



FIRST® Tech Challenge Event Management - Pit Map Creation



FIRST
TECH
CHALLENGE

Pit Map Feature

Introduction

- Pit maps are recommended for all events so that the attendees can locate team pits or visit other team pits.
- Judges can use this map to locate teams for the pit interviews, as well.
- The pit map feature helps organize your event space layout; this feature is especially helpful for large events with 20+ teams.
- The pit map feature can be found on the “Event Dashboard” of a specific event in both FTC Scoring and FTC Live.



Event Dashboard

- The “Pit Map” feature appears on the specific event dashboard.
- Keep in mind this feature is an optional enhancement. This tool can help event planners visualize the event layout/floor plan by adding team pits, fields, and pit admin to your layout design.

| Step | Action | Status |
|------|---------------------------------------|------------------|
| - | Feature Flags | |
| - | Event Info | |
| 0 | Event Users | Optional |
| 1 | Event Configuration | Optional |
| 2 | Manage Advancement | |
| 3 | Add/Edit Teams | 0 teams added |
| 4 | Add/Edit Event Sponsors | 0 sponsors added |
| 5 | Add/Edit Event Announcements | Optional |
| 6 | Create Pit Map | Optional |
| 7 | Configure Judging/Inspection Tracking | Optional |
| 8 | Play Event Locally | Incomplete |
| 9 | Advancement Report | Optional |



Pit Map Editor Icons

- There are five “Cursor” icons:



