



Citrus Circuits
Fall Workshop Series
Field Strategy

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Intro

- What is Field Strategy?
- Our team's insight to competition process
 - No set recipe for success!





Match Strategy

Scouting Data

- Match Data
 - Scoring capabilities and locations
 - Driving ability
 - Consistency
 - Reliability
- Pit Data
 - Drive train
 - Dimensions and weight
- Look for upwards and downwards trends



Tele and Auto Roles

- Discuss with all teams present
 - Debrief capabilities of alliance and opponents
 - Discuss auto routines
 - Most consistent and advantageous autos
 - Discuss teleoperated roles
 - Strongest scorers
 - Defense
 - Alliance partner requests



Tele and Auto Roles Cont.

- Think outside the box
 - Allowed by rules
 - Trapping a robot in endgame
 - Chokehold strategies
 - 2015: can grabbers
- Watch other competitions for unique strategies
 - Autos
 - Scoring/Descoring paths and routines
 - Match strategies





Defining Goals

Match goals

- Match Goals
 - Is 4 RP feasible?
 - 2019: rocket vs cargo ship
 - 2017: 4RP vs climb
 - Do we focus on bonus RP or the win?
- Competition goals
 - Analyze match schedule
 - Identify toughest matches
 - Reach out to partners



Picking a team

- Secure high ranking
- Identify potential partners
- First Picks
 - Most compatible robot
 - Strongest opponent
 - Often a high scoring robot with similar capabilities
- Second Pick
 - Often performs simpler scoring tasks or defense
 - Reliability



Showing your skills

- Display capabilities of good pick
- Ask high ranks what they look for
 - 2019: defense, autos, cargo ship scoring
 - Inform teams when you will demonstrate requested capabilities
- Demonstrate collaboration skills
- Ask sooner than later





Robot Performance

Robot Performance

- Things will go wrong!
 - You can make them go wrong less often
- Define pit process
 - Systems checks!!!
- Drive team roles
 - i.e. Field setup, loadoff, DS
- Practice field is bae

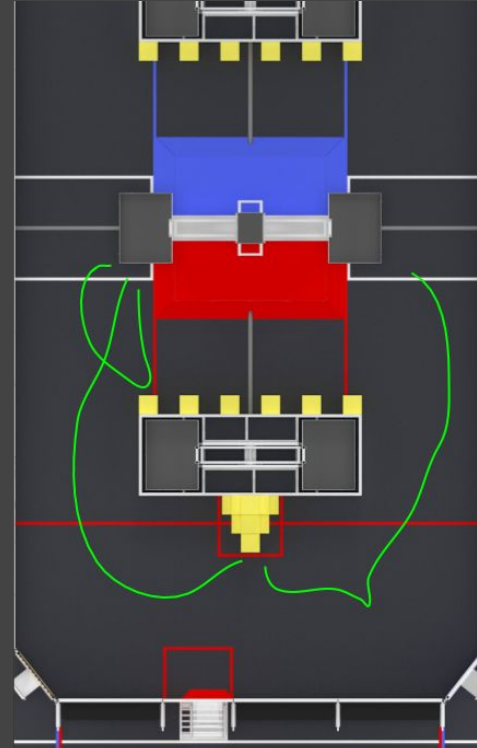




Driving Ability

Driving Ability

- Name of the game: practice!
- What kind of driving is present in this game?
 - Speed
 - Accuracy/Placement
 - Defense



Driving Ability

- What enables fast cycles?
- How to get around defense
 - How to play good defense
- Driving paths
 - Direction, front of robot
- Don't rely on vision





Questions?

Questions?



Give us Feedback!





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Thank You!