The background of the image is a grayscale circuit board pattern with various traces and circular components. A solid black horizontal band runs across the middle of the image, serving as a background for the text.

Coaching on and off the field

Written description RECF Team Educational Video
created by Team Improvisation VRC Team 5874A

Contents

- Through the following pages you will find the information categorised into these points.

Off Field

- Robot's Capabilities
- Controls
- Communication
- The Game

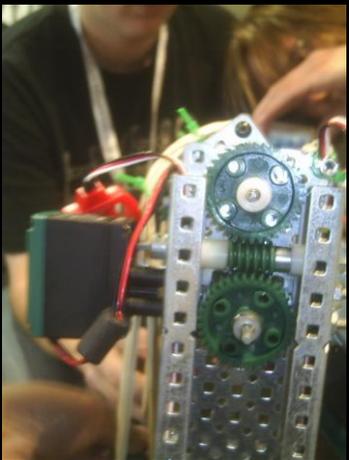
On Field

- Alliance Team
- Game Object Awareness

Off Field

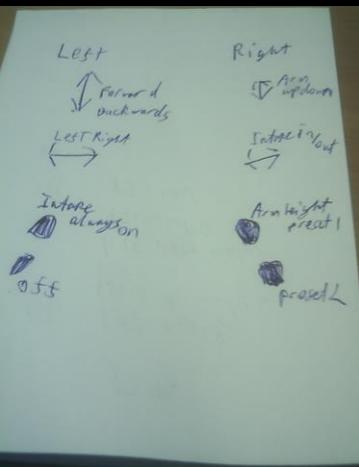
Robot's Capabilities

- As a coach be aware of what your robot can do. This lets you work effectively with the time limits of the game but will also mean that you don't try and get the driver to do something impossible that makes it look like they let the team down. Examples of this include things such as your robot being a bit slower and then trying to get the driver to make it to the other side of the field to score in the empty goal. Your robot might only be able to pick up 2 game objects but you get the driver to pick up 3 and then it drops them all. Or your robot might not be strong enough and then breaks.



Controls

- One of the things that can help a coach instruct effectively is knowing how the robot is controlled. This is part of the robot's capabilities but it is another key area that can be worked on to allow there to be better instruction from the coach to the driver. One of the ways of achieving this is by making a control diagram like the one pictured which can also be helpful for the programmer.



Communication

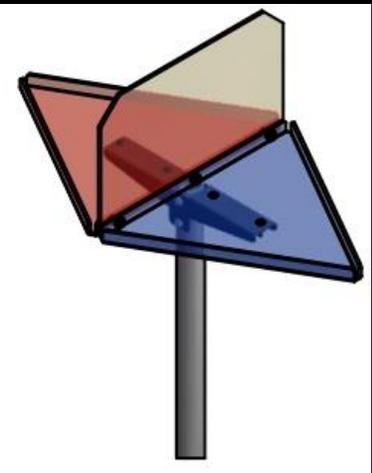
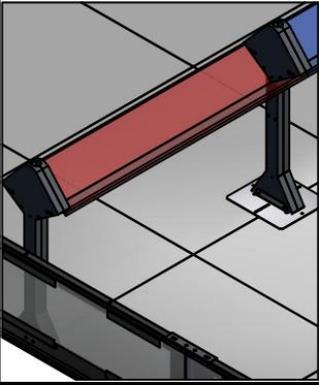
- Being able to instruct the driver effectively although includes the above mentioned points also needs the use of clear communication to ensure the message is received. This means that instructions for special actions your robot performs should be created so on field you can instruct the driver to for example raise the arm.



On Field

The Game

- As a coach being aware of the various game objects and the scoring zones is one of the main parts that is needed. Knowing how much a particular goal is worth allows you to determine where you need to send your robot to make sure you score the optimum points. Also knowing the rules so if your robots runs into trouble you can fix it or even trying to not get disqualified for one of the special rules that are sometimes included in the games.



Awareness Of Game Objects

- This ties in with the above mentioned Game point where it is part of being a coach to know the game.
- Does the game have any match loads or preloads? What is the other team in your alliance doing? These are two key points. Is the alliance team match loading so needs the game objects or is your team going to match load? Are you preloading to score in autonomous (If the game has it)?



Alliance Team

- This is one of the main points many teams can often forget. You are working with another team so try and work as a larger team. Find out things like the above mentioned. Figure out if they have autonomous and if so let them go on the side that works best for them. Make sure throughout the match that your coach is communicating with the other team coach to ensure your robots aren't hindering each other's scoring ability.

