



# CITRUS CIRCUITS

## JANUARY NEWSLETTER

### UPCOMING EVENTS

**Stop Build Day**  
February 19

**Sponsor Open House**  
February 23

**Central Valley Regional**  
March 7-9

### SPONSORSHIP UPDATES

**Pomelo**  
DJUSD  
UC Davis  
TechnipFMC

**Grapefruit**  
Lockeed Martin  
Hill Engineering

**Orange**  
Instant Systems  
Boeing  
UC Davis School of  
Medicine

**Lemon**  
M Cubed  
Intuitive  
UC Davis College of  
Agricultural and  
Environmental Sciences  
UC Davis College of  
Biological Sciences  
UC Davis College of  
Engineering  
UCD School of Education  
The Brin Wojcicki  
Foundation  
Recology

**Lime**  
UC Davis College of  
Letters and Science  
Da Vinci Boosters  
University Retirement  
Community  
Watercourse Engineering

**Inkind**  
WestCoast Products  
Velonx CNC  
GitHub  
Aerometals  
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### TRAVELING TO THE OUTER LIMITS OF THE UNIVERSE IN 2019

It's time to Launch! On January 5, this year's FIRST game was revealed. DESTINATION: DEEP SPACE Presented By The Boeing Company is a game completing a mission on planet Primus as well as celebrating the 50th anniversary of the Apollo 11 moon landing. The game incorporates one cargo ship, two rockets, a habitat platform, loading stations, and two depots per alliance. At the beginning of each match, the Sandstorm Period starts, where shutters are lowered to prevent alliances from seeing the field. For 15 seconds, each team can either choose to use an autonomous routine or manually drive the robot using a vision system. This year, teams load cargo into two rockets and a cargo ship while placing hatch panels on both to earn points and then return to the habitat platform to complete the mission. The field is split between the red and blue alliance, allowing each side to compete to see who can load cargo and hatch panels the fastest. Teams have six and a half weeks to build a robot and get ready for Stop Build Day on February 19.



### ALUMNI CELEBRATION

On December 28, we hosted an alumni party in M1, attended by around 40 alumni and students. The night was spent talking with alumni about their college experience and their time on the team. Students were served a pasta dinner and dessert provided by parents, and liquid nitrogen soda slushies provided by Devin. The night was a big hit and we look forward to having even more alumni participate next year.

### FIRST WADPAN OF THE YEAR

Work all day, play all night took place January 2 during Winter Break. Students worked with their subteams to complete projects before the build season began and later, the team switched gears by playing games and participating in group activities. The extended meeting allowed for students to feel prepared for the upcoming build season as well as have a good time before starting to build this year's robot.

### DYR WRAP UP

Citrus Circuits held the last DYR tournament on December 15 at the Davis Senior High North Gym. Approximately 35 teams of Jr. High and Elementary students enjoyed the final competition of the 2018 season. Teams Marvelous Megabots and Vexotics won the Teamwork Champion Award, qualifying them for the state competition. The past DYR season was a great success, allowing many local and out of town teams to compete and advance to the state championships.



### INTERNATIONAL OUTREACH

On November 8, ten Argentinian students visited our facilities after participating in a program at UCD. They were given a tour of the Hardware, Programming, and Business and Media subteams as well as introduced to FIRST robotics. We hope to eventually start and help fund a few teams in Argentina.



Steve Harvey, our lead mentor, went to speak at the Mentors Without Borders conference in Sydney, Australia. Hosted by 3132 Thunder Down Under, the event took place during the last week of November. He gave presentations outlining the basics of managing a team as well as an introduction to build season. He also spoke about our scouting app, information on mock kickoff, and how to start strategizing and designing the robot. This is the third year Steve has represented 1678 at this conference.

### THANK YOU TO THE GAME ELEMENT VOLUNTEERS

We would like to give a big thanks to parents and alumni who helped build game elements for the 2019 build season. Thank you to Daniel Hahn, Paul Brandy, Craig Long, Evelyn Hahn, Jessie Stavely, Paul Bugni, Alan Taylor, David Fabionar, Mark Pollock, Lori Leong, Matt Foreman, Sean Liu, Olaf Bystrom, and Sophia Hahn. Hosted by the Long family, the volunteers spent most of the first weekend in January constructing the habitat platforms, cargo ship, and rockets.