Select/Group Move



Single Space



Fill Area



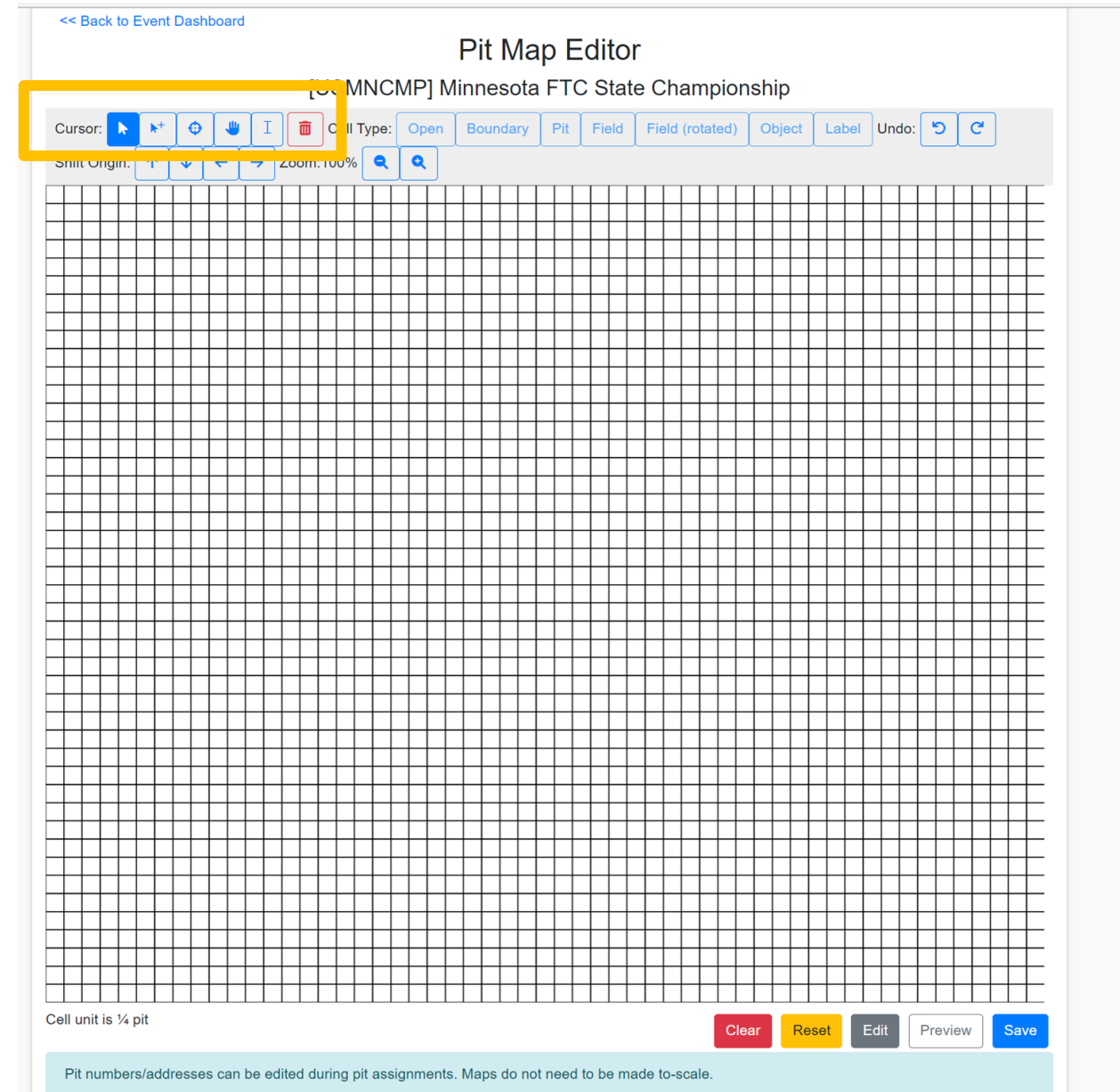
Single Grab and Move



Label

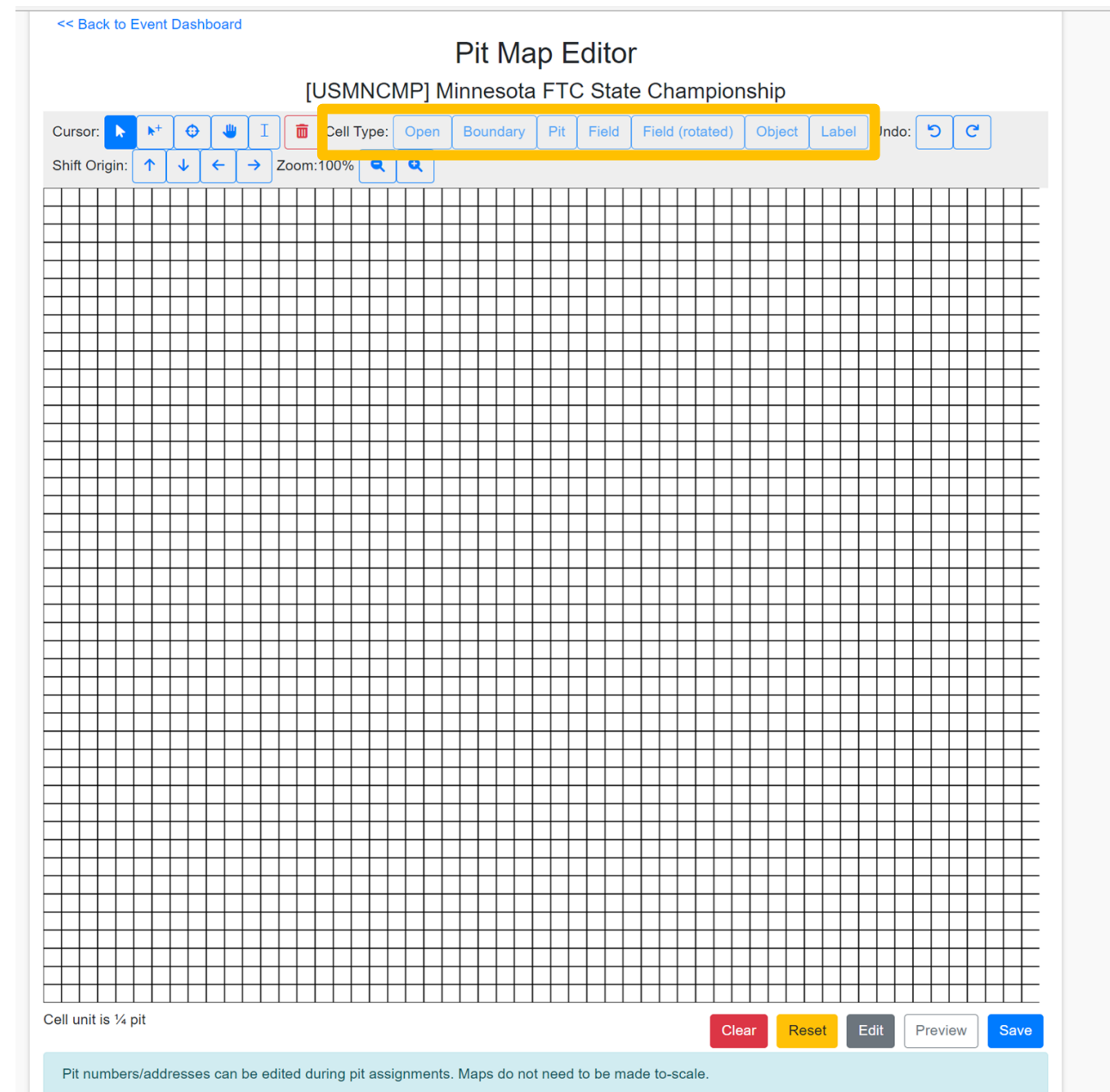


Trash/Delete



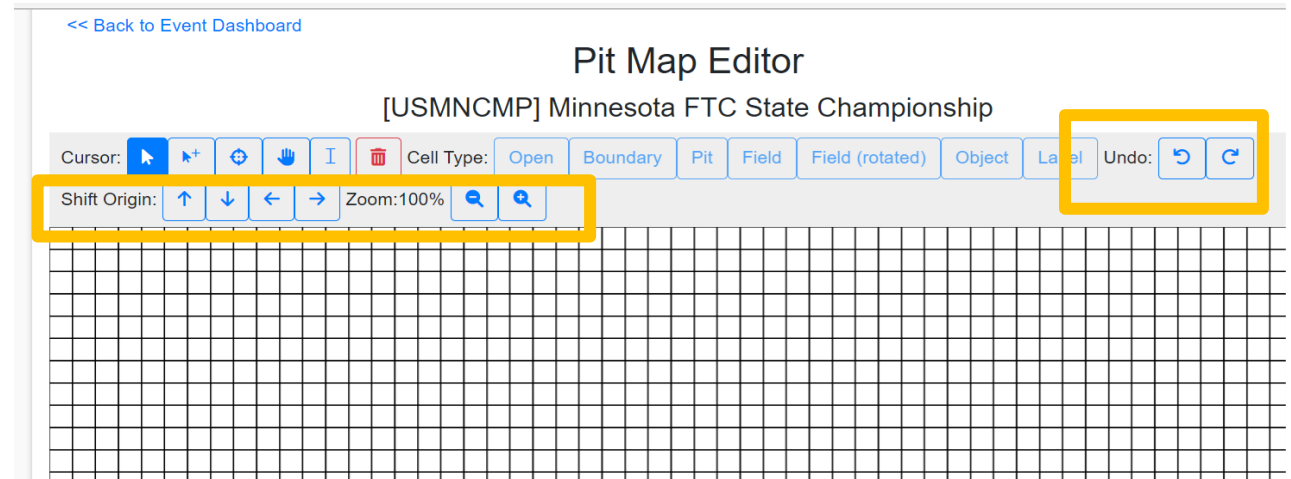
Pit Map Editor Icons

- There are seven “Cell Type” options:
 - "Open": a large cell space. Use for the entire floor space, pit admin.
 - "Boundary": black cell space. Use before “Open” to create an outline of a different area.
 - "Pit": Best used in 2x2 grid boxes for numbered rows of pits.
 - "Field"
 - "Field (rotated)"
 - "Object"
 - "Label": Text



Pit Map Editor - Navigation

- There are multiple navigation options:
 - "Undo" and "Redo"
 - "Shift Origin" will allow you to move a cell or grouped cells North, East, South and West.
 - "Zoom" In and Out options.



