

**THIS WORKSHEET IS DEPRECATED,
PLEASE USE 2023:**

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1Vb280M3cmhx6LDO0JYTqbeE1M2FYJE
YIzlRgX_GPFVc/edit?usp=sharing](https://docs.google.com/document/d/1Vb280M3cmhx6LDO0JYTqbeE1M2FYJEYIzlRgX_GPFVc/edit?usp=sharing)**

6328 2022 Kickoff Worksheet

Aim to answer the questions in order. This is done to gain a fuller understanding of the game and ensure that full team discussions are effective, and everyone can contribute. This worksheet took heavy inspiration from 2791's Kickoff Worksheet and 1678's Strategy Offseason Training.

Day 1

Part 1

The Field

- List all the zones of the field. What is special about this zone? How many of each are there? (ex: Rendezvous Point, Trench Run, Loading Zone)

- List all the major elements on the field. What is the purpose of this element? How many of each are there? (ex: Generator Switch, Power Port)
- Use this page to draw a map of the field, with corresponding labels for your previously listed zones and elements. (If you are virtual, use Google Drawings, MS paint, insert a picture, etc.)

Game Piece(s)

- How many different game pieces are there? What are they? How many can a robot hold?
- Where can a robot score game pieces? Does this change throughout the match?
- Where do robots get game pieces from? Do Robots start with any? After being scored can the game pieces be reintroduced? And if so, how?

Points

- List all possible ways to score points (besides foul points), no matter how seemingly minor. Describe how this scoring method can potentially achieve Rank Points (RP). If a scoring method changes in value between Stages, list those in the same row.

Stage (auto, tele, endgame)	Action	Value (pts and RP)

- Are there restrictions on where you can score game pieces from?
(ex: No scoring power cells from your sector in 2020)
- List ways to prevent your opponent from scoring points.
(ex: pushing opponents, blocking shots)

Fouls

- List what you believe are going to be the most common / influential penalties (fouls/tech fouls) in this game. Aim for 3-5 answers.

Foul # (ex: G20)	Description	Reason

Rank Points (RP)

- Describe the Ranking System for this year. If there are Rank Points, how do you get them?
- Do any Rank Points require more than one robot to accomplish?

Part 2

Auto Strategy

- Where do robots start on the field?
- Is it more valuable to complete tasks in auto than in teleop? How much so?
- How can the actions in one Stage (auto, teleop, endgame) impact your alliance or the opposing alliance in another stage?
(ex: scoring hatches on the rocket in 2019 in auto to open more cargo scoring locations, overflowing opponent's loading station in auto in 2020)
- How can multiple robots work together in auto?

Teleop Strategy

- Are there ways for alliances to work together in a match, as opposed to each robot working independently? Do these seem viable?
(ex: one robot scoring cargo, the other scoring hatches in 2019)
- Are any scoring locations made more difficult by poor driver visibility?
- Are there any places on the field that are particularly vulnerable to defense?
(ex: between cargo ship and rocket in 2019, Rendezvous point in 2020)
- Is it possible to score from any protected areas, where opponents are not allowed to touch you? (ex: trench run in 2020)

Match / Tournament Strategy

- Can you find any “Chokehold Strategies?” This is where a strategy that, when executed correctly, can ensure that your team wins the match.
- What are the minimum abilities a team needs to be picked?
- Are there any situations where you may have to choose between a bonus ranking point and winning a qualification match?
- List at least one insight into this game that you think your peers may have glanced over. Describe in detail and be prepared to share.

Part 3

Maximum Points Calculations

Use the below space and our above answers to find the maximum by stage for an alliance, as well as the maximum overall score of an individual robot. Do not be concerned regarding the feasibility of achieving this score, it is solely theoretical.

Day 2

- Develop a list of actions that can be done in the game. This can include obvious tasks such as climbing, driving, intaking from ground etc. As well as more broad concepts such as “6 ball auto”

- After finalizing the team list of robot actions, make a [MoSCoW](#) list sort of the team list.