



PRESENTED BY  **Raytheon**  
Technologies

The future of transporting relief to those in need is about inventing creative solutions, pushed by the recognition of the inefficiencies, inequities, and the choices we make around them.

In FREIGHT FRENZY<sup>SM</sup> presented by Raytheon Technologies, teams and their robots must navigate a complex transportation system by traversing barriers and racing against time to load and deliver essential items to those who need them most.



[firstinspires.org/robotics/ftc](http://firstinspires.org/robotics/ftc)

# GAMEPLAY



**0:30 Autonomous:** Robots operate using only pre-programmed instructions and sensor inputs to scan the barcode and score a pre-loaded block onto the randomly selected level of the alliance shipping hub, deliver ducks, or navigate the storage units and warehouse.

**2:00 Driver-Controlled:** Controlled by their human players, robots earn points by collecting freight from the warehouse and scoring freight in the storage unit, and alliance-specific and shared shipping hubs.

**0:30 End Game:** In the final 30 seconds of the game, robots race to deliver ducks and their team shipping elements, cap their alliance shipping hub, and load and balance shipping hubs.

