

FTC Remote Tips

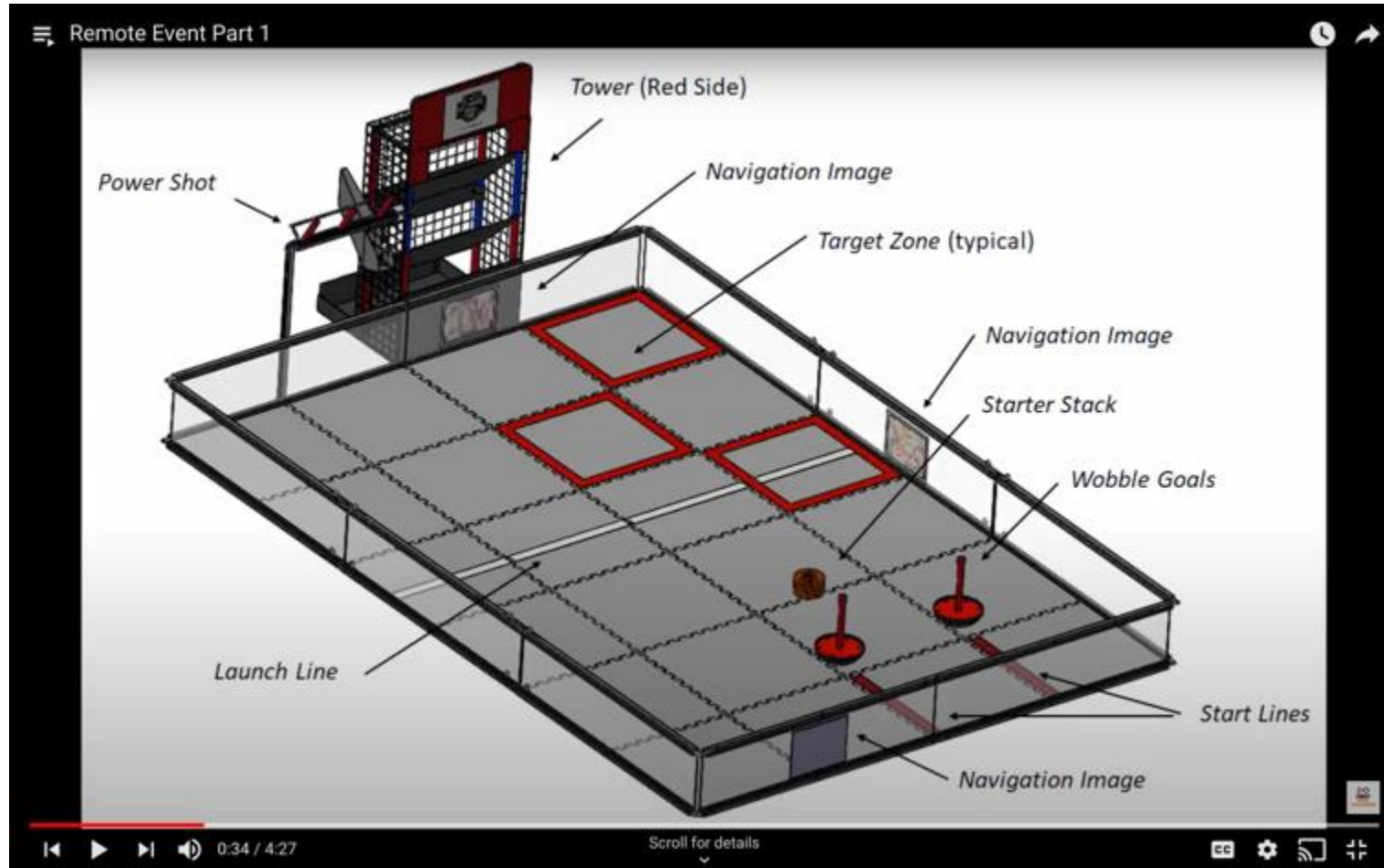
This has been created to help you learn the system to run test AND official matches.

