

PWNAGE

team safety & rules test 2019



Safety Rules

1. Any dangerous conditions in the pit or work areas must be reported to a mentor
 - a. When convenient
 - b. At once
 - c. At the end of the meeting
 - d. Never
2. Guards and other safety devices are for your protection. Always
 - a. Remove them
 - b. Cover them
 - c. Keep them in place
 - d. Move them out of the way
3. Disturbing another student while he is working is
 - a. Helpful
 - b. Poor manners
 - c. Good practice
 - d. Dangerous and wasteful
4. Do not carry sharp or pointed tools or materials in your clothing. Hold sharp points or edges
 - a. Up
 - b. Towards yourself
 - c. In your hands
 - d. Down and away from yourself and others
5. Before being allowed to work with hand or power tools, all jewelry must be
 - a. Removed
 - b. adjusted
 - c. Left on
 - d. Carefully watched
6. When using sharp-edged tools, you should always cut with
 - a. The tool pointed away
 - b. The tool pointed towards you
 - c. The dull edge of the tool
 - d. The edge of the tool down
7. All power tools must be operated by this many person(s)
 - a. Several
 - b. One
 - c. Two
 - d. Three
8. When working with a ROBOT that is powered on
 - a. Wear safety glasses
 - b. Reach your hand into it
 - c. Stay out of its driving path
 - d. A & C
9. When using a powered hand tool you should never
 - a. Hold it firmly
 - b. Use the trigger lock
 - c. Overreach
 - d. Stop until the cut or hole is made
10. It is okay to eat food while operating a power tool
 - a. True
 - b. False
11. It is okay to distract a student who is operating a ROBOT
 - a. True
 - b. False
12. You should know what is behind any cut or hole to be made with a power tool
 - a. True
 - b. False
13. You don't have to wear safety glasses in the pit/ workshop if you are not using a power tool
 - a. True
 - b. False
14. Always wear safety glasses when near an operational ROBOT
 - a. True
 - b. False
15. Students are permitted to use the vertical ban or blue drop saw on the light side of the shop without a mentor supervising them
 - a. True
 - b. False
16. What should be done with damaged batteries?
 - a. Put on gloves before handling the battery
 - b. Place the battery in a leak proof container
 - c. Seek medical attention if skin came in contact
 - d. All of the above

17. Where can you find information about chemicals in our pit?
- Safety Data Sheets found in the safety binder in the pit
 - On Team Snap
 - Ask the mascot, they have them with them at all times
 - Not applicable. Our team doesn't have chemicals
18. Which chemical safety procedures should you follow...
- Keep chemical containers in good condition
 - Make sure all containers have labels
 - Make sure all labels are legible
 - All of the above
19. What type of safety glasses are not permitted by FIRST
- Prescription
 - Mirrored lenses
 - The type you wear over other prescription glasses
 - Glasses with side protection
20. You only need to wear closed toed shoes when working on the ROBOT
- True
 - False
21. What must you do before you lift your ROBOT onto a cart?
- Open the main circuit breaker
 - Remove the bumpers
 - Wait for a thumbs up from the HEAD REFEREE
 - All of the above
22. As with all violations in the Game Manual, any of the Event Experience rules also carry the consequence of a
- Time Out
 - Yellow or Red card
 - Two ranking point penalty
 - Disqualified for the season
23. What is the penalty for a technical foul?
- 10 point credit to the opponent's total score
 - 15 points credit to the opponent's total score
 - 1 point credit to the opponent's total score
 - 25 points credit to the opponent's total score
24. How many alliance robots are allowed on the opponent's side of the field at a time?
- 3
 - 2
 - 1
 - 0
25. DRIVE TEAMS may only enter the FIELD if
- the LED strings are green
 - the ROBOT isn't responding
 - unless explicitly instructed by a REFEREE or an FTA
 - B & C
 - A & C
26. How do you enter the game field?
- Carefully step over the guardrail when the lights are green
 - Enter through the gates opened by FTA or field staff when the lights are green
 - Open a gate and enter when the lights are green
 - When the game is complete, you may open the nearest gate and enter.
27. During the game, DRIVE TEAMS or human players
- May extend an arm or device through the exchange tunnel if a game piece is stuck
 - Will receive a foul if they extend an arm through a chute or tunnel
 - May use the portal chute to make ROBOT adjustments
 - May enter a tunnel if it is for less than one minute.
28. "Being a good person" is an actual rule
- True, you must be civil towards your own team members, other teams, competition personnel, FIELD STAFF, and event attendees while at a FIRST® Robotics Competition event

Deep Space! Rules

22. As with all violations in the Game Manual, any of the Event Experience rules also carry the consequence of a
- Time Out
 - Yellow or Red card

