

A photograph of a FIRST Tech Challenge event. In the foreground, three young men in red team shirts and safety glasses stand holding remote controls. Behind them, a group of people, including a referee in a black and white striped shirt, are gathered around a red and white robot. A digital display in the background shows a time of 1:47. The scene is set in a large, dimly lit hall with many other participants and robots visible in the background.

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:



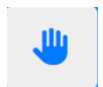
Select/Group Move



Single Space



Fill Area



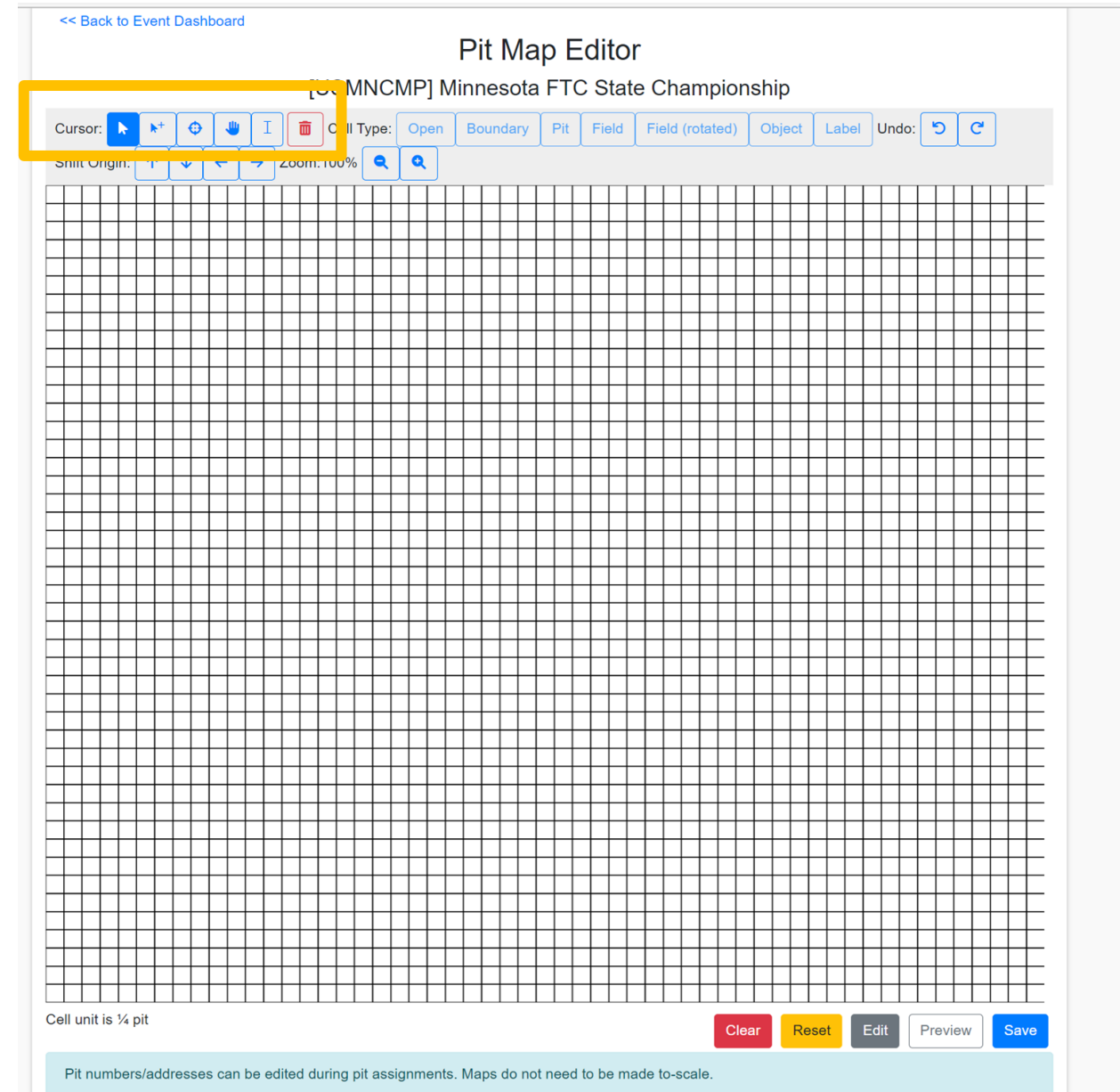
Single Grab and Move



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

<< Back to Event Dashboard

Pit Map Editor

[USMNCMP] Minnesota FTC State Championship

Cursor: Cell Type: **Open** Boundary Pit Field Field (rotated) Object Label Undo:

Shift Origin: Zoom: 100%

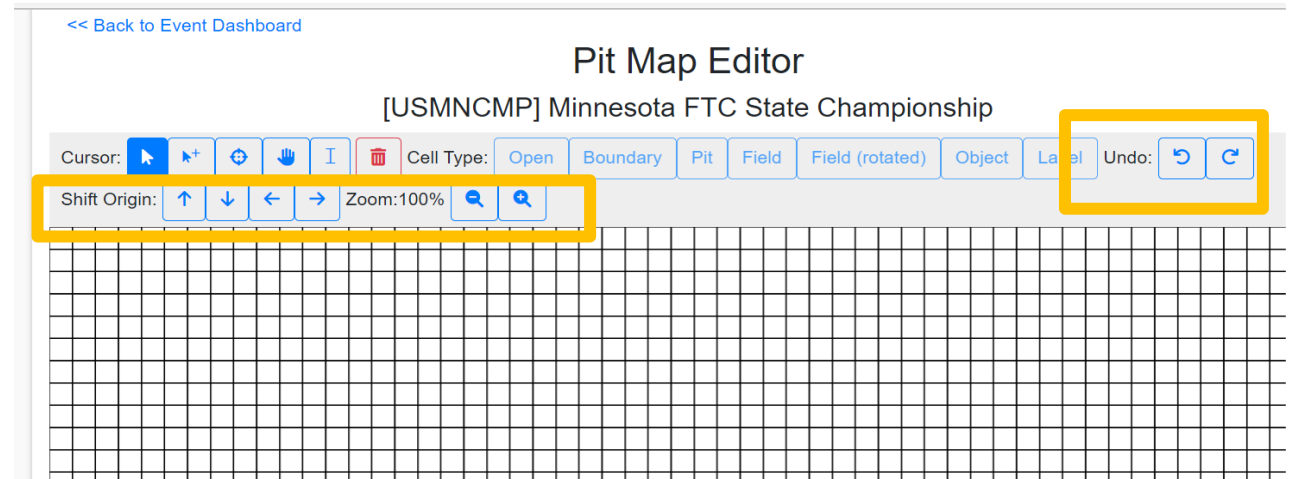
Cell unit is ¼ pit

Clear Reset Edit Preview Save

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

Pit 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.



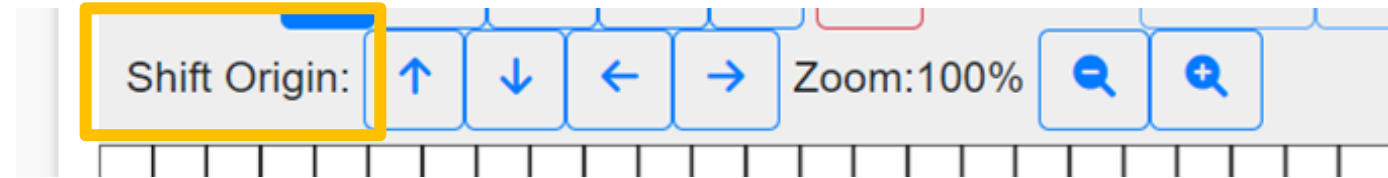
Pit Map – Creating a Cell Type

- 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.



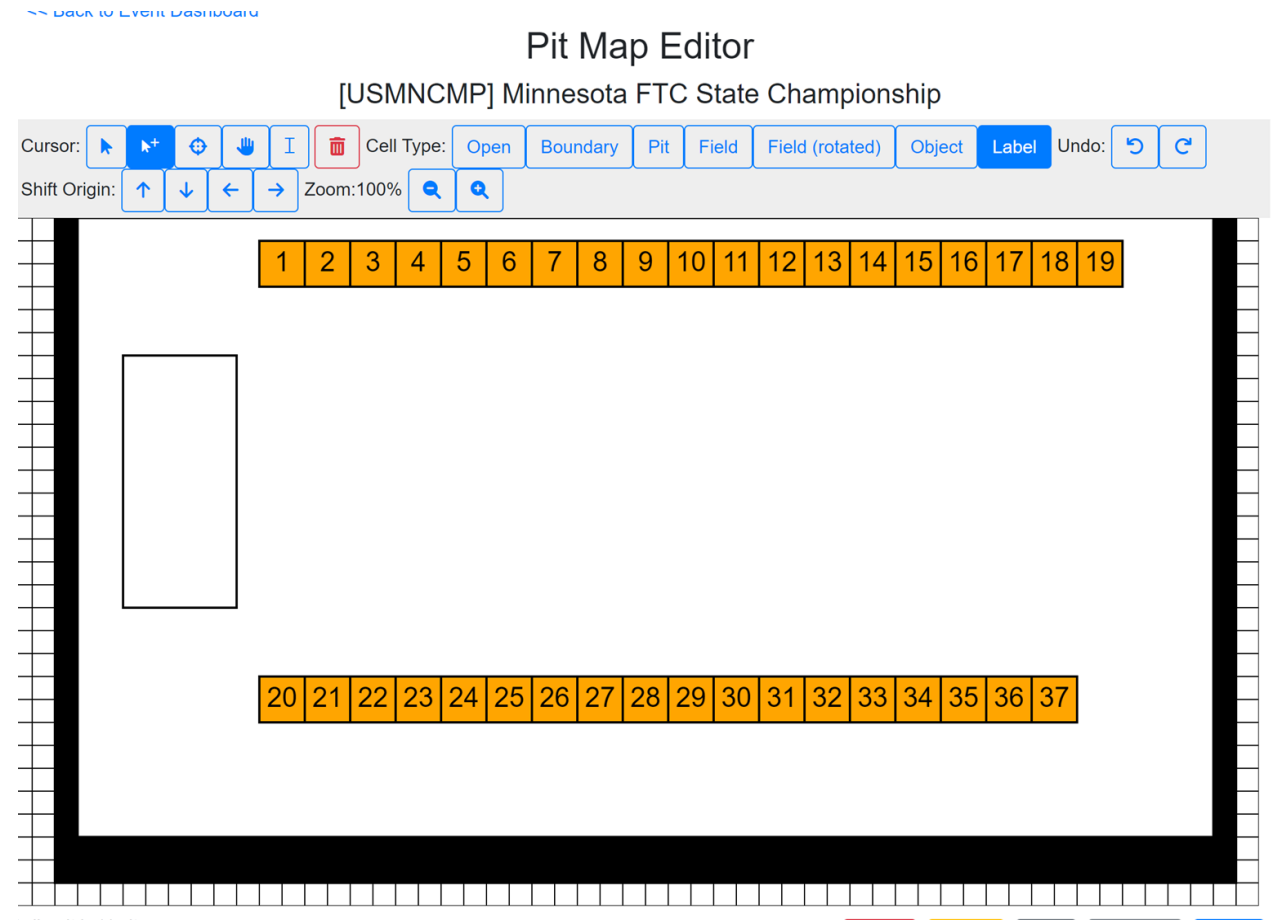
Editing

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



Create the Pits

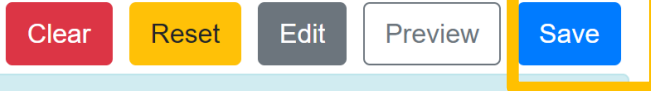
- Select the cursor “Fill Area” (compass) draw your pit area, then select the “Pit” cell type to populate the space with numbered pits.
- Note that another group of pits will start at the next consecutive number.
- Use the “Object” cell type to create a pit admin space or other spaces.
- Select a pit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