



2009 Game Strategies for Lunacy

Read the Rules!

Go to the FIRST website <http://usfirst.org/community/frc/content.aspx?id=452>

Watch the Game Video!

Go to the NASA website: http://robotics.nasa.gov/events/2009_frcwebcasts.php

Read What Other People are Saying!

Go to the FIRST forums: <http://forums.usfirst.org/>

Go to Team Chief Delphi's website: <http://www.chiefdelphi.com>

Points Needed to Win A Match

30-----50 60 90----100 120 150 180

Game Strategy

Offense

- Join with alliance partner to pin opponent's robot during autonomous period
- Score balls with good shooters (payload specialists)
- Pin opponents' robot trailer to make it easier to score balls – 2 robots working together to push weakest opponent's robot into a corner
- Need fast and maneuverable robot
- Concentrate on scoring Moon Rocks rather than Super Cells
- Herd balls and return them to Fueling Port
- Talk with alliance partners and develop strategy
- Lots of practice driving robots and shooting balls
- Move Empty Cells from Outpost to Fueling Port to exchange for Super Cells
- Stay on carpet around edge of field – better traction

Defense

- Bump opposition robots when they are trying to score balls in our trailers
- Keep moving to make it difficult to score balls in our trailer
- De-score balls by removing them from our alliance trailers
- Control balls on floor – herd away from opponents

Robot Functions and Characteristics

- Good steering control
- Scoop or arm with claw to lift balls from floor and deposit in trailers

- Weight distribution and low center of gravity (stability)
- Traction control and anti-lock braking systems
- Durable and reliable
- Fast
- Power to push opponent's robots
- Carry/transfer Empty Cells from Outpost to Fueling Port
- Vacuum "suction cup" attaches to floor to hold robot in place
- Ability to avoid or escape from being pinned by opponents
- Basket to dump balls into trailer
- Ball shooter/cannon
- Herd balls to fueling ports
- Use camera to identify opponent's trailer and aim cannon