- b. False, this is assumed, no one needs to be told to be nice.
29. A team may.....
- Only compete with one ROBOT at each competition, but have multiple ROBOTS to use at additional competitions.
 - Only compete with one ROBOT for the 2019 FIRST Robotics Competition Season.
 - May only create one ROBOT during the 2019 FIRST Robotics Competition Season
30. A ROBOT other than the one entered for competition may be brought to a competition for spare parts, judging material or for practice.
- True
 - False
31. If a team has an issue with a referee ruling or an incident during a match, two students from it's DRIVE TEAM and a mentor may address the Head Referee.
- True
 - False
32. Throughout an event, from load-in to load-out, Teams may only produce FABRICATED ITEMS during pit hours, and:
- In their pit area or in other Teams' pit areas with permission from that team
 - While Queued for a MATCH or Practice Field
 - In any area designated by Event Staff (e.g. Playoff Pit Area, etc.)
 - All (A,B and C)
 - None of the above
33. Prior to a match, the ROBOT is placed on the field. The ROBOT must:
- Have passed Inspection
 - Be the only item left on the field by the DRIVE TEAM.
 - confined to its STARTING CONFIGURATION on the carpet
 - In contact with its ALLIANCE WALL
 - All of the above.
34. At the start of a match, how many game pieces can be preloaded in a team's ROBOT?
- 1
 - 2
 - One of each
 - None
35. Which of the following would NOT result in a team receiving a yellow card or having their ROBOT disabled for the match:
- Late arrival to the field.
 - Team members failing to exit the FIELD once the LED strings have turned off (indicating MATCH ready)
 - installing BUMPERS, charging pneumatic systems, or any other ROBOT maintenance, once on the FIELD
 - Using a tape measure or other alignment device that are external to the ROBOT
36. Prior to the start of the MATCH, HUMAN PLAYERS must be...
- Either in their ALLIANCE STATION or HUMAN PLAYER AREA
 - In their ALLIANCE STATION between the two start lines
 - In their designated area in the HUMAN PLAYER AREA
 - ALL DRIVE TEAM MEMBERS must be outside the ALLIANCE STATION
37. ROBOTS may not pin an opponent's ROBOT for more than five (5) seconds. A ROBOT will be considered pinned until the ROBOTS have separated by
- at least six (6) feet and the pinning ROBOT(s) must then wait for at least three (3) seconds before attempting to pin the same ROBOT again.
 - at least two (2) feet and the pinning ROBOT(s) are not allowed to pin the same ROBOT during the match.
 - at least ten (10) seconds.
 - at least five (5) seconds and the pinning ROBOT(s) must then return to their end of the field before pinning again.
38. Your ROBOT is allowed to climb on another ROBOT....
- During the autonomous period
 - To attempt to right a fallen (i.e. tipped over) ALLIANCE partner
 - To pin an opponent's ROBOT
 - NEVER

39. Who can control the ROBOT during a match?
- Drive team mentor
 - Any member of the team
 - Any student member on the drive team
 - The driver from an alliance partner
40. After pit hours at a competition, your team is allowed to bring parts or mechanisms off sight to finish working on them.
- True
 - False
41. How many bags is a team allowed to use to "bag" their ROBOT this season?
- 1
 - 2
 - 3
 - 4
42. During a MATCH, DRIVE TEAMS may not use electronic devices which have the capability of receiving communications from persons outside of the ARENA.
- True
 - False
43. During a Playoff MATCH, the ALLIANCE CAPTAIN must be clearly displaying the designated ALLIANCE CAPTAIN identifier (e.g. hat or armband)
- True
 - False
44. During a MATCH, TECHNICIANS may not verbally coach or use non-powered signaling devices. Exceptions will be granted for inconsequential infractions and in cases concerning...
- HUMAN PLAYERS
 - Safety
 - Strategy
 - Scouting
45. The Sandstorm Period is the first _____ seconds of a match...
- 5
 - 15
 - 30
 - 60
46. What happens when you get a FOUL?
- A credit of 5 points awarded to the opponent's total score
 - A credit of 4 points awarded to the opponent's total score
 - A credit of 3 points awarded to the opponent's total score
 - A credit of 2 points awarded to the opponent's total score
47. What happens when you get a YELLOW CARD?
- You get a warning from a REFEREE for egregious ROBOT or TEAM MEMBER behavior or rule violations. Two subsequent YELLOW CARD will result in a RED CARD.
 - You get a warning from the HEAD REFEREE for egregious ROBOT or TEAM MEMBER behavior or rule violations.
 - You get a warning from a REFEREE for egregious ROBOT or TEAM MEMBER behavior or rule violations. A subsequent YELLOW CARD will result in DISQUALIFICATION
 - You get a warning from the HEAD REFEREE for egregious ROBOT or TEAM MEMBER behavior or rule violations. A subsequent YELLOW CARD will result in a RED CARD.
48. What happens when you get a RED CARD?
- You are DISQUALIFIED for the MATCH
 - You are DISQUALIFIED from the COMPETITION
 - You are DISQUALIFIED for 30 SECONDS
 - Your alliance is DISQUALIFIED for the MATCH
49. What happens when you get DISABLED?
- Your robot is INOPERABLE for the remainder of the match
 - You lose all RANKING POINTS
 - You receive a RED CARD
 - Your alliance RECEIVES ZERO (0) MATCH POINTS for the match
50. What happens when you get DISQUALIFIED in a playoff match?

- a. Your team RECEIVES ZERO (0) MATCH POINTS for the match
 - b. Your team loses 2 RANKING POINTS
 - c. Your alliance loses 2 RANKING POINTS
 - d. Your alliance RECEIVES ZERO (0) MATCH POINTS for the match
51. Operators take control for the final two minutes and fifteen seconds of the match, which is called:
- a. Game
 - b. Teleoperated Period
 - c. Independent Period
 - d. Match
52. What is your name?

**MUST SCORE 45 OR
HIGHER,
PASSING = 90%**