



CITRUS CIRCUITS

JANUARY NEWSLETTER

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2021 SEASON KICKOFF

On January 9, the 2021 FRC season officially began at 9 a.m., with a video livestream to showcase this year's new challenges to teams around the world. Immediately after kickoff each year, 1678 holds a day-long meeting that has students of all subteams come together and create a list of goals to prepare for the upcoming season.



However, due to the COVID-19 pandemic, we could not hold our traditional day-long brainstorm, and instead opted for virtual breakout rooms where we discussed the advantages and disadvantages of various approaches to this year's game, as well as what our ideal course of action might be. On Sunday, we began with breakout rooms to discuss possibilities for the Innovation Challenge, where students are asked to identify a problem within society as a whole. Afterwards, we had an all-team meeting in the afternoon to conclude our group discussions, and the rest of the afternoon was left free for students from either the Game Design Challenge or the Innovation Challenge to discuss their own ideas after input from the whole team. The deadlines for the challenges will all close on March 4.

DESIGN CHALLENGE 2021

One of the new challenges presented by FIRST for the 2021 season is the Design Challenge, which prompts students to design a game much like one of the games FIRST presents in normal FRC seasons. Some of the materials to be submitted for the Design Challenge include a map of the field, a short description of the game, as well as an optional animation, similar to the ones FIRST releases every season. The Design Challenge, currently led by our strategy subteam, is being developed in addition to our current plans for strategy and other scouting throughout the season.

FIRST AT HOME CHALLENGE

Alongside the Game Design and Innovation Challenges presented this year, there are also the FIRST at Home Challenges, designed to emulate the challenges a robot would accomplish during the Infinite Recharge game. The FIRST at Home Challenges vary in difficulty and requirements, ranging from driving paths to shooting as many foam balls as we can



within a given time period. In order to provide the same competitive spirit that we have seen in pre-COVID seasons, teams will be sorted into judging groups for the competition, and will submit videos and scores from their challenges to determine winners from their groups. Each judging group will include up to 30 teams selected from around the world.

NEW OUTREACH LEADS

During fall and spring every year, 1678 selects new leads for our various Outreach Subteams. This past fall, we interviewed students for Citrus Service, The Compass Alliance, RoboCamps, and Robot Demos. Our new Citrus Service lead is Caroline Johnson, for The Compass Alliance we have Emily Xia, Robocamps will be led by Ludi Wang, and Robot Demos will be coordinated by Kathy Li. New outreach and leadership positions will be open for interviews this May, and all students are welcome to nominate each other or themselves for these positions.

PLANS FOR BUILD SEASON

Every year, Citrus Circuits increases both the number and duration of team meetings during Build Season to give students the time and resources they need to finish their work. This year will be no different, regardless of the COVID-19 pandemic. Our team weekday meetings will proceed as usual, starting at 6:30 p.m. and going until 9 p.m. on Wednesdays and Thursdays. On the weekends, we will be having two hour-long meetings starting at 10 a.m. and 4 p.m. on Saturdays and Sundays, including general and subteam meetings. This year will also be different from previous years in that we will not be holding meetings on Monday holidays, and subteams are free to adjust their meeting times to their own needs.