

## Team Sab-BOT-age's Driving Tryouts 2011

We're holding open driving and Human Player (HP) tryouts at Duel on the Delaware on **October 22, 2011**. The team needs at least 3 more people: 1 Base Driver, 1 Operator, 1-2 HPs.

Selected Drive Teams will train and preform for 2012 events. With the possible exception of HP, it is unlikely that more than 2 Drive Teams will get to play much at official 2012 events.

### The Process

1. If you'd like to tryout, inform Siri at Duel on the Delaware before Opening Ceremonies.
2. We'll give you a brief test about the rules, robot controls (Drivers only), and simple tactics. (Study for the first two; the last is just to get you thinking.)
3. If you pass, we'll give you a match to play (arm or HP) in. If there are not enough matches for everyone, we will make other arrangements.
4. Please be on time! **We cannot allow you to try out if you're not with the Drive Team at first call for your match.**
5. Follow the coach's (and co-driver, if driving) guidance during the match. **Any deliberate failure to follow direction is an automatic removal from the try out process.**
6. After that, you'll have a post-match interview with the tactical team. We'll ask you to talk about the match and judge your own performance.
7. The current tactical team will then decide if you should continue with tryouts and, if you're interested, try out as Base Driver.
8. We'll announce potential driver decisions after all tryout matches are complete. Please respect these decisions. Drivers work very closely together, and teamwork is crucial!
9. It's training time! You will also train at Ramp Riot on November 12, 2011. As of now, there will be no new tryouts at Ramp Riot.
10. We're about to tell you how to use the controls. (Hence the photos.)



## What We're Looking For

1. We should have a field set up in Creamery Way soon. Please come out and practice! Attendance will be looked upon positively.
2. You don't need to be perfect at tryouts. We're not even primarily looking at how well you drive. Mostly its:
  - Thinking calmly, clearly and quickly under pressure
  - Cooperating with Coach, Alliance and (if driving) your co-Driver
  - Intuition about game play
  - Dedication to the team (assessed mostly *outside* of tryouts)
3. Don't count yourself out just for making a mistake. (We all do that.) Keep going!
4. Even if the controls change, these will almost certainly be our drivers for 2012.
5. HPs may serve as Analysts. You'll also get to throw sometime (hopefully in-game, but maybe at practice), but your calm and attentiveness as Analyst counts too.
6. HP skill requirements change a lot each year. We may have to add or change HPs after Kickoff, but good performance here is still definitely a leg up.
7. For both students and mentors, the Coach position requires significant tactical team experience. If you are interested in becoming coach, please tell us, but the process will likely be longer than this.

