



UPCOMING EVENTS

- Stop Build Day**
February 20
- Sponsor Open House**
February 24
- Utah Regional**
February 28 - March 3

SPONSORSHIP UPDATES

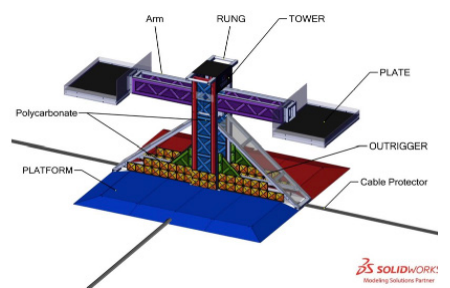
- Jupiter**
DJUSD
UCD Chancellor's Office
NVIDIA
- Saturn**
Apple
- Neptune**
First St. Realty
- Venus**
Hill Engineering
DMG Mori
Bright Funds Foundation
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- Mercury**
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Research Group
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- In-Kind/Other**
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POWERING UP FOR THE 2018 SEASON

It's time to Power Up! On January 6, this year's FIRST game was revealed. Appropriately named Power Up, this game is based on pixelated 8-bit video games. It incorporates a tall scale, two low switches, and lots of power cubes. The goal of the game is for human players to direct their robots towards the cubes and place them on the balanced switches and scales to tilt them in their team's favor. Points go towards whichever alliance's cubes outweigh the opponents. While this may seem fairly par for the course, FIRST added an interesting aspect this year- points are added based on the number of seconds that a team has a scale or switch tilting in their favor, instead of a single point bonus. During the game, it's important to deliver cubes to human players through an exchange wall to trade power cubes for "Power Ups" in the vault. Doing this can allow the alliance to use three different power ups: force, boost, and levitate. The force power up is used after 1-3 cubes are placed to gain ownership of either the scale, switch, or both. After 1-3 cubes are placed for the boost power up, it increases the amount of points scored on either the switch, scale, or both for ten seconds. When three cubes are placed in the vault for levitate, it allows a free climb while the other two alliance bots climb for up to 90 points and one ranking point at the end of the match.



CITRUS CIRCUITS HOSTS AN ALUMNI CELEBRATION!

On December 29, we hosted an alumni party in M1, attended by alumni, students, and parents. About 30-40 people attended, and the students mingled and played board games well into the night. The attendants included previous team captains Jasmine Zhou, Elise Wong, Sophia Stockburger, Bryton Moller, and our current team captain Amanda Liu. Students were served a pasta dinner and dessert provided by parents, and liquid nitrogen ice cream, provided by Devin. The night was a big hit and we look forward to having even more alumni participate next year.



THANK YOU TO THE VOLUNTEERS WHO BUILT GAME ELEMENTS

We would like to give a big thanks to parents and alumni who helped build game elements for the 2018 build season.

Thank you to Craig Long, Paul Brandy, Buck Cutting, David Solomon, Denise Odenwalder, Alan Taylor, Jan Quick Wright, Sophia Hahn, and Kelly Ostrom. They spent most of the first weekend in January



constructing a switch, scale, exchange wall, portal wall, and a vault to practice with during our build season.

TEAM MEMBER INTERVIEW

To start off the new year, we decided to interview a second year team member, Katie Stachowicz. Katie joined the Business and Media subteam last year, and plays a big role in managing sponsorships and financing for the team.

How has this year been different than last?

This year there are more people and more organized training. It's stricter than last year, the people have changed, seniors have graduated, there are more eighth graders on the team, there's a larger age range, more subteams, and there are more people involved in different aspects of the team.

How do you expect the team to do compared to last year?

There are more difficulties with larger travel teams. Don't expect us to lose, also don't expect us to win, but always expect us to do our best.

How have you helped some of the new team members?

I led some of the trainings for business and media, and have been helping whenever new members ask or whenever I can. There's more one-on-one work with new members.

Do you think our team has improved?

It has improved in that the people who are here want to be here, want to help, they're trying, and the fact that they're trying means a lot. The general team attitude has gotten a lot more enthusiastic.

Where do you think we are headed this upcoming year?

I hope we go to championships, but it's too soon to say. In terms of the team members, I think this is going to be a good year for our general education because there are students here who want to learn and people who are willing to teach them.



GETTING TO WORK AND GETTING TO PLAY

WADPAN (work all day, play all night) took place January 4th at DHS. Students worked with their subteams to complete projects before the build season began. Later, the team switched gears and played board games, participated in team trivia, and watched movies. The day allowed for eight hours of hard work, and then four more hours of team bonding and fun. It enabled students to feel prepared for the upcoming build season and have a good time before starting to build this year's robot.

FINAL DYR COMPETITION

Citrus Circuits held the last DYR tournament on December 17 at Davis Senior High School. 20 teams of Jr. High and Elementary students enjoyed the final competition of the season. Teams Marvelous Megabots and QWERTY won, both scoring 161 points, qualifying them for the state competition. The past DYR season was a great success, allowing more than 40 local and out of town teams to compete and advance to the state championships.

CONFIRMED COMPETITION SCHEDULE

This season, Citrus Circuits will be participating in three regional competitions. The first will take place in Salt Lake City, Utah, from February 28 to March 3, 2018, only the second time the team has gone out of state for a regional competition. The second regional will be before spring break, from March 21-24 at UC Davis. Our third and final regional will be held in Fresno on April 5-8 at the Central Valley Regional. Based on our performance at these competitions, we hope to attend the FIRST World Championship in Houston, Texas, on April 18-21.