It comes from the videos available at

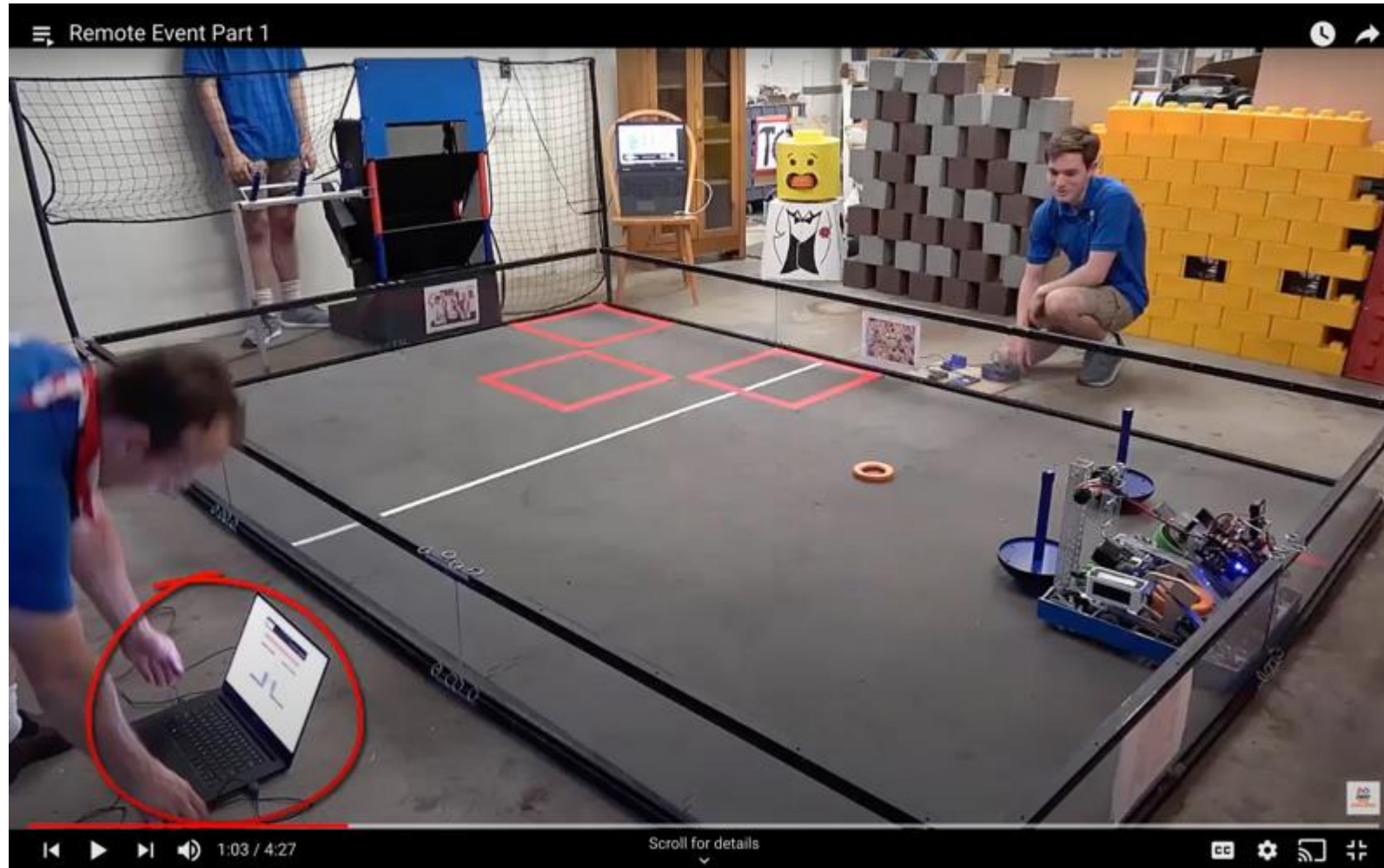
<https://www.youtube.com/playlist?list=PLEuGrYl8iBm48sXHM8wOIPECDvD1zGgr2>.

If you find errors or other key important information, please **TEXT** the Head Referee,
Ford Davis 505-400-5529. **Use a text and give a number.**

The field is setup 4 feet narrower than normal, removing the last two front-to-back set of tiles. Set it up 4 tiles wide and the normal 6 tiles deep, removing one section of the top and bottom walls. Despite colors, all three levels of scoring are for your team to use. Launch distance requirements are the same. Driver boxes are on the same side as the three target zones.



Example setup and possible position for scoring. Your scoring can be done from anywhere you find most effective.