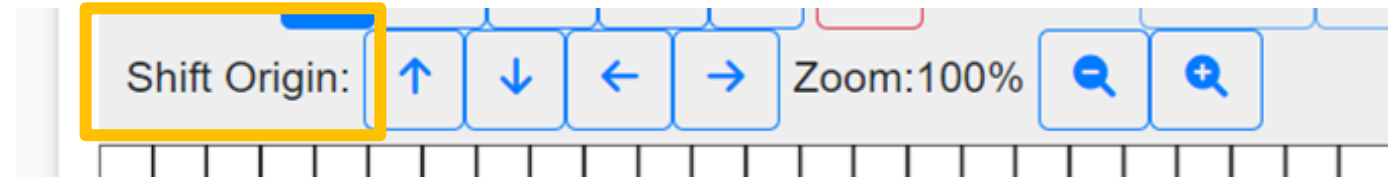
Pit Map – Creating a Cell Type

- Start by selecting “Fill Area” icon to create a cell type (pit, field, etc.).
- In this example, we will build an entire pit area by first creating a “boundary”, followed by an “open” cell to build the overall floor plan layout.



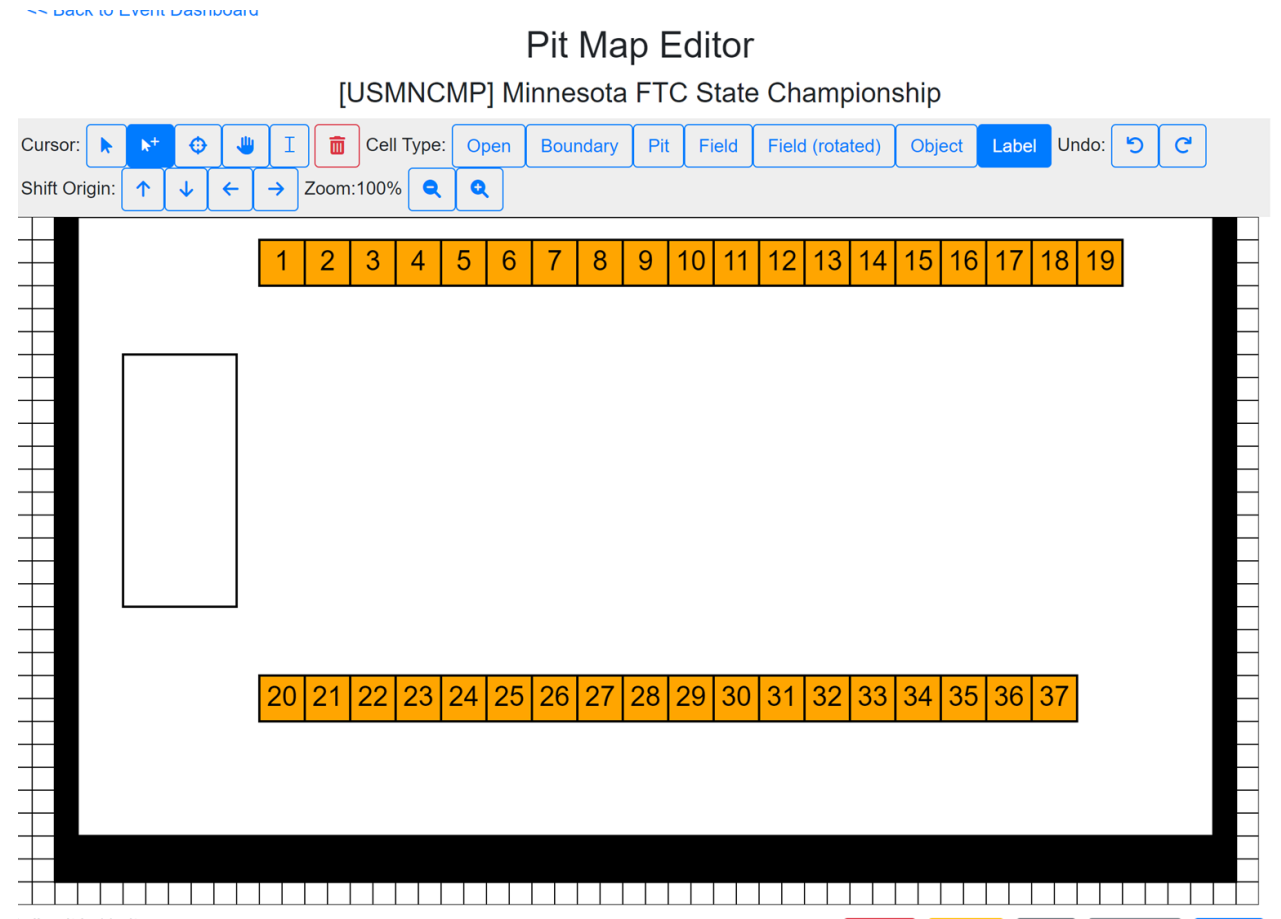
Editing

- Use “Shift Origin” buttons to move the entire diagram.
- Use “Undo” buttons to go back to the last action.



Create the Pits

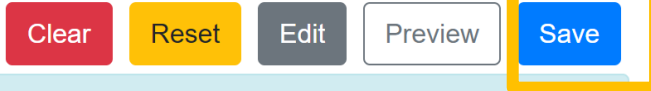
- Select the cursor “Fill Area” (compass) draw your pit area, then select the “Pit” cell type to populate the space with numbered pits.
- Note that another group of pits will start at the next consecutive number.
- Use the “Object” cell type to create a pit admin space or other spaces.
- Select a pit and the “Move” hand icon to move a pit.



Save the Pit Map

- Scroll to the bottom of the grid to "Save".
- You can also "Clear", "Reset", "Edit", and "Preview".

Cell unit is $\frac{1}{4}$ pit



Pit numbers/addresses can be edited during pit assignments. Maps do not need to be made to-scale.

Pit Assignment & Addressing

Assign Teams to the Pits

Step One

- Scroll to the bottom of the grid to select the “Pit Assignment and Addressing”.
- Note: You need to “Add/Edit” teams in the “Event Dashboard” prior to this step.

Cell unit is $\frac{1}{4}$ pit

Clear

Reset

Edit

Preview

Save

