How to Coach Video Submission Competition & Record StackRolls Rounds

This document will provide coaches a step-by-step of how to run a Robofest Game competition in a video submission format and how to record rounds. This guide will only to be used for Acadia Robotics competitions.

Before the competition, coaches will need to create a clean competition table for teams to use. Competition tables can only have the black Target Zone and reinforcement stickers on them. There should be no other markers on the table. This is to create a better run for the robots as they can pick up on pen, marker, and pencil marks. The table should be 1 meter from walls, other objects (like desks), and team members/coach during runs. Coaches will also need to print blank copies of the StackRolls scoresheet (I recommend 4-6 scoresheets per team). Scoresheets can be found here:
https://www.robofest.net/images/2021/StackRolls_Score_Sheet.pdf

Coaches may find it easier to have an assistant coach/helper (not a team member) available where possible. This would be useful when recording the runs. The assistant could start/track the timers and reset the table if the team requires a reset during a run. This will allow the coach to film the runs much easier.

On Competition Day:

1) Coaches will receive the Unknown Tasks and Factors (UTF) by email 30 minutes before their Round 1 work time is scheduled to start. This is to give coaches a half hour to make copies/print the UTF before their team(s) work time begins
   -Make sure to provide Acadia Robotics with your start time and preferred email address by Tuesday, March 16th, 2021.

2) Coaches will provide their team(s) with the UTF at the beginning of the work time. **As soon as the team(s) have their UTF, the timer begins for the 30-minute work time.** Use a timer to track work times. This can be a phone or a second computer/tablet.
   -Note: Coaches with multiple teams must run all the teams in the same age division at the same time. For example, you cannot have multiple senior teams running at different times. You can run your junior and senior teams at separate times because they will have different UTF. However, this will be longer for the coach and coaches may prefer to run both junior and senior teams at the same time where possible.

3) Coach will place the **known** toilet paper rolls on the table. These are rolls number 1 and 2.
   -Note: Senior teams will only know the location of rolls 1 and 2. Junior teams know the locations of 1, 2, and three. Junior teams will receive the locations of rolls 4 and 5 in

their UTF. Coaches will place these rolls on a **junior table *after* you have provided the junior team(s) with the UTF.**

4) Coaches will receive the Round 2 UTF one hour after receiving the Round 1 UTF. This should line up with the end of your Round 1 work time.

5) The coach will place reinforcement stickers and toilet paper rolls on the table at the end of the Round 1 work time when teams have stopped working on their robots. These are rolls 3, 4, and 5 on the senior table. (Junior table markers should already be in place.)

6) Coaches will begin to record the Round 1 runs for their team(s). Runs can be recorded with a smartphone or camera. All runs should be recorded facing the long side of the table with the Start Zone to the left. The whole table and robot should be visible during the entire run.
    a) Each team will record its own video.
    b) Start the video by having the team introduce themselves (team members and team name) and show that their robot fits within the Robot Specifications (pg. 15 of StackRolls Rules).
    c) Team will place the robot in the Start Zone according to the UTF.
    d) Coach/team will count down to begin the run (3…2…1…Go!). Keep track of the time with a two minute timer. (Timer can be a second phone.)
        -While the robot run is in progress:
            -All team members and coaches should be 1 meter away from the table. Team members should not follow the robot around the table.
            -If the team requires/requests a full reset during the run, make sure they say it loud enough to be heard in the recording. (Timer does not stop or pause during reset.)
    e) At the end run, the timer will sound and coach/team should state end of run. A team member turns off the robot and leaves it in place on the table.
    f) Coach will go over the entire table to show where rolls are located and which rolls have moved. Make sure to get a clear view of the stacks from both the side and above so that judges know if it rolls are completely on the Target Zone. (Remember, if our judges cannot see that the rolls are on/in the Target Zone, the team may not receive their full points.)
        -It is recommended that the coach have a small flashlight to shine down the roll holes for rolls that were moved but are still over their reinforcement marker (See pg. 21 of StackRolls rules).
    g) The team members will fill out a scoresheet for their run while the coach is recording the table at its end state. Coach is not to provide input on points scored by the team, however they should make sure that the team fills in their team name, number, school/organization name, age division, and if it is round 1 or 2 at the top of the sheet.
    h) Once the table is recorded and the team has finished scoring, reset the table. If you have multiple teams, start the next run. If all of your teams are done their Round 1 run, provide Round 2 UTF.

7) Coach will upload their Round 1 video(s) to YouTube while the team is completing their Round 2 work time. Name/label each video with the age division (jr/sr), team name, and round. For example, "Sr.Fake Team.Round 1". Videos should be uploaded to YouTube as an unlisted video. Video links *and* scoresheets are emailed to Acadia Robotics at: jenna.watson-findley@acadiau.ca .

8) Repeat the Round 1 instructions for Round 2. At the end of Round 2, send in your video links and scoresheets as soon as possible to Acadia Robotics.

Please contact Acadia Robotics as soon as possible if you run into any problems uploading the StackRolls rounds.