

Updated 9.16.19

**Job Description:** A Queuer's main responsibility at events is to help teams get from the pit area to the competition fields on time so the event can run smoothly and on schedule.

## Physical/Technical Requirements:

- Technical – Low
- Physical – High
- Administrative – Medium
- Communication – High



**Time commitment:** Queuers should expect to spend 6-8 hours at a full day event and 3-4 hours at a league meet.

## Proper Attire:

- Wear comfortable shoes, most of the day will be spent standing and walking between the pit area and the competition fields.
- ANSI Z87.1 certified safety glasses are required in the competition and pit areas.

## Volunteer Training and Certification:

Volunteers must create an account on [www.firstinspires.org](http://www.firstinspires.org) and apply to the role. Upon application, training can be accessed from within the Dashboard. If you have applied for a role but have not received access to the training, please email [FTCTrainingSupport@firstinspires.org](mailto:FTCTrainingSupport@firstinspires.org). A separate confirmation of the role assignment will come at a later date.

Queuers should speak to the Tournament Director to find out if there are any additional requirements, such as meetings before the event or run-throughs of the queuing path before the event. The approximate training time is one hour.

## Responsibilities:

### Lead Queuer

Lead Queuers manage the flow of teams to and from the competition area. Queuers will work with the Tournament Director and the Field Technical Advisor to create unrestricted paths to and from the pit area to the competition area. Creating and managing a safe, orderly flow of robots and teams to and from the competition will help keep all the matches running on time. Lead Queuers will also properly stage teams in holding areas, while ensuring the proper numbers of teams are in the queue. The Lead Queuer is an important part of the event management team, working directly with the Tournament Director, Field Tech Advisor, and the Queuing Staff.

### Prerequisite for Lead Queuer Role

To serve as a Lead Queuer, previous experience as a Queuer is required.

## Queuers

Responsible for managing team traffic to and from the playing field. Stage and position teams in preparation for the start of matches. Play a critical role in ensuring smooth flow of match play and maintaining the pace of the event. Queuers should arrive early on event day to review the flow of the robot traffic paths. It is important for a Queuer to know the traffic flow, and to ensure all teams are on the field when they need to be. This is a key success factor to making sure the matches run on time and stay on schedule.

- Escort teams from the pit to the queuing area.
- Stage and position teams for matches.
- Restrict access to field for unauthorized individuals.
- Maintain an uninterrupted flow of teams to the playing field.
- Direct teams to fields and help teams depart from the field.

The Lead Queuer may also opt to assign some of the Queuers as runners. Runners are there to find teams to queue up for the next match. Although teams are expected to report to the Queuers before their match, it is often necessary to find a team that has not reported for their upcoming match.

## Event Day Responsibilities

### Match Lists

It is important to check in with the Tournament Director or Field Technical Advisor to obtain match lists. The match list will be generated only after all teams have checked in for the day and have robots that have successfully completed robot inspection. A Queuer needs a match list to be successful, as this shows which team is competing in which matches. The match list also shows which color alliance the team will be for each match, which is needed to properly set the teams up on the competition field.

### Pit Map

Obtain a pit map from either the Tournament Director or from Pit Admin. Having a map of where each team is in the pit is key, as Queuers might need to find teams that have upcoming matches but have not already reported to the Pit Queuers. Below is a sample pit map:

