



CITRUS CIRCUITS

END OF YEAR NEWSLETTER

EVENTS

Senior Parade
June 4, 9 a.m.-12 p.m.

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2021 SEASON RECAP

Citrus Circuits has officially finished all challenges for the 2021 FRC Season. On our website, we have published a summary of all of our activities this season, including our rankings, robot details, and some information from our other submissions, such as Chairman's, Innovation, and Game Design. This website summary includes our Skills Challenge and Excellence in Engineering awards. We are also creating a Season Recap video that will be available on all social media platforms.

SKILLS CHALLENGE AWARDS

Citrus Circuits is proud to announce that we ranked at the top of the Hydrogen Division for the Skills Challenge and will be receiving a blue banner for our accomplishments. We were also recognized with the Excellence in Engineering Award for the updated design of our 2020 Season Robot, Emperor Pulpatine. Our winning skills challenge videos are available [here](#).

REGIONAL CHAIRMAN'S AWARD

Congratulations to our Chairman's subteam for our fourth consecutive Regional win! The Chairman's Award is the most prestigious award at FIRST, honoring the team that best represents a model for other teams to emulate and best embodies the mission of FIRST. Citrus Circuits demonstrated an ability to adapt to a virtual environment and create programs to reach out to both our local and international communities despite the pandemic. The team will now be considered for the Chairman's Award at the FIRST Championship.



GAME DESIGN CHALLENGE

This year, our Strategy Subteam designed an FRC-style game called Storm Surge that borrows elements from past FRC games to create a sense of familiarity and enhance player/audience participation. Storm Surge was developed by students from our Strategy subteam with mentor and alumni input. In this game, teams will shoot packets into high and low slots called data ports and memory caches, with a game design that allows for advanced strategies, such as blocking and relaying pieces across the field. For the last thirty seconds of the game, teams will have the option to climb a chain to raise flags or work with their teammates to complete certain actions to gain more points. This game's design, such as point balancing and field design, were put together in a way to maximize audience and drive team visibility. The game received the Designer's Award in the Niobium Group and is one of 20 teams selected as a Game Design Finalist. The game will be under consideration by FIRST to be one of the three Game Design Challenge Winners. More information is available at our season summary [webpage](#).

DEAN'S LIST AWARDS



Congratulations to Ellie K. and Apurva for winning Dean's List awards this season! The Dean's List Award is a prestigious award presented each year by FIRST that requires students to be nominated by mentors and interviewed by a panel of judges. Ellie has served as 1678's Software Scouting technical lead

since 2020, and was also responsible for the creation of the 2020 Robocamps' virtual format, while Apurva was the 2020 season Fall Workshops Coordinator and the first student to have received the Volunteer of the Year award in the eight-year history of Capital City Classic. Congratulations again to both of them!



INNOVATION CHALLENGE



For this year's Innovation Challenge submission, our Innovation Challenge team decided to create an earpiece called LimeAid that aims to help students better participate in sports by minimizing audio overstimulation. The earpiece was designed with input from students with autism spectrum disorder

and professionals who study the autism spectrum. The athlete wears an earpiece to communicate with their coach, and a wristband with a button to signal distress. When the button is pressed, the coach will get a notification on their phone, and can communicate with the athlete by speaking into their phone, connected to the earpiece by bluetooth. For more information regarding LimeAid and this year's Innovation Challenge submission, click [here](#).