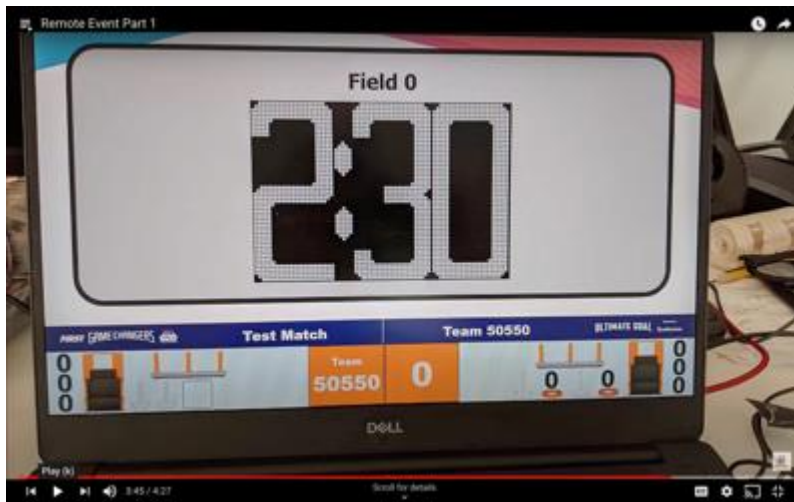
When you login you should see this screen:

Use “Play Test Match” button. The software will not score to the web, no record is kept.

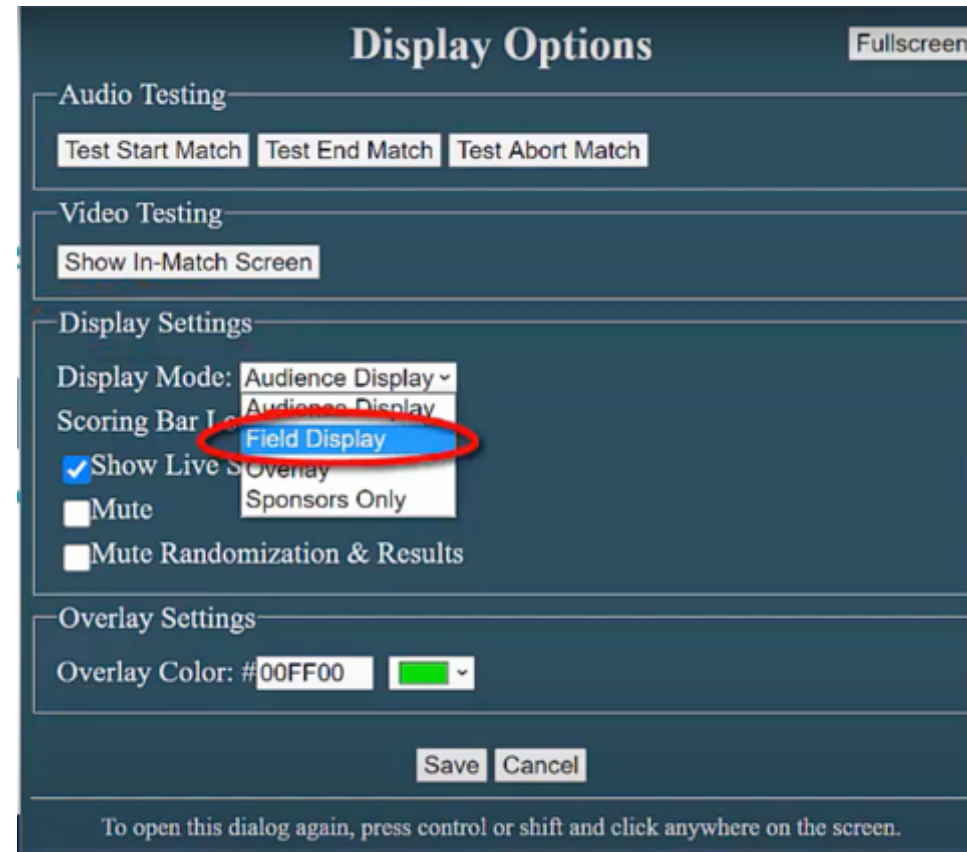
Unlike real matches, it can be paused! You CANNOT PAUSE IN ACTUAL MATCHES!!!

The screenshot shows the FIRST Tech Challenge Scoring (Cloud) v2.0.0-alpha.6-4-gbd8d530 development environment. The header is green with the text "FIRST Tech Challenge Scoring (Cloud) v2.0.0-alpha.6-4-gbd8d530" and "Environment: development". Below the header is a dark grey navigation bar with the FIRST Tech Challenge logo on the left and "Resources Help/Feedback Hello, FTC Technology" on the right. The main content area displays the team name "[50550] Test Team 50550" and the location "FIRST/Qualcomm/PTC/Test Factory Test City 15, Test State L, Test". On the left side, there is a vertical menu with "Test Matches" (highlighted in blue), "Events", and "Users". On the right side, there is a "Test Matches" section with a blue "Play Test Match" button and a grey "Open Display" button.

You can have an action/display screen, an iPad (best) or laptop can be used for the Scorekeeper display. The scorekeeper (mentor/adult) can/should be on the opposite side able to move to see clearly and watch for launching behind the launch line. **The scorekeeper CAN be mobile and move to the best visual line of sight!**



Coach/Driver view



Setup Screen

Scoring screen will show: Show Preview, Randomize, and Start Match Buttons

FIRST Tech Challenge Scoring (Cloud) v2.0.0-alpha 6-4-gbd8d530
Environment: development

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Test Match Pre-Match Setup

Play Display Sounds? ⓘ

Show Preview Randomize

Show Match Start Match

Note: Clicking the "Start Match" button will begin a 3-second audio countdown. Make sure the *Drive Team* understands they need to wait until the "Charge" audio plays to start their *Autonomous Op Mode*.

Reset Test Match

Show Preview and Randomize

Shows the Starter Stack and Wobble Post Targets also a Reset Button
(Will NOT be there in a real match!!!). Two different possibilities shown ...

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Environment: development

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Test Match Pre-Match Setup

Play Display Sounds?

Show Preview Show Random

Show Match Start Match

Note: Clicking the "Start Match" button will begin a 3-second audio countdown. Make sure the Drive Team understands they need to wait until the "Charge" audio plays to start their Autonomous Op Mode.

Reset Test Match

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Test Match Pre-Match Setup

Play Display Sounds?

Show Preview Show Random

Show Match Start Match

Note: Clicking the "Start Match" button will begin a 3-second audio countdown. Make sure the Drive Team understands they need to wait until the "Charge" audio plays to start their Autonomous Op Mode.

Reset Test Match

Coach/Driver Display shows:

The screenshot displays the Coach/Driver interface for the game 'Ultimate Goal'. It is divided into three main sections:

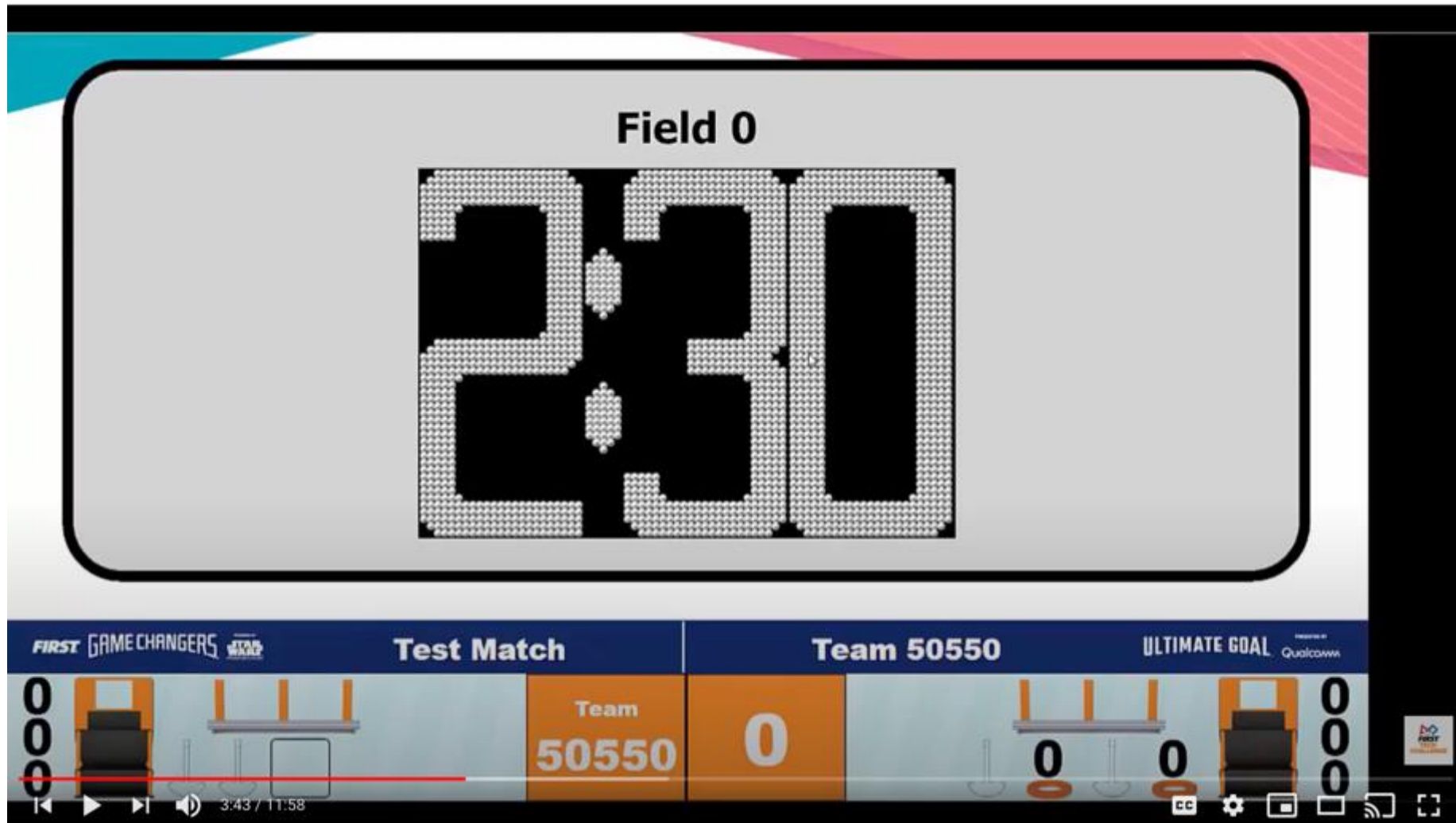
- Test Match:** A 2x2 grid of squares. The bottom-left square is highlighted with a blue border and contains the letter 'A'. A white horizontal line is visible at the bottom of the grid.
- Randomization:** A 2x2 grid of squares. The top-right and bottom-right squares are highlighted with red borders and contain the letter 'A'. A white horizontal line is visible at the bottom of the grid.
- Central Area:** A large black square with a black dot in the center. Below it is a slider control with a white arrow pointing to the right, and the text '0 Rings' below the slider.

At the bottom of the screen, there is a black bar containing the following elements from left to right:

- The 'ULTIMATE GOAL' logo, which includes a diamond icon.
- The text 'PRESENTED BY Qualcomm'.
- The text 'Team 50550'.
- The 'FIRST TECH CHALLENGE' logo, which features interlocking blue and red shapes.
- A small 'FIRST' logo in the bottom right corner.

At the very bottom, there is a video player control bar with a red progress bar, a play button, a volume icon, the time '3:26 / 11:58', and icons for closed captions, settings, and full screen.

Press **Start** then the Timer on the scoring device and **Autonomous** goals on lower left and **Driver Controlled Play** on the lower right display and the timer starts!



Scoring Screen then shows scoring, the COACH/DRIVER screen will update accordingly.

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Environment: development

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Test Match Autonomous

Period Time: 0.18 (A)

Wobble 1: None Delivered A Wobble 2: None Delivered A

High Goal: - 0 + Left Power Shot: Up Down

Mid Goal: - 0 + Center Power Shot: Up Down

Low Goal: - 0 + Right Power Shot: Up Down

Navigated: No Yes

Minor Penalties: - 0 + Major Penalties: - 0 +

Period Time: 0.18 (A)

Submit Autonomous

Reset Test Match

The blinking yellow screen says: **Finish Autonomous scoring and Submit.** This is time limited and may require some practice! Use the Restart and practice the autonomous because in a real match it all marches forward with the timer!!

