



# WEST CATHOLIC ENIGMA ROBOTICS



**FIRST Robotics**

**Logomotion 2011**

**Kickoff Events**

**January 2011 Issue 1**

**Team 2075**

**Enigma:** (noun)  
somebody or some-  
thing that baffles  
understanding and  
cannot be explained

## Team Attends 2011 FRC Game Reveal

**Please help  
Support Enigma!**

If you are interested in supporting Enigma, please make checks payable to WCHS—Enigma. If you are interested in volunteering or seeking sponsorship opportunities, please contact the team coach at:

[khzak@comcast.net](mailto:khzak@comcast.net)

Thank you for all of your support; Team Enigma wouldn't be where it is today without the generous gifts of time, money, tools and mentorship that we receive.

**Come Join Us!  
Enigma Meetings**

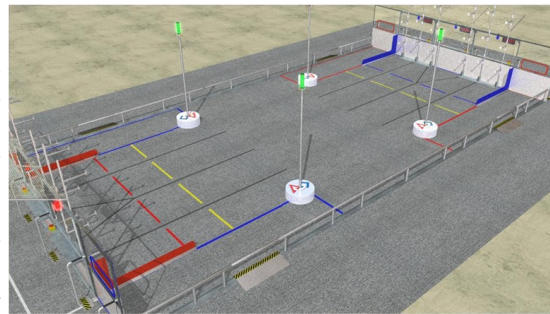
Please feel free to join us. We're happy to show you who we are and what we do!

With the beginning of the 2011 build season, we are currently meeting **Monday-Thursday nights from 6:00pm to 9:00pm and Saturdays from 10:00am to about 4:00pm.** These times are subject to change so please contact **Mary-Beth Zakfeld** by e-mail at [khzak@comcast.net](mailto:khzak@comcast.net) before attending. You can also request to be added to Enigma's mailing list to receive additional information.



On Saturday January 8th, Team Enigma traveled to the campus of GVSU where the West Michigan FIRST kickoff broadcast was held. Roughly 30 FIRST teams from the West Michigan area attended the presentation at GVSU. After hearing many speeches made by supporters of FIRST, including not only program co-founders Dean Kamen and Woody Flowers, but also the widely popular Will.i.am. These supporters of FIRST articulated the values which FIRST not only promotes but acts on, "coopertition", leadership and the recognition of technology. Following his tradition, Dean Kamen also assigned his annual homework assignment: to include the word "FIRST" in every dialogue which deals with the robotics program. As the speeches wound down and the assembled FIRST teams drew in a collective breath of anticipation, the 2011 FIRST Robotics game was finally revealed. Logomotion is played with large inflatable

pieces in the shapes of FIRST's logo, a triangle, circle and box. In the 2 min 15 s match, these playing pieces are moved about the field by robots from two alliances,



### Logomotion Playing Field

each consisting of three teams. In the first 15 seconds or autonomous (no driver command) period, extra points may be scored by hooking circular yellow "uber tubes" on metal pegs positioned on grids at each end of the 54' by 72' field. For the next 2 minutes, teams score points by hooking the regular game pieces on the pegs. Scoring depends upon height. Hooking a piece over one of the lowest pegs will earn a team one point, securing a piece on the second will earn two points, and placing

a piece on the highest level will earn three points. Uber tubes are worth double the value of a game piece corresponding to height (bottom row earns 2 pts, middle earns 4 and top earns 6) If an alliance succeeds in forming the FIRST logo with game pieces (placing a triangle, circle and square on the same level in that order) the points for the row are doubled. If a

team is able to cover one of the uber tubes with a game piece, the points for that piece are doubled as well. Finally, there are four metal poles placed in the middle of the field. During the final ten seconds of game play, robots may release minibots onto these poles and race them to the top. The first minibot to do so and trigger the sensor located at the top of each pole earns its alliance thirty points, the second twenty, the third fifteen and the last ten.

## WHAT F.I.R.S.T. ROBOTICS IS ALL ABOUT!

For Inspiration and Recognition of Science and Technology (FIRST) Robotics organization is a program that enables students to develop and hone skills that will help them throughout their lives as

well as in their prospective college plans and careers. Some requirements for commitment of this caliber include: determination, multi-tasking, logical thinking, perseverance, creativity,

resourcefulness and much patience. These skills help the students to achieve goals that are set by themselves and by their mentors at the beginning of each new season. And with this commitment also comes opportunity. Opportunity to train for the future; be pioneers of science; meet students and engineers from different schools, states and even different countries. But still more important, FIRST students learn gracious professionalism and the true meaning of teamwork.

## Kickoff Events (continued)



Caption describing picture or graphic.

“To catch the reader's attention, place an interesting sentence or quote from the story here.”

### Inside Story Headline

This story can fit 100-150 words.

The subject matter that appears in newsletters is virtually endless. You can include stories that focus on current technologies or innovations in your field.

You may also want to note business or economic trends, or make predictions for your customers or clients.

If the newsletter is distributed internally, you might

comment upon new procedures or improvements to the business. Sales figures or earnings will show how your business is growing.

Some newsletters include a column that is updated every issue, for instance, an advice column, a book review, a letter from the president, or an editorial. You can also profile new employees or top customers or vendors.

### Inside Story Headline

This story can fit 75-125 words.

Selecting pictures or graphics is an important part of adding content to your newsletter.

Think about your article and ask yourself if the picture supports or enhances the message you're trying to convey. Avoid selecting images that appear to be out of context.

Microsoft Publisher includes thousands of clip art images from which you can choose and import into your newsletter. There are also several tools you can use to draw shapes and symbols.

Once you have chosen an image, place it close to the article. Be sure to place the caption of the image near the image.



Caption describing picture or graphic.

### Inside Story Headline

This story can fit 150-200 words.

One benefit of using your newsletter as a promotional tool is that you can reuse content from other marketing materials, such as press releases, market studies, and reports.

While your main goal of distributing a newsletter might be to sell your product or service, the key to a successful newsletter is making it useful to your readers.

A great way to add useful content to your newsletter is to develop and write your

own articles, or include a calendar of upcoming events or a special offer that promotes a new product.

You can also research articles or find “filler” articles by accessing the World Wide Web. You can write about a variety of topics but try to keep your articles short.

Much of the content you put in your newsletter can also be used for your Web site. Microsoft Publisher offers a simple way to convert your newsletter to a Web publication. So, when you’re finished writing your newsletter, convert it to a Web site and post

it.



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