

SparX Standard



Week 3 Issue

Page 1- New Team Photo

Page 2- The Game &

Progress

Page 3- Week 3 Progress

Our New Team Photo!!

Welcome to the crazy, busy, but fun world of the FIRST Robotics Team SparX 1126 of the Webster High Schools.

We are well on our way to completion of CAD drawings of what we will be building for the Steamworks Game.

The ideas have been varied and numerous as to the strategy to be competitive this year.

*Many new students are already infected with
.....ROBOT FEVER!!!!*

The cure will be many long hours behind the computer, many days of making parts getting dirty and loads of fun going crazy at the competitions.

Hopefully you will get a chance to see for yourself by coming to our shop at Thomas High School on Mondays or Wednesdays from 4:30 to 8:30 or Saturdays from 10 AM to 5 PM!!

Go SparX!!!

Upcoming Events

Open House

February 18th

2pm-3:30pm

In the Thomas HS Cafeteria

Finger Lakes Regional

March 16-18th

9 am- 5pm

Buckeye Regional

March 30th- April 1st

9am-5pm



Come support your local FIRST team at any of these events!

For more info check out our website at:

[Www.gosparx.org](http://www.gosparx.org)

Thank you to all our sponsors and donors for all their years of continuous support!



Goofy Picture!



"I don't work on a project unless I believe that it will dramatically improve life for a bunch of people."

~Dean Kamen



FIRST STEAMWORKS , the 2017 FIRST Robotics Competition game, invites two adventure clubs from an era in which technology relied on steam power to prepare their airships for the ultimate long distance race. However, in order to prepare these ships, the adventurers must create robots that will fuel the ship and provide gears for the rotors.

Robots operate independently for first 15 seconds of the match. Alliances score points by: passing the Base Line, activating rotors, and scoring fuel (balls) through goals in the boiler. The first 15 seconds is programmed action then the human drivers take control for the final 2 minutes and 15 seconds controlling their robot to: transport gears, retrieve fuel, give gears to pilots, score goals in boiler to create pressure , prepare for takeoff and board the airship. The airship is a hexagonal platform on the field that holds two pilots. These pilots gather gears from robots and use them to power the four rotors in the ship. The goal of the pilots is to gather enough gears to power all 4 rotors. The airship must also be fueled, this fuel is collected by robots and scored in the boiler. Illuminated lights in the steam pipe show the pressure gained from the scored fuel. If the boiler creates 40kPa of pressure, the alliance earns 20 points. At the end of the match the pilots drop ropes for the robots to climb and earn even more points. The Alliance with the highest score at the end of the match wins!



Our 2015 robot rolling around in the Buddy Walk

What is Steampunk?

Steam punk is a genre of science fiction that has a historical setting and typically features steam-powered machinery rather than advanced technology.



SparX History....

The SparX FIRST Robotics team was founded in the fall of 2002, consisting of both Webster Thomas and Webster Schroeder High School students. Since our rookie year SparX has gone on to win six regional events, seven regional finals, countless design awards, and even two championship divisions. However, what the team prides itself on is the abundance of students that have gone on to study in Science and Technology, and the many of alum who have come back to help mentor the team.

SparX focuses on innovation and pushing the boundaries of math and science. The team has accomplished immense success both on the field and in the shop. The amount of knowledge gained by these innovative designs has helped the students to develop increasingly advanced designs each year.

Week 1 Progress....

SparX has been hard at work this week. We started it with the ever-important kickoff, where we learned the gist of this year's game. We're beginning the first stages of prototyping, and so far it appears to be going very well for us. We had a lot of fun simulating the game, and thinking out different strategies to provide a better understanding of the game dynamics. After the kickoff, we broke off into strategy groups to see what we could come up with and to address the functions most important to winning and being a good (and graciously professional!) teammate in FIRST Steamworks. After the strategy team had their discussion, we broke up into our Sub Teams and eagerly got to work creating prototypes and testing ideas for our 2017 robot. Check out our website for more information about the SparX Team at www.gosparx.org!



Our 2016 Students!



The team loves the steampunk style!



Owen and Peyton work on a prototype to pick up the fuel for the airship.



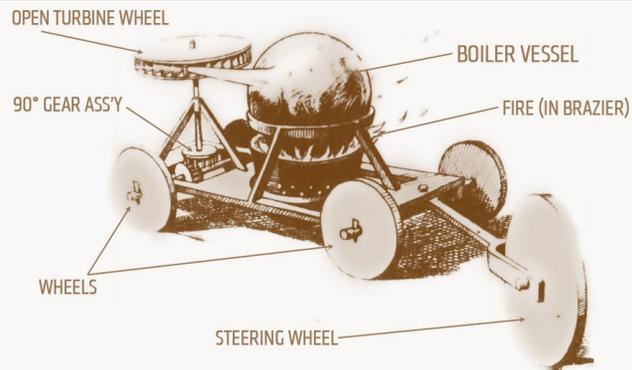
Sai and Ethan building a prototype.



Our 2017 team and mentors!

Week 2 Progress...

Things are *heating up* in Week 2! The SparX Team is busy prototyping their week 1 designs and deciding which ideas to use. The team is on a roll as the third week approaches. The Drives team has been making parts in CAD to mount the bumpers on the robot. Gear team has been prototyping ways to acquire gears from the retrieval zone. Fuel team has been perfecting their prototypes. The promotions team has been hard at work designing the team banner, ordering shirts, and working on chairman's. Software is up to date with programming and Electrical is figuring out where each part goes in a box that they are building. Each sub team has been progressing nicely and working their hardest to complete their part. As a team, we are right on schedule to complete the robot by bag day.



STEAM FACTS:

The first steam-powered vehicle was designed—and most likely built—by Ferdinand Verbiest, a Flemish member of a Jesuit mission in China around 1672. It was a 65-cm-long scale-model toy for the Chinese Emperor that was unable to carry a driver or a passenger. It is not known if Verbiest's model was ever built.