, that's not previously been scored	60	40	-
	If all four (4) ROTORS turning by T=0		100 (Playoffs only)	1 (Quals only)
Ready for Takeoff	For each TOUCHPAD triggered by a ROBOT at T=0		50	-
Win	ALLIANCE's final score exceeds their opponents'		-	2 (Quals only)
Tie	ALLIANCE's final score equals their opponents'			1 (Quals only)

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Lets Not Kill The Coach…

Be constructive with your criticism!

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