

# Team 6153: The Blue Crew

## Team Handbook



# Introduction

We are The Blue Crew and we are a not-for-profit robotics team based in Farmington, Maine. We mainly operate out of Mt. Blue Campus and are headed by lead mentor Mr. Richard Wilde. This handbook will give you all of the tools you will need to be successful on this team. This book includes our policies, requirements, and more.

## Our Goal

Our goal as a team is to spread STEM (Science, Technology, Engineering, and Mathematics) values in our local community here in Franklin County to help create the next generation of problem solvers and thinkers.

## About Our Founding

Our team was founded in late 2015 by Mitchell Guillaume. He approached our lead mentor, Mr. Richard Wilde, about starting an FRC (FIRST Robotics Competition) team at our school. Ever since we have been spreading our values throughout the community.

## What We Do

### FIRST Robotics Competition (FRC)

We operate a FRC team for high school level kids who are interested in STEM values. Together, we build advanced robots to complete the game at hand. Every year, a new game challenge is released and we then have a six-week build period to build the best robot we can to compete at competition.

### FIRST Lego League (FLL)

We help our local middle school to have a FLL team by having some of our FRC team members help mentor the FLL team. FLL is a wonderful program that teaches kids the importance of STEM early on before they have the chance to join our FRC team.

# Joining the Team

## Eligibility

- Turn in the contract at the end of this handbook.
- Comply with all team and school rules.
- Participate with the team throughout the year.

## Joining

If you would like to join the team, then you can just attend any meeting and we will help you the rest of the way. We also would request that you email our lead mentor Mr. Richard Wilde ([rwilde@mtbluersd.org](mailto:rwilde@mtbluersd.org)).

# Communication

## Email

Once you join the team, your email will be added to an email list where you will receive important notifications about the team and events.

## Slack

Once you join the team, you will also be invited to our Slack group via email. Slack is our preferred platform for member-to-member, subteam, and team communication.

# Requirements

## Out-of-State Events

In order to attend an out-of-state event, you must complete 20 hours of fundraising as well as 20 hours of team time. Fundraising events are specifically designated events such as helping operate the root beer float stand, talking with sponsors, and more. Team time is time that is spent working with the team on anything not related to fundraising such as attending meetings and working on the robot. All hours attended will be kept on record and members who have attended more than the required amount will have a greater chance of attending events with limited spots available.

If you did not complete your 40 hours of team-related work, then you will have the option to pay to go. We try to fundraise so money is not a barrier for anybody who wishes to be a part of the team.

## Fundraising

Events that count as fundraising are events in which we raise money on the team's behalf. Some events that count as fundraising are outlined below.

- Operating the root beer float stand
- Getting sponsors

## Team Time

Team time is time where you work with the team. Some examples are listed below.

- Attending meetings
- Attending build season meetings
- Working on approved robotics work outside of meetings
- Helping to mentor our FLL team

## Events

If you do not complete your 40 hours of team-related work, you can still attend events within The State of Maine. If you complete your 40 hours of team-related work, you will also be able to attend a second qualifying event that may be outside of The State of Maine. In years that we attend The New England District Championship Event, a group of 16 members will attend and on years that we attend The World Championships, a group of 12 member will attend. For The New England and World Championship events, members in important positions determined by the mentors will be listed first and then subsequent members that have the highest number of total hours.

# Team Positions & Subteams

## Subteams

### Business Team

The business team is in charge of all team-related business ventures and all of the team finances.

### Safety Team

The safety team is in charge of keeping members safe, preparing for medical emergencies and preventing medical emergencies.

## Programming Team

The programming team is in charge of making sure the robot runs and functions properly by using code.

## Build Team

The build team is in charge of building the robot and other various build projects.

## Drive Team

The drive team is in charge of driving the robot.

## Spirit Team

The spirit team is in charge of cheering the team on at competitions and keeping people happy on the team.

## Social Media Team

The social media team is in charge of letting people know who we are and when we are doing events.

## Public Relations

The public relations team is in charge of maintaining the team's public image and sponsorships.

## Team Positions

- Senior Team Captain
- Junior Team Captain
- Business Captain
- Safety Captain
- Programming Captain
- Build Captain
- Drive Captain
- Spirit Captain
- Social Media Captain
- Public Relations Captain

# Meeting Rules

## Meeting Times

Meetings will generally occur every Tuesday at 5:30 PM in Mr. Wilde's room unless stated otherwise. These meetings are mandatory and attendance will be kept. If you cannot attend a meeting please let a mentor or captain know ahead of time.

## General Courtesy

At meetings the agenda should be followed first, and then after the agenda is complete, members will have the chance to speak about topics not on the agenda. If you have a topic you would like on the agenda, please speak with a mentor or someone else in a captain role. You must listen to others at the meeting while they are speaking and not interrupt. Please take all ideas into consideration before dismissing them. If it is needed, a vote may be called but ultimately, the decisions are made by the mentors and the senior captain(s).

# Safety

## General Rules

1. You must always wear safety glasses on while working with the robot and/or dangerous machinery.
2. You must always wear ear protection while using or near loud machinery.
3. Use of open toed shoes are not permitted.
4. Follow the safety protocols of FIRST.
5. Know what you're doing when working with tools.
6. Your hair should always be up for people with long hair.
7. You should always know where the first aid kit is in case of emergency.

# Travel Rules

## General

Please respect rules and curfews placed by team mentors and adults. It is important that everyone complies with these so we can keep everyone safe.

In addition, you will be expected to behave in a manner that would be accepted in school. If you do violate any school handbook policies during your travels with the robotics team, you may be subjected to disciplinary action through the administration at Mt. Blue Campus. Any violation of

the school handbook is considered the responsibility of a mentor to present to the administration. An exception can be made to this, in the event that the physical or emotional well being of a member was jeopardized during a trip.

## Banned Activities

- The possession or usage of Illicit substances (not including prescribed medications)
- Engaging in sexual relations
- Carrying weapons
- Speaking with members from another team in search of love, especially Chevrus (excluding 254)

## Guidelines for Travel

- Follow school policies and the law.
- Adults should know where you are at all times.
- Before leaving to go any place, let an adult know beforehand and you must go in at least a group of two people.
- You must get a blue slip signed well in advance, before attending any trip.

## Failure to Comply

If you fail to comply to with the rules pertaining to banned items/activities you will be immediately dismissed from the team. If you fail to comply with the guidelines for traveling with the team, you will receive a warning. A second warning will result in the consideration of your dismissal from the team.

## Contact

**Lead Mentor** - Richard Wilde - [rwilde@mtbluersd.org](mailto:rwilde@mtbluersd.org)

**Team Captain** - Benjamin Andrews - [18bandrews@mtbluersd.org](mailto:18bandrews@mtbluersd.org)

# Authority of the Handbook

The rules and policies set forth in this handbook are binding and must be followed by all team members. The handbook is subject to change at anytime and all members will be notified of the change.

## Student Contract

By signing below, I acknowledge and understand all points listed below:

- I have read the handbook and agree to comply with all of the policies outlined within.
- The equipment used by the team may be dangerous and could cause harm if used incorrectly. I know that I am not allowed to use any equipment until trained on how to use it safely.
- I agree and consent to allow my photographs, name, or comments to appear in media related to the team.
- I understand that violation of any of the policies is punishable to and including dismissal from the team.

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Student Name

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Student Email

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Student Signature

Date

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Parent Email

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Parent Signature

Date