

GRITS Games- Climb Time Contest



The Climb Time Contest is an event in which teams get up to 3 attempts to climb the rope as fast as possible. Only the single fastest climb time will be scored for each team. This event will take place in a designated area separate from the competition field and will use a practice field-style climbing rig, so teams will be able to come any time throughout the competition to attempt their climb trials. At the beginning of each time trial, the robot will start with its bumpers behind a tape line three (3) feet away from the rope, and the trial ends once the robot contacts the touchpad (the top of the rig, in this case). Robots will use a tethered connection to the driver station for the trials. Teams are required to bring their own rope and ethernet/USB cable to tether to their robots, and bumpers are required to be on the robot in order to compete. Official climb times will not be publicized until the end of the event. At the conclusion of GRITS, the team with the fastest climb time will be declared the Climb Time Contest Winner.

In order to participate in the Climb Time Contest, interested teams should set aside certain times throughout the day between their scheduled matches to go attempt their climb trials. There will not be an official schedule for teams to sign up for specific time slots, to prevent the possibility of overlap with matches. The Climb Time Challenge will be open from the beginning of the day Saturday until lunch time on Sunday.



GRITS Games - Mentor Match & Blindfold Match

This year we are excited to announce that GRITS will host two exhibition events Saturday after lunch. Each event will consist of three modified FRC Steamworks games. The first event, known as the “Mentor Matches”, will be played in the same manner as a standard Steamworks match, with the notable exception that all members of the drive team must consist of team mentors, minus the drive coach who is required to be a student of the team. The second event, known as the “Blindfold Match”, will be played with a standard set of FRC Steamworks rules, except the driver and operator will be blindfolded for the entire duration of the match. Therefore, drive coaches must communicate all robot actions to their blindfolded drivers. Each team will be allowed to sign up for one match, either a Blindfold Match or a Mentor Match, and will be accommodated on a first come first serve basis. In the event that filler teams are needed to even out alliances teams may sign up for a second match and be placed on a waitlist. The winner of each event will be the alliance that posts the single highest score for the respective event.

Hungry Hungry Hippos – GRITS Style



Hungry Hungry Hippos is played with four pairs of players on the field at a time, one player lying on their stomachs on carpet dollies and the other holding their partner's ankles maneuvering them around the field. Each pair will be assigned a quadrant on the field that will be defined by the center tape line and the white tape line on the neutral zone side of the airship. Matches will last 1 minute and 30 seconds and consist of two pairs of students and two pairs of adults/volunteers. All 600 fuel balls will start in the neutral zone at the beginning of the match. Each player lying on a carpet dolly will have a five gallon bucket, and once the match starts, will use the bucket to corral balls into their designated field quadrant. At the end of the match, the pair with the most balls in their quadrant will be declared the winners.

In order to participate in Hungry Hippos, interested individuals should sign up in pairs at the beginning of the day on Sunday. Matches will occur during lunch on Sunday during the last 30 minutes of the lunch break. Due to the limited amount of time, all pairs that sign up will be entered into a raffle to decide who will get to play. We expect to play 8 matches total, and all pairs that are selected to play will be announced before the lunch break on Sunday.