Field Reset Guide

Field reset is an important part of any competition. The field reset volunteer is responsible for quickly and correctly restoring the playing field back to the original pre-match setup so that the new match can begin. The diagram in this document provides a visual of what the pre-game setup looks like so that you can successfully reset the field for the next match. There are 94 Pixels; 64 white, 10 green, 10 purple, and 10 yellow. The field reset volunteer should scan the Playing Field and Landing Zone for abandoned Robot parts and Team supplied game elements (Drones and Props). Upon completion of field reset, return the lost items to teams or place them in the competition area lost and found.

1. **Playing Field Pixel Stacks (x6)**: There are a total of 30 white Pixels that are stacked <u>inside of the field</u> in sets of 5. Each stack of 5 Pixels is centered from side to side on each of the white tape lines on the audience side of the field. The Pixels should be touching the field perimeter wall.
2. **Spike Mark Pixels (x4)**: One white Pixel is placed centered on each of the 4 center Spike Marks.
3. **Pixel Storage (x2)**: There are a total of 30 Pixels placed in the Pixel storage. There are 3 stacks of 5 white pixels, one stack of 5 green Pixels, one stack of 5 purple Pixels, and one stack of 5 yellow Pixels.

Field Reset volunteers should report any missing Pixels to the Head Referee or FTA at the conclusion of field reset.

Important Safety Note: Field reset volunteers should never step over the Trusses or Stage Door as these pose a tripping hazard.