The screenshot shows the 'Test Match Autonomous' interface. At the top left is the 'FIRST TECH CHALLENGE' logo. At the top right are links for 'Resources', 'Help/Feedback', and 'Hello, FTC Technology'. The main area is yellow and contains the following controls:

- Period Time:** 1:57 (D)
- Wobble 1:** A toggle between 'None' and 'Delivered A' (selected). Below it are three goal score controls: High Goal (0), Mid Goal (0), and Low Goal (1). Each has a minus sign, a score box, and a plus sign.
- Wobble 2:** A toggle between 'None' and 'Delivered A' (selected). Below it are three power shot controls: Left Power Shot, Center Power Shot, and Right Power Shot. Each has an 'Up' and 'Down' button.
- Navigated:** A toggle between 'No' and 'Yes' (selected).
- Minor Penalties:** A score control with a minus sign, a box containing '0', and a plus sign.
- Major Penalties:** A score control with a minus sign, a box containing '0', and a plus sign.

At the bottom, there is a 'Period Time: 1:57 (D)' display, a grey 'Submit Autonomous' button, and an orange 'Reset Test Match' button.

The switch to Driver Controlled Period scoring is automatic. If you have a second observer, they might help in the transition, as the Autonomous is submitted. **You can have help!!!**
Use the left side of the screen only, the right is for End Game only.

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Environment: development

FIRST TECH CHALLENGE

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Test Match Driver-Controlled & End Game

Period Time: 1:42 (D)

High Goal:	-	3	+	Left Power Shot:	Up	Down	
Mid Goal:	-	0	+	Center Power Shot:	Up	Down	
Low Goal:	-	0	+	Right Power Shot:	Up	Down	
Wobble 1 Rings:	-	0	+	Wobble 2 Rings:	-	0	+
Wobble Goal 1:	None	Start Line	Drop Zone	Wobble Goal 2:	None	Start Line	Drop Zone
Minor Penalties:	-	0	+	Major Penalties:	-	0	+

Period Time: 1:42 (D)

Submit Driver-Controlled

Reset Test Match

Both sides stay active throughout the End Game and after the buzzer sounds. Assure all action stops ... penalties can be then assessed and the entire score reviewed. Take your time to review the scores for and submit the Driver Control period. **Reset is offered here only because you are in test mode.**

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Environment: development

FIRST TECH CHALLENGE

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Test Match Driver-Controlled & End Game

Period Time: 0.00 (E)

High Goal:	-	7	+	Left Power Shot:	Up	Down	
Mid Goal:	-	6	+	Center Power Shot:	Up	Down	
Low Goal:	-	3	+	Right Power Shot:	Up	Down	
Wobble 1 Rings:	-	0	+	Wobble 2 Rings:	-	0	+
Wobble Goal 1:	None	Start Line	Drop Zone	Wobble Goal 2:	None	Start Line	Drop Zone
Minor Penalties:	-	1	+	Major Penalties:	-	0	+

Period Time: 0.00 (E)

Submit Driver-Controlled

Reset Test Match

This is then the final review screen. Both Autonomous and Driver Control can be altered. This is where the head referee usually finalizes the scores. In actual matches, these cannot be changed after submittal.

The screenshot displays a 'Final Review' interface for a robot match, divided into two main sections: 'Autonomous Scores' and 'Driver-Controlled Scores'. Each section contains various score categories with numerical input fields and selection buttons.

Autonomous Scores

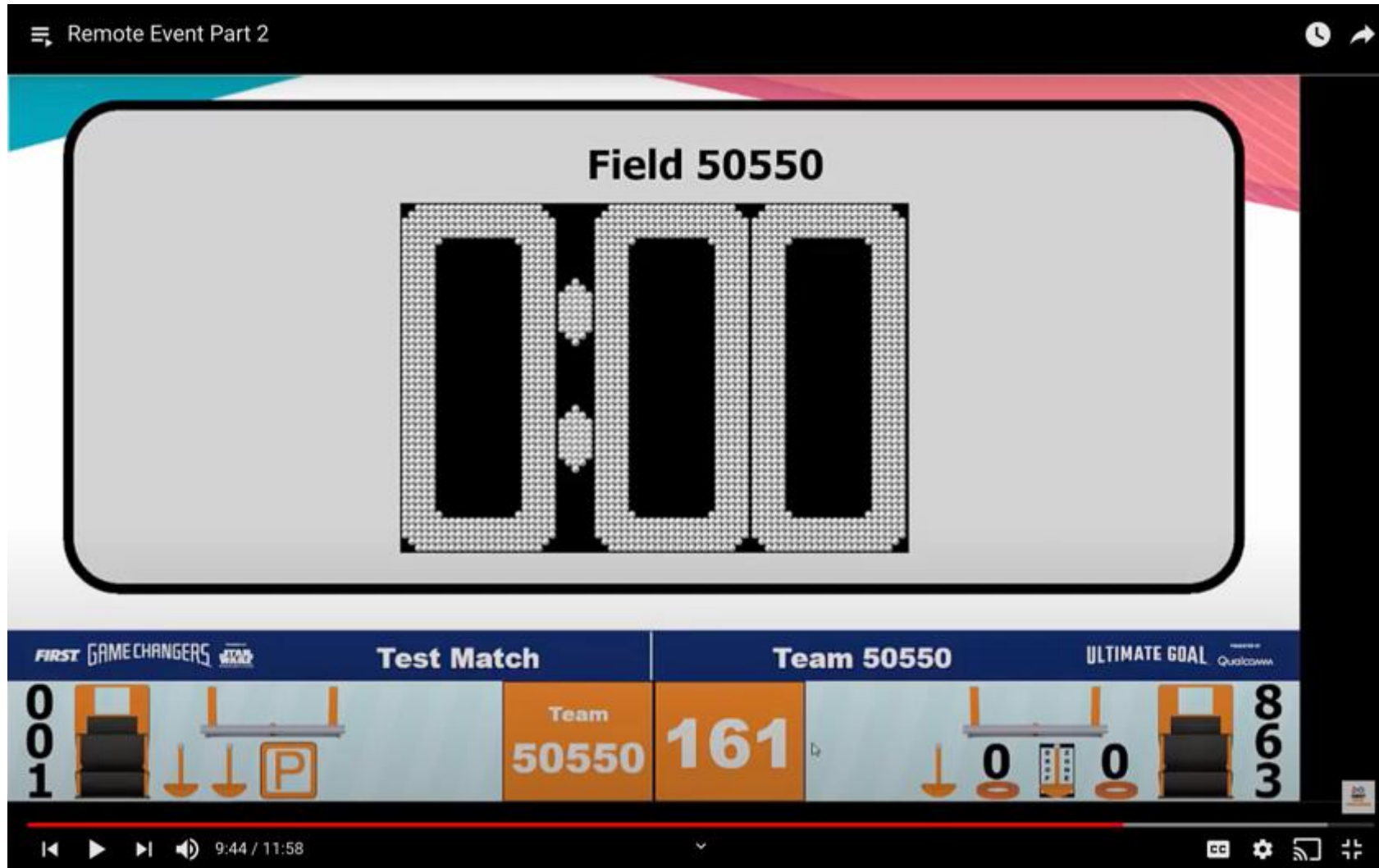
Wobble 1:	<input type="radio"/> None	<input checked="" type="radio"/> Delivered A	Wobble 2:	<input type="radio"/> None	<input checked="" type="radio"/> Delivered A	
High Goal:	-	0	+	Left Power Shot:	<input checked="" type="radio"/> Up	<input type="radio"/> Down
Mid Goal:	-	0	+	Center Power Shot:	<input type="radio"/> Up	<input checked="" type="radio"/> Down
Low Goal:	-	1	+	Right Power Shot:	<input checked="" type="radio"/> Up	<input type="radio"/> Down
Navigated:	<input type="radio"/> No	<input checked="" type="radio"/> Yes				

Driver-Controlled Scores

High Goal:	-	8	+	Left Power Shot:	<input checked="" type="radio"/> Up	<input type="radio"/> Down	
Mid Goal:	-	6	+	Center Power Shot:	<input type="radio"/> Up	<input checked="" type="radio"/> Down	
Low Goal:	-	3	+	Right Power Shot:	<input checked="" type="radio"/> Up	<input type="radio"/> Down	
Wobble 1 Rings:	-	0	+	Wobble 2 Rings:	-	0	+
Wobble Goal 1:	<input type="radio"/> None	<input checked="" type="radio"/> Start Line	<input type="radio"/> Drop Zone	Wobble Goal 2:	<input type="radio"/> None	<input type="radio"/> Start Line	<input checked="" type="radio"/> Drop Zone
Minor Penalties:	-	1	+	Major Penalties:	-	0	+

Submit Final Scores

The final scores will then appear on the view screen.



When you choose **Events**, choose the appropriate **Play Matches** button and that a play window is open! All the process is the same. Just remember, once you start, you cannot pause or stop an official match. You will have six matches. The system will keep track and show you which match you are on.

FIRST Tech Challenge Cloud v2.0.0-alpha.1-21-g46093ab

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[50550] Test Team 50550

FIRST/Qualcomm/PTC/Test Factory
Test City 15, Test State L, Test

Test Matches

Events

Users

Remote Events

Name	Date	
USIL Test Scrimmage 0	2020-09-13	Play Matches
USIL Test League Meet 3	2020-09-21	Play Matches
USIL Test Qualifier 0	2020-10-05	Play Matches
USIL Test Qualifier 1	2020-10-07	Play Matches

Traditional Events

Name	Date	Location
USIL Test Championship 0	2020-10-17	Test Arena 1234 test Dr USIL Test City 0, Test State USIL, Test

You will choose to **Play Matches** with online with a stable reliable Internet connection or **Enter Online Matches** if you are asynchronous and using paper. Details on next slides.

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Environment: development

**FIRST
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USIL Test Qualifier 0

Team 50550
Test Team 50550

1 Matches Played
Unranked
RP: 106 , TBP1: 42 , TBP2: 40 , HS: 106

[Play Matches](#)
[Open Display](#)
[Enter Offline Matches](#)


Thank you to our sponsors!

USIL Test Qualifier 0

MAVERICK

Choose the match you are submitting and ...

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Environment: development



[Resources](#) [Help/Feedback](#) [Hello, FTC Technology](#)

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USIL Test Qualifier 0

Team 50550

Select a match to play or view below.
Submission window closes at 2020/10/17 09:29 Eastern Standard Time

Match 1	Played	100
Match 2	Unplayed	0
Match 3	Unplayed	0
Match 4	Unplayed	0
Match 5	Unplayed	0
Match 6	Unplayed	0

Thank you to our sponsors!

USIL Test Qualifier 0

With the paper scoring sheet is available from the FTC site (if you don't have a scoring iPad or computer in your competition space) you can manually enter the match score and submit. The play window must be still open to do this, so do not hold the score sheets past the end of the window.

Autonomous Scores

Wobble 1:	None	Delivered A	Wobble 2:	None	Delivered A	
High Goal:	-	0	+	Left Power Shot:	Up	Down
Mid Goal:	-	0	+	Center Power Shot:	Up	Down
Low Goal:	-	1	+	Right Power Shot:	Up	Down
Navigated:	No	Yes				

Driver-Controlled Scores

High Goal:	-	8	+	Left Power Shot:	Up	Down	
Mid Goal:	-	6	+	Center Power Shot:	Up	Down	
Low Goal:	-	3	+	Right Power Shot:	Up	Down	
Wobble 1 Rings:	-	0	+	Wobble 2 Rings:	-	0	+
Wobble Goal 1:	None	Start Line	Drop Zone	Wobble Goal 2:	None	Start Line	Drop Zone
Minor Penalties:	-	1	+	Major Penalties:	-	0	+

Submit Final Scores

FIRST Tech Challenge Cloud v2.0.0-alpha.1-20-gcd2436a

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<< Back to Match Select

Team 50550

Match: 2

Autonomous Period				Driver-Controlled Period						
Tower High	0			Tower High	15					
Tower Mid	0			Tower Mid	5					
Tower Low	0			Tower Low	0					
Power Shot				Power Shot						
	Left	Center	Right		Left	Center	Right			
Forward	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Forward	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
Back	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Back	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>			
Wobble #1 Delivered	<input type="checkbox"/>		Robot Navigated	<input type="checkbox"/>		Wobble #1	<input type="checkbox"/>	Start Line	Drop Zone	Rings
Wobble #2 Delivered	<input type="checkbox"/>					Wobble #2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0
										0
Penalties				Penalties						
# Minor	0			# Major	0					

If there are questions or problems, please **TEXT first Ford Davis**, Head Referee at 505-400-5529. This has been created from the videos linked on the first page.

