

TEAM 1718

KNOCKOUT NEWS

THE LATEST FROM THE FIGHTING PI



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Welcome back to the Knockout News!

UPCOMING EVENTS

Team Meetings

Team meetings will be held every Monday, Wednesday and Thursday from 4:00 to 8:00 p.m. and also on Saturdays from 9:00 to 3:00 p.m. If you are unable to attend please contact Mr. Roys in advance. Parents, sponsors and donors are welcome to visit anytime.

1st District Comp

Gibraltar District, March 1-3 at Oscar A. Carlson HS, Gibraltar, MI

2nd District Comp

Marysville District, April 5-7 at Marysville HS, Marysville, MI

Team Meals

Parents/mentors, please sign up to host team meals during the build season as parent groups or individuals. Your support in this fashion is greatly appreciated! Go to "Sign Up Genius" and look up "Robotics Meeting Meals"

Pre-season Build Activity

By Megan Monroe

Before the build season started we had short meetings after school to work on side projects. One of the projects we were working on was rebuilding our Bridge Bot. This robot is used for things such as parades and is more of a display piece for our team. We also took this time to teach new members how to use machines, what each tool does and build-room safety. Doing these little projects before the build season helps refresh previous member's skills and teaches our newer members.

Build Workshops

By Dylan Clemons

As a means of engineering a strong infrastructure of sustainability, our team has launched a series of Build Workshops to prepare younger students for Build Season before they are left by the wayside as a result of deadlines. This idea stemmed from a CAD seminar we would run just before the season to download and learn the basics before that knowledge became a necessity for the team. Through this process, we hope to prepare the next generation of students to be efficient, effective, and knowledgeable in their given field. Many new students have shown an interest in these workshops and we are excited to put their newly forged mettle to the test. The future years of the team are sure to be productive if there is an emphasis on teaching the younger students while the older students are still available.

Bridge Bot 2.0

By Dylan Clemons

In 2014, our team spent the off-season manufacturing a robot designed to cross the Mackinac Bridge during the annual Bridge Walk accompanied by Michigan Governor Rick Snyder. Though this project was a success, there were a few issues associated with the robot that we felt we could correct to allow future use as a more viable option. As a result, we decided to engineer a new and improved version of the Bridge Bot with a focus on making the robot more compact, lighter, and more viable for consistent parade events. This was all done with the hopes of reusing as many components as possible and only using materials that we already had previously purchased, aside from the frame. Thanks to new shielding and a fresh powder coating, the latest rendition of the Bridge Bot is sure to be an impressive homage to one of our most notorious projects.

New Member Perspective

By Mason Smith



Over the winter I attended multiple meetings to learn about robotics. I learned so much about the wiring and programming of the robot and even helped build a robot and code it so it could drive. Being a senior that is a first year member of robotics, I thought that I would never be able to learn everything that I needed to in one year. Now that the meetings are over, I feel much more confident in my ability to contribute to the team. I am very optimistic towards this season and I can't wait to see how the game works this year and see what the strategy is to win.

New 2018 Game Thoughts

By Miles Mikolowski



My thoughts on the game are that it is unique this year because it forces the robot to complete many tasks, but it is also limited to the strategic planning of the human players to pick when to use power ups. The idea that points are not accumulated on how fast a robot can complete a task, but rather how effectively that a robot can complete a task and hold an object from the opposing team strikes me as more interesting. This allows teams to have to compete with each other on a face-to-face level instead being able to grab an object and put it in their own goal without as much interaction with the opposing team. The game is going to be a strong mix of offense and defense with no real game winning strategy, you will have to rely on teammates and power ups to win.

(Editor's Note: Mason and Miles are first year "Senior" team members on The Fighting Pi)

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