Pit numbers/addresses can be edited during pit assignments. Maps do not need to be made to-scale.

Pit Assignment & Addressing

Assign Teams to the Pits

Step Two

- Choose the “Pit Label” (Number, Address, Team) then “Auto-assign Pits”.
- Select the option that works best for your pit assignments.
- Save.

We hope you enjoy this optional feature.

[<< Back to Pit Map Editor](#)

Pit Assignment

[USAZCMP] Arizona FIRST Tech Challenge Championship

Cursor: Pit Label: Number Address Team Zoom: 100%

| | | | | | | | | | | | | | | | | | | | | | |
|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| 201 | 2844 | 3666 | 6174 | 7156 | 8081 | 9743 | 10111 | 10246 | 10369 | 10523 | 10984 | 11365 | 11794 | 11980 | 12767 | 12841 | 13910 | 13968 | 14254 | 14436 | |
| | | | | | | | | | | | | | | | | | | | | | 14584 |
| | | | | | | | | | | | | | | | | | | | | | 14624 |
| | | | | | | | | | | | | | | | | | | | | | 14835 |
| | | | | | | | | | | | | | | | | | | | | | 14855 |
| | | | | | | | | | | | | | | | | | | | | | 15135 |
| | | | | | | | | | | | | | | | | | | | | | 15186 |
| 15461 | 15477 | 16647 | 16817 | 17062 | 17460 | 18291 | 18420 | 18421 | 18445 | 18625 | 19728 | 20098 | 20679 | 20775 | 21329 | 21579 | 22120 | 22256 | 22265 | 22295 | |

Cell unit is ¼ pit

Auto-assign Pits ▾ Clear Reset Save

Pit Addressing is optional. Pit Number & Address can be hidden from teams using the checkboxes below.

Show Number: ☒ Show Address: ☒ Published: ☐