On-Deck Job Description

Purpose:

The On-Deck position is responsible for the flow of teams moving from the Pit In-The-Hole area and out onto the On-Deck area of the game floor. Teams are positioned on the color coded table correctly for the upcoming match. This is generally already taken care of at the In-the-Hole area prior to appearing at the On-Deck area but there can be some confusion. It is critical for the On-Deck position to know the status of the games and which teams are up next. This is easily handled by carefully monitoring the match scheduling sheet provided by the scoring team (Lois Walton). The Matches move quickly and the On-Deck Position needs to know which teams are In-The-Hole and which teams are On-Deck. A second source for quick status information is the Game Field large monitors.

- Greet the teams when they move from the Pit In-The-Hole area to the On-Deck area.
- Confirm teams are at the correct quadrant color location on the table.
- Confirm robot arms are folded.
- The teams are eager to get out on the game floor. For the first two or three rounds, they need to be reminded they cannot move to the game floor until the referee calls for them.
- Explain to teams the process flow: when the teams are released from On-Deck area, the teams are to stand at their quadrant color location and not begin setting up their robots until given the signal from the referee.
- Explain that it is important that teams exit to the opposite side of the floor from the On-Deck entrance. This will keep the flow and avoid running into those moving onto the game floor.
- The Generic Rules state “Additional team members may be allowed to assist in setting up the machine, but must leave the field area prior to the start of the match” and “Additional team members may be allowed to assist in removing the machine”.

Report to for problem solving:
Floor boss (or Head Referee for Cooperative Play issues only)

Number Needed:

- One for Practice Day to manage the Open Practice (Tally Sheet) and the Practice Matches.
- Two for Game Day with one person primarily as backup and helping with semifinals and final Phases. (Carl: One person can easily do this during the regular rounds with someone taking over a couple times during the day. It is an "on your feet" job so it's nice to get a bit of down time.)

Knowledge required:

Clear understanding of the team seeding process, including, over the course of the matches, which teams have dropped out and which ones remain in the competition. This role will also need to understand that they will receive a new match schedule at the beginning of seeding round, the wildcard match, the semi-finals round, and the finals rounds. These sheets are labeled. Teams are also given the match schedule during each of these competition phases. During the final rounds, every one of the 4 finalist teams plays each match, but they move from one quadrant to another, as the schedule dictates. Supporting this movement of teams and robots requires additional coordination.

Skills required:
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Good organizational skills and good communication skills. Familiar with Match Schedules and understand the Schedule information presented on the game field large screens.

**Interface / work with:**

Head Referee and In-The-Hole Lead. Problem solve with the Pit Boss and Assistant Pit Boss. In 2014 work with Head Referee for Cooperative Play issues only.

The On-Deck team coordinates their time for breaks and lunch, as there will need to be a minimum of one person in the On-Deck Area at all times to keep the process moving. More than one person working during the finals phase will facilitate smooth movement of teams from one quadrant to the next.