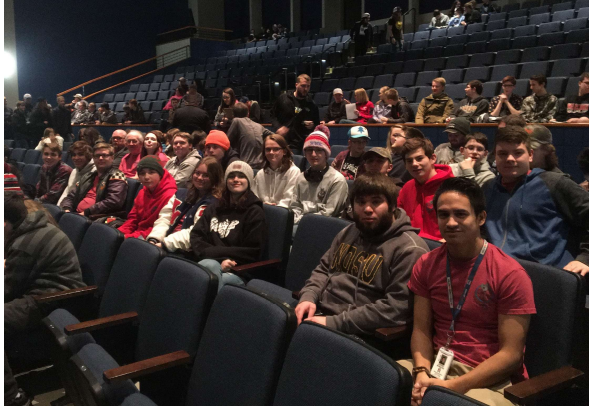


BROTHERHOOD OF STEEL

“Do. Or do not. There is no try.”- Yoda

By: Abbi First



Kick Off

A new season has officially begun for all robotics teams in the world. This year's game is going to be phenomenal!

Kick-off is an event where teams from all over the world get together with their hub teams (A group of teams in nearby towns) and prepare for the start of the season. This event is similar to watching the ball drop on New Years Eve. A room full of robotics teams stare intently at the little numbers in the corner of the screen countdown the seconds. As the numbers get smaller, the louder the crowd counts down, and when that last second is shouted everyone cheers for the new "year" for robotics.

Kick-off was hosted at Becker High School by team 4607 (CIS) on January 4th. After the game was introduced, teams broke apart to attend breakout sessions. These are mini-classes for individuals to learn how to prepare for the new game. To list a few of the classes: programming, electrical/radio,

manipulators, limelight/cameras, rules, and how to earn points.

Another section of kick-off is teams getting their Kit of Parts. These kits include supplies that teams might need for the game. There will be another chance for our team to get a few more parts through FIRST-Choice (a website that has all the legal parts for that year's robot). We get to use points to "buy" a few other items.

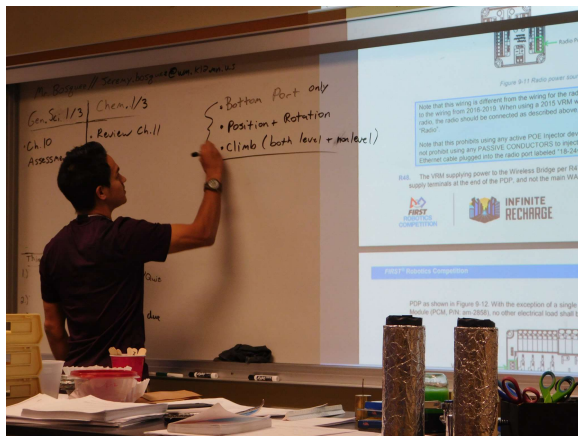


At the end of kick-off, teams met up in the auditorium to have a large group discussion. This is for any questions robotics members still have about the game. These questions are answered by a mentor who specializes in strategy. From this, our team learned how to prioritize what path we wanted to go to win points in the game.

Infinite Recharge!

Infinite Recharge is the title of the 2020 robotics game. (This year's game is Star Wars themed!) At the end of this section, there will be a link to the game. This video goes over the game and allows one to see the field that all robotics teams will compete on.

Robots, at the start on the Initiation Line, may be loaded up with three "power cells" During this time, robots can score double points in the fifteen-second autonomous period. During this time, points are worth twice as much. After the autonomous period is over, drivers have two minutes and fifteen seconds to score points for their alliance. There are a few ways to earn these points. One is by shooting the "power cells" into the low, outer, and inner ports. A second way is, rotating the "control panel" a specific number of times, or turning it to land on a certain color. During the last few seconds of the game, robots can attempt to climb in the Rendezvous Point. Points are scored by succeeding in the climb. Bonus points are given for leveling the robots on the teeter-totter like beam.



Our team has spent the last few days strategizing for our team's best approach to success. By analyzing our team's strengths, we decided how we could best support the other teams on our alliance.

Link for the 2020 game, Infinite Recharge:
<https://www.youtube.com/watch?v=gmiYW7mFRVE>

Sponsor's

We have practices on Mondays, Wednesdays, and Saturdays. We welcome any of our sponsors to come in and observe one of our practices. We want everyone supporting our team to feel free to ask us questions in person or to check out our robot. If this is something you would like to do, please send us an email or give us a call!

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Snapchat: [wmrobotics](https://www.snapchat.com/add/wmrobotics)

Youtube: [Watertown Mayer Robotics](https://www.youtube.com/channel/UC...)

Brotherhood